

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

From Your Helpful Tavern Wench

Version 3.3

© True Adventures, LTD, 2010

© True Adventures, LTD. 2010

Greetings, Traveler!

Though you may be green and fresh from your folks' farm, I can see in your eyes 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, you are in a family-oriented environment, so please bear this in mind. Please supervise any children with you during the event. However, dungeons can be dangerous places, and death lurks around many corners. So adventurers must be at least 14 years old. (Is this still the case?) Anyone who is under 18 years of age *must* have a parent or guardian sign a 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, such as strobe lights, water, chemically-created smoke or fog, loud noises, or perhaps fragrances. Your health and safety are of concern to us. Please arrive at least 20 minutes before the start of your event to register, however you can arrive as early as one hour before your adventure to plan and strategize with your party. Adventures have a running time of two hours with no bathroom breaks, so go before hand, because if you can't hold it you may forfeit your character's life to leave.

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

1: Food and beverages, so please finish these before entering the event.

2: Bags, backpacks, purses, or similar items. There is a bag check area available (for a small fee) for your convenience. In addition, please refrain from using cameras, cell phones, pagers, or two-way radios, as these things are disruptive to the fantasy environment.

Adventure Parties are composed of 8 players. A person from the waiting list 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; However, some players may have enough experience to be able to make their choices before other players. Why don't we go over the characters briefly to assist you in deciding what you may be most adept at.

Pick Me! Pick Me! - Character Classes

Bard: Spendric

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

If you have a flair for the dramatic and a mind for memorization, you should 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: Detect Magic, Read Magic, Ghost Sound, Mend, Detect Secret Doors, and Feather Fall. See the [spell supplemental](#) for a description of the spells cast by the Bard class. 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 combat. The Bard may also perform an impromptu song or rhyme when they choose to “inspire” the party during combat, resulting in +1 to all combat rolls and a +1 damage bonus for all other party members. Whether or not to role play this bard song is completely optional. Bards who acquire the token Masterwork Bard Instrument are said to possess a beautifully crafted musical instrument that increases the effect of a Bard’s inspiring performance power, which then adds an

additional +1 damage bonus (for a total of +1 to attacks and +2 damage) for 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

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, the Cleric will maximize the effectiveness of some spells. On their player cards, Clerics have listed some memorized spells that they can call upon: Cure Minor Wounds, Detect Poison, Command, Cure Light Wounds, Cure Moderate Wounds, Silence, and Turn Undead. See the [spell supplemental](#) for a description of the spells cast by the Cleric class.

Their devout knowledge gives them the ability to use the following token classes of Scrolls: Divine and All. Clerics who acquire the token Masterwork Holy Symbol are said to possess an enhanced Holy Relic that adds +1 damage to any successful attempt to turn undead.

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



Barbarian: Grog

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



If you want to be the party'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, once per adventure they have the ability to work themselves into such a fierce fury they are taken by a "Berserker Rage," becoming a formidable foe. The Rage gives a +2 bonus to their melee attacks and damage !

The Barbarian stands as mysterious and powerful as any mountain, and little stands a chance against him!

Fighter: Auld the Bold

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

If you possess a warrior's courage and you can perform under pressure, within you beats the heart of a Fighter! A smooth hand and skill with sliding token holders at the Combat Board can make you a very powerful member of your party, especially when combined with the Power Attack feat. This feat can be used three times during the adventure, and must be declared at the beginning of a combat round. As the price of throwing all effort into one attack, the Fighter must slide a natural 19 or 20 to hit the monster. If the slide is successful, the Fighter receives an bonus of +5 to damage; if a 20 is achieved, the +5 bonus is added in before the damage is doubled, so it is essentially +10 to damage! However, anything less than a 19 or 20 is an automatic miss.



Huzzah for the Fighter, the party's heavy hitter!

Paladin: Chevaron

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



If you find yourself torn between the warrior's spirit and the piety of a cleric, a Paladin may be your true calling! The Paladin not only is crucial during battle, but also has several holy abilities that can greatly assist the party should they use them when the time is right.

First, their designation gives them the ability to use the following token class of Scrolls: All. In addition, Paladins have the ability to cure a certain number of Hit Points, which can be split between themselves and others in their party. The Paladin may also call on the ability to Detect Evil up to three times during the adventure. Once per adventure, the Paladin can declare a wish to "Smite" an evil monster. A successful hit when using this ability will add +3 to their total damage. Praise be to the Paladin!

Ranger: Winstron

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

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. The Ranger is one of the classes with the advantage of being able to slide two pucks in hand-to-hand (melee) combat, one with each hand at the same time. This double-attack can quickly turn the tide of battle. The Ranger can choose from the following for their right, or primary, hand: Dagger, Pugio, Short Sword, Fey Blade, Rapier, Gladius, Scimitar, Long Sword, Broadsword of Life Stealing, Sickle, Javelin, Spear, Mace, Hand Axe, Club, Cudgel, Shillelagh, Morningstar, Scepter, Flail, or Battle Axe. For their left, or secondary, hand, the Ranger can choose from the following: Dagger, Pugio, Hand Axe, Club, Cudgel, Rapier, Gladius, Shillelagh, Sickle, Short Sword, Fey Blade, Mithral Long Sword. In short, anything listed as a primary melee weapon for a rogue can be used as the off-hand melee weapon for the Ranger. A Ranger may use ranged weapons, but only with one combat slider, as the two-handed attack is for melee only.



Rangers revere the living and loath the abomination of the undead; therefore, Rangers gain a special bonus of +1 damage against undead monsters as a representation of their desire to vanquish the world of these vile creatures. Rangers have the ability to use the following token class of Scolls: All. Whether with bow or blade, the Ranger will be in the fray!

Druid: Solaria

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

If you find inspiration in the beauty of the natural world around you, and like the Cleric are clear of mind and quick to recall, then the life a Druid may beckon.

The calling of the Druid provides for both healing ability and the ability to command the elements for offensive action.

Druids will be asked to show their mastery of the natural world and lore by recalling that knowledge when requested by the DM to enhance some spells. Successfully identifying the requested item will maximize a spell's effectiveness. On their player cards, Druids have a list of the following memorized spells that they can call upon: 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 cast 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 the Druid!

Monk: Brother Thorn

Race: Human Gender: Male Alignment: Lawful Good

If the piety and focus of a spiritual devotee entices you, but the desire to master the world inside yourself, both physical and spiritual, provides a stronger challenge, then the simple but profound path of the Monk may be 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. 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 benefit of his devoted training, the Monk's starting Armor Class is 15, not the normal 10 of his companions.

The Monk has many special abilities at his disposal. The Monk can choose to fight without physical weapons, using instead a special attack known to the enlightened as the "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 attack. Another martial skill known only to the Monk is that of the "Stunning Fist." Once per adventure, a Monk can declare that he or she wishes to stun. If the next attack is successful, the monster is stunned for one round and can not take action during that round. (Note: this attack affects humanoid monsters, Giant size and smaller, only) Whether the attack is successful or not, the ability is used for the adventure and can not be tried again in later combats.

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. The quickness of body required to Evade also allows the Monk to deflect small missile weapons. This ability can be used once per combat round.

The Monk's discipline and spiritual focus allows for the "Still Mind" ability. This allows the Monk a +2 bonus to any saving throw against a mental attack.

The Monk is proof that shiny weapons and armor are not everything!

Rogue: Speedwell**Race:** Halfling **Gender:** Male **Alignment:** Neutral Good**DOB:** May 13

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, or the skill to vitally wound a monster for an extra 10 points of damage. This can only be done once per monster and only with a melee weapon. Some monsters, such as constructs, undead, and monsters without vital organs (e.g., a shadow) cannot be wounded in this way. Your steady hand, nerve, and keen observation will also allow you to find and disarm traps that await your party. The action of searching, finding, and disarming traps is simulated through the Rogue's challenge. A Rogue will be required to defeat the challenge to achieve success over the complexities of the room. The rogue may try this challenge

once in a room (if it is present) with the following exceptions: For Rogues who acquire the token Masterwork Thieves' Tools are said to possess a superior set of picks, files, and other fine instruments. Once per adventure, it will allow them to re-try a failed skill test. Ektdar's tinkering tool also allows the Rogue to start a skill check at the midpoint of the test. The two cannot be used at the same time, but a failed check with Ektdar's tool could be followed up with a restart at the beginning with masterwork Thieves' Tools. The Rogue is 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

If you have a strong mind for memorization, and possess an understanding of the Arcane, you have the makings of a mighty Wizard. During their training, they are given a chart of the Planes of Existence to memorize. Later, when they cast offensive spells (all, or some of them?), they have a chance to do extra damage if the proper plane is identified. On their player cards, Wizards have a list of the following memorized spells that they can call on: Detect Magic, Ray Of Frost, Acid Splash, Read Magic, Burning Hands, Magic Missile, Shield, Scorching Ray, and Melf's Acid Arrow. See the [spell supplemental](#) for a description of the spells cast by the Wizard class. Because of their designation, Wizards have the ability to use the following token classes of Scrolls: Arcane and All.

Being listed last is not because Wizards are late, for they arrive precisely when they mean to!



Each character adds something unique to the experience. If you like, you can play the event multiple times and try a different character each time. Or you may 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. The races and genders 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 character's.

Finally, you will gain Experience Points each time you play a True Dungeon. You personally get the experience points, not the individual character. These points translate to higher Player Levels for you. Higher level players gain certain advantages.

Putting On My Best Duds! - Equipping

There are multiple ways you might acquire Tokens. 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. In addition, you can find tokens in your dungeon exploits as treasure gained from monsters and puzzles that were overcome. Finally, you can add to your token collection by purchasing treasure token bags at the Registration Desk. However the latter is not necessary to participate in the event or to complete the Dungeon.

Tokens represent the things you might wish to take along on your adventure. Some tokens represent Gold, Gems, Gear, Items, Scrolls, Weapons, Armors, Wands, Rings, Wondrous Items, and Potions. It is 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 increase your AC? If so, please display them, perhaps in your badge holder. Or if you have Mage Armor, you will want to cast it during training, as it lasts the entire Dungeon. Staff in the training room will mark your party card 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?

To Your Health!

Each player will be given a life or "Hit Point" counter. Players will be asked to keep track of their own health and to move the counter appropriately when taking damage or healing. The counter may differ from year to year but will either be a separate button or item that affixes to the player's character card.

So You Think You Are 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! Other weapons can be found during the adventure or acquired through trade. Combat is simulated on a Combat Board, with the board having a general outline of your foe that is divided up into numbered areas. Your weapon token is placed inside a puck-like token holder, which is slid down the table. The higher the number you slide, the better the chance you will hit the monster.



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 attacking party members 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 a 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 player.

Ranged:

In some cases, 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. Pre-melee combat is limited to ranged weapons (e.g., bows, spears, etc.). Ranged weapons may also be used during melee combat.

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!

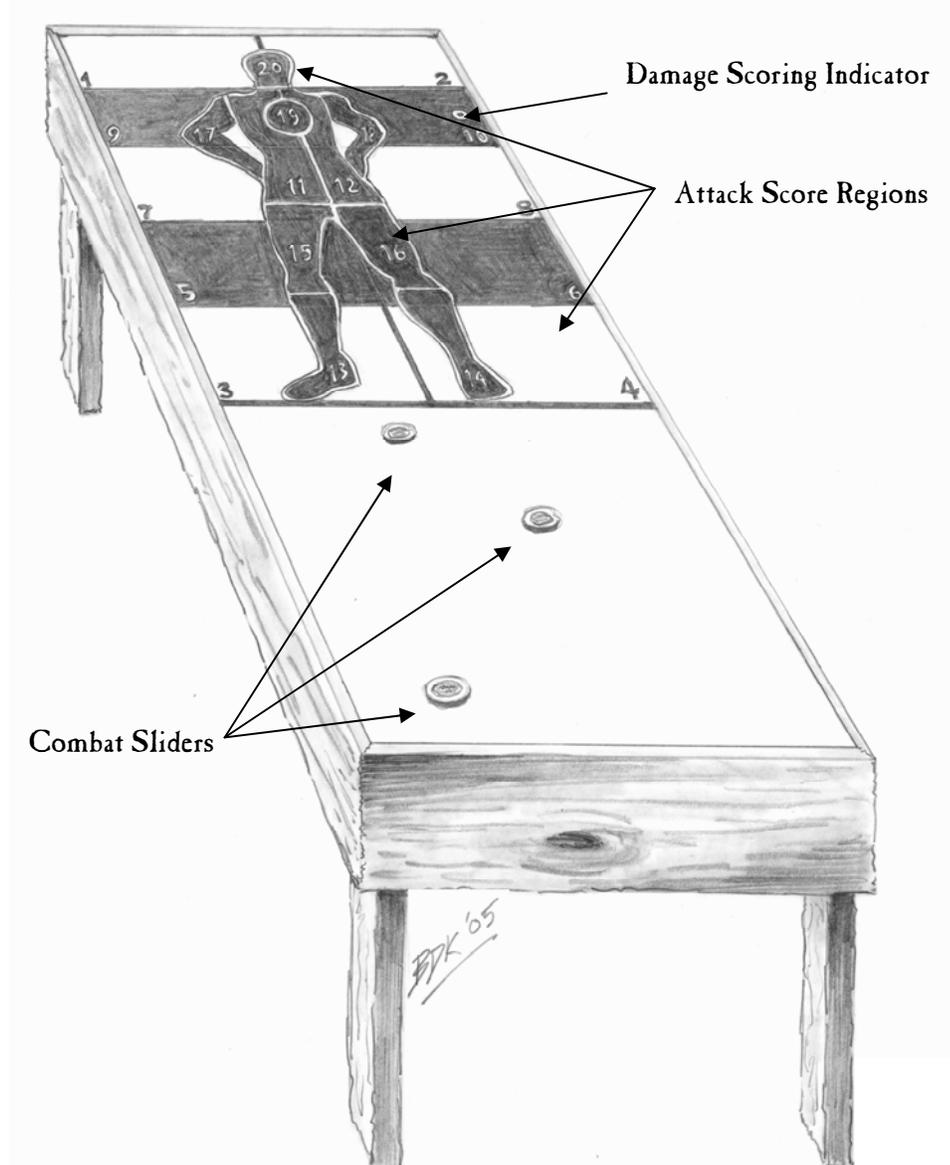
Shielding:

A party member can declare they are shielding another player. This might be useful if another player is low on hit points. Shielding the Wizard from harm might be the best course of action for future encounters. Shielding has its negative side, however, as the 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. Once shielding is stopped, the action can only be started at the beginning of a new combat round. Shielding lasts the entire round. The person being shielded is basically cowering, trying their best to make as small a target as possible. The shielded person can drink a potion to heal or heal themselves if they have the means, but cannot take ANY offensive action. Please note that the damage from some area affect spells or attacks will not be negated by shielding.

Tally Up The Monster's Damage!

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

For example, if your slider 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 slider "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. The number closest to a special dot located on the Cattle 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 monsters may have different Armor Classes and Hit Points.



Other non-weapon tokens can also have an effect! For instance, if you use a Scroll: Keen Edge token, a 19 will have the same effect as a 20, resulting in a critical hit. Also, some Tokens 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 to fight back. Monsters may have one or more attacks 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 resistance to damage. Monsters do not use the Combat board to attack. Instead, they use a d20 to determine hit attempts. Monsters do not do double damage on a roll of a natural twenty. Due to the confined space within MOST dungeon rooms, no character is considered to be out of the range of possible attack. Players 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 of 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 puts 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, his slider ricochets off of the Fighter’s slider in the “14” area, and both sliders 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 bonuses 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 hit. 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 Hit Points from the Giant Spider, and announces it is time to roll initiative.

At this time, someone from the party rolls a 20-sided die, and the DM does likewise. The two numbers are compared, and whichever side has the higher 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. In this example the party rolled a "12" while the monster rolled at "10," so this allows the party to swing first in this round and all following 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 a -2 penalty 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 casting a Magic Missile spell 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 8 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 "natural 20," which is known as a "critical hit" - any slide that lands in that region doubles the damage nearest the damage indicator dot **plus** any other damage modifiers, which are not doubled. The Barbarian goes next and slides a "16"; however, she remembers that while shielding, she must take "-2" on her attacks, and this will result in a miss.

The Fighter is the last to go, and he carefully weighs his options. He decides to drop the Long Bow and draws his +1 Long Sword this round. He feels that the extra damage his Strength gives him to melee attacks, but not ranged attacks, makes it the wiser choice. He readies his token and makes a mighty effort, but he can see immediately that his slider went wild and missed the monster all together.

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," so he looks to see what number on his token is facing the damage dot. He sees that a "4" is closest so he doubles the 4 points of damage, for a total of 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, which gives the same bonuses. The DM takes her slid "13" and then adds two to get a final score of "15," which is just 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 +2 to damage because of her Gauntlets and because of the Bless spell. So, her total damage is "5" 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. 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. 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, 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 bonus, only one attack, 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 tells the Monk the damage, and the Monk adjusts his hit point counter to reflect the damage. The DM also noted on the Combat Board that the spider has a special poison attack, 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 and gets a "9," to which he adds +5 due to his character's hardiness (this is noted on the character card) to get a final total of "14." This is not 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 adds the spider's "+3" bonus To Hit; 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 13 (Please confirm if the target AC for this spell is 13 or 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 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 his slider knocks into the Wizard's "16" slider, then ricochets off and into the Fighter's "17" slider. When 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 (good), 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 token, and he finds that the "5" is pointing at the damage indicator. He then asks the Fighter for all his damage modifiers. The fighter says he gets +2 because of his high Strength, +1 from the Bless, and +5 from the Power Attack, for a total of "13" points of damage! The spider looks very ticked off at the Fighter, and the Fighter knows who will get attacked next. 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 hits. The DM says the damage indicator scores the slide at "5" Hit 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 a deadly blow with his Short Sword, killing the monster before it can react.

Thus the fight ends, but the debate begins on how to divide the treasure they found and 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 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 in a specific room for a reason! There is a strict policy: do not take props from anywhere in the event (whether in the Tavern 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 to always inform the DM first before touching or doing anything!

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. You will be told to move to a certain point and wait for the next DM.

Rooms can have a puzzle/challenge, or a monster to battle, 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, the entire party may take 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 the following:

Teamwork is Everything!

True Dungeon is designed to be a group 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 to work with others to get things done in time-sensitive situations.

Each person and character class has something to contribute. Working together and looking out for each other will assist you in getting further in the event, and will make it more enjoyable for everyone.

Puzzles can be especially challenging, and they will require team members to work well together. Some may need contributions 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. The time for 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 decrease 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 usually only one DM in a room, so you must coordinate your actions, 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 healthy. 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, such as an early warning sign of impending danger, or you may 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 such a misfortune -

An Unfortunate Fate! - Death

The Minor Death Minion's Union Local 665 has decided the additional 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, Potion of Death's Door, or similar token 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. Players who cannot abide by this simple policy will be asked to leave by the DM and enforced by the Director staff.

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 will be effectively dead with no chance of resurrection.

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 help other people have fun. Many volunteers got involved because they played True Dungeon and then 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. 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.

Many people opt to volunteer part-time inside the Tavern 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 handlers, administrative staff, 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 our volunteer coordinator at volunteer@truedungeon.com. If you are interested in volunteering inside the tavern only, please indicate that preference. For more information, you can visit the event's website at: <http://www.truedungeon.com/>

I thank you for indulging me and hearing this maid's words. And until we meet again, my brave adventurer-to-be, I bid you 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 you 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, Druid, 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 aspiring Clerics. 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, I'm sure you can be trusted.

First, I shall address the abilities of the Bard, then the Wizard, then the Cleric, and finally, the Druid. Lastly, I shall address who can use which Token Scroll Classes. I shall try to be brief, as I know you must soon depart. Please keep in mind that all spells described are able to be cast once per adventure, unless specifically noted. Spells cast from scrolls are subject to the limitations of the scroll itself.

**** As a special note, spells that require a slide on the combat board to complete, are not actually making an attack with the slide, rather the slide represents a skill attempt to control the magic released. Therefore, these attempts on the combat board are not augmented by other force, magical or otherwise (e.g., Bard song), that may add or subtract to chances to hit in combat.**

Bards, the keepers of knowledge, will be most anxious for me to share that their spells are memorized. They require no physical components to be cast, Master Barrix did inform me.

The Bardic Lore of Spells and Functions (Back to Bard Description)

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. The presence of magical writing, items, glyphs, or the like will be revealed on the wake of this light.

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 this could be a useful spell for 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 it, and make it whole once more. This spell can not be used to restore or recover consumable items such as potions or scrolls nor will it work to restore charges to wands or other charge based items.

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 used to reveal the presence of secret doorways or trapdoors that lie hidden to the naked eye.

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

Now, the Wizards have a different set of spells to memorize. So please listen with keen attention to that which I did hear from Master Barrix.

The Arcane Skills of Wizardry (Back to Wizard Description)

Acid Splash – The use of this spell causes a spray of acid to engulf the target monster, causing 3 HP damage from the effects of acid. If the correct region of the Wizard's Focus Board is revealed when requested by the DM, three additional points of damage are added for a total of 6 hp damage. Failing the attempt will not affect the base damage of the spell.

Detect Magic – This will cast a special illumination that will last for 30 seconds. The presence of magical writing, items, glyphs, or the like will be revealed in the wake of this light.

Ray of Frost – This causes a beam of cold to emanate from the Wizard's hands. Straight and true it flies to it hit its target automatically, causing three (3) points of damage. If, the correct region of the Wizard's Focus Board is revealed when requested by the DM, three additional points of damage are added, for a total of 6 hp damage. Failing 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.

Burning Hands – When cast, this melee attack causes flames to emanate from the Wizard's hands causing 6 HP damage to all monsters in the room not immune to fire or flame. If the correct region of the Wizard's Focus Board is revealed when requested by the DM, three additional points of damage are added, for a total of 9 hp damage. Failing the attempt will not affect the base damage of the spell.

Magic Missile – This creates a force of energy that materializes 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 8 points of damage. If, the correct region of the Wizard's Focus Board is revealed when requested (by the DM), three additional points of damage are added, for a total of 11 hp damage. Failing the attempt will not affect the base damage of the spell.

Shield – Used at the beginning of combat, this spell lasts for an entire encounter (room). It creates an ethereal aura around the Wizard, adding 4 additional points to his AC for that combat.

Scorching Ray – (18 pts, must hit AC 13, see note page 18) Casting this spell creates a narrow beam of heat energy to emit from the Wizard's hands, causing 18 points of damage to any monster not immune to fire or flame. 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 13 or higher on the Combat Board. This spell cannot be further enhanced by the Wizard's Focus Board.

Melf's Acid Arrow – (16 pts must hit AC 13, see note page 18) This creates a force of energy that materializes into the physical form of an arrow. This arrow is then directed away from the Wizard at desired target. Upon impact, the arrow then disintegrates into an acid which will cause 16 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 13 or higher on the Combat Board. This spell cannot be further enhanced by the Wizard's Focus Board.

Of course, Adventurer, do not forget 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 the Cleric.

The Cleric's Divine Gifts Granted (Back to Cleric Description)

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

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. It will reveal the presence of poison anywhere visible to the Cleric in the wake of this light.

Command – (DC 14) A Cleric may invoke this ability to provide a single word of command to a lesser being. A roll save check will be made, and if 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 by identifying a 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 a 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. The effects will move with the caster.

Turn Undead – (once per encounter/room) The Cleric may cast this spell to invoke holy energy directed against one undead target. 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 focus item bead 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 (Back to Druid Description)

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 second. It will reveal the presence of poison anywhere visible to the Druid in the wake of this light.

Detect Magic – This will cast a special illumination that will last for 30 second. It will reveal the presence of magical writing, items, glyphs, or the like to the Druid in the wake of this light.

Cure Light Wounds – (2X) This has the ability to cure 5 or 8 hit points. However, laying hands on the wounded person is not enough. They shall have to prove their knowledge 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 that can be hurled at an 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 the 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 it is not limited to the caster, however, and may be cast on anyone in the party for an entire encounter/room. This increase in strength manifests itself as +2 to hit and damage with melee weapons.

Flame Blade – This spell allows the caster to create a blade-like weapon comprised of flame. This weapon will last an entire encounter/room, and upon each successful attack causes 6 points of fire damage. This damage may be increased to 8 if the correct focus item is identified at the spells casting.

The Classes of Scroll Spells

There are 3 Classes of Scroll Tokens: **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.

All Scroll Tokens may be used 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 for you. But I do hope that I was able to impart some wisdom to you for the challenges ahead. Until we meet again, my brave adventurer, I bid you good fortune and safe journeying.

Illustrations by Brian D. Kelley

True
DUNGEONTM

Real Dungeon. Real Props. Real Cool.TM