True DUNGEON®

DUNGEON MASTER'S GUIDE

Table of Contents

last updated January 21, 2020

Greetings True Dungeon Masters

By receiving this packet, you can count yourself among a unique, elite class of Gen Con volunteers: a True Dungeon (TD) Dungeon Master (DM). The DM plays a significant role in TD's success as they directly influence how each room operates and therefore the players' overall experience. True Dungeon hopes you are excited to have been selected for this role and wants to thank you for helping make TD Gen Con's most popular event!

Goal of this Guide

Please realize that this guide wasn't put together in an effort to create mindless DM drones, but rather as a means to create a consistent foundation for everyone's enjoyment of True Dungeon. As much as True Dungeon is a game, we cannot ignore the fact that people pay good money to play. This does NOT, however, mean a DM must go easy on a group, nor does "giving them their just reward" necessarily mean treasure.

Most of us are experienced DMs, both within TD and other various role-playing games. Some might even be reading this and saying, "But I know how to DM, I've been doing it for years". Even so, it is important that a common understanding is established for the sake of consistency.

A True Dungeon DM must deal with issues not encountered in standard table-top sessions. You get a new party, with new dynamics, every 12 minutes. This isn't the close group of friends and gaming pals you've grown accustomed to over many sessions of gaming. Each group has people with varying levels of gaming and TD experience.

TD is a Dungeons & Dragons variant. Many rules have been simplified due to the nature of a live, interactive, strictly-timed environment. Every moment counts! There's no time for long winded discussions on rules or theory.

The DM is not the focus of the room. A TD DM supports the surroundings, answers questions, interacts with the party as necessary, but shouldn't monopolize their time. The point of TD is for the party to interact with the environment as much as possible and with the DM as little as possible.

The story has been carefully crafted by Jeff Martin and the rest of his creative team. It is not up to the DMs to change it without permission. If changes need to be made to improve game play or adjust to some issue, make sure Jeff (or an Adventure Coordinator if Jeff is unavailable) is consulted and approves. The last thing we want is for Jeff to describe the way a room was supposed to function during the Riddle Reveal or on-line, only to have 20 people complain that was not the way it was played during their run.

The biggest complaint we receive is inconsistent DMing. You can be an awesome DM, but if you don't follow this DM Guide your party will be confused, and it will cause problems later for another DM. The number one goal of this guide is to make sure everyone is on the same page and that we all follow the rules exactly.

Let's be honest—DMing has always been a difficult aspect for TD and an area of complaints over the years. Well, why not? We are the ones who play judge to their questions and in many cases, kill them off. Players have little issue with good, consistent, creative DMing. The complaints come from inconsistency they perceive between rooms or runs. It is for this reason the TD DMG was created.

Combat

Let's get right to it. Every true adventurer gets excited by the anticipation of combat. Their hearts pound with excitement, pulses quicken, and adrenaline rises. So make sure combat doesn't feel like a game of shuffle board with centenarians. Here are some guidelines.

Keep It Moving

Combat will quickly use up precious minutes of a room's strict 12-minute time limit. Help adventurers be efficient with their use of time. Remember, you're the one in charge when combat is called, so keep them moving.

- Call out for actions while you're setting up the table. Players should ready their initial actions, pull out tokens, and step into place.
- Don't allow copious discussion or planning during combat or between rounds. They wouldn't be able to do so in a real combat!
- If someone is delaying, move on to a different player then come back to the first one later.
- Let spellcasters declare actions, and then give them time to collect any required tokens. Meanwhile someone else can slide or perform a skill check.
- Use every moment wisely!

Keep It Interesting

As well as keeping things moving, you need to make combat interesting as well. You're not just a referee. A good DM is part color-commentator as well. Like a good bard, intriguing descriptions enhance everyone's experience. DM descriptions set the tone.

Once a combat situation is initiated, try to follow these steps:

1. Paint the picture in a vivid yet concise manner.
   - Example of how not to say it: "A portal opens up and a drider steps out."
   - Preferred style: "The air grows cold as a swirling vortex forms in the corner of the room. Within its shadowy depths you see a strange silhouette and realize you only have a few moments before the portal will be fully open. What do you do? As the portal opens, a large spider with the twisted torso of a dark elf crawls out!"
2. Multi-task whenever you're able. If possible, setup the combat board as you describe the monster.
3. Call for the players to declare their actions once during your description. This helps them focus on the situation at hand. Pay particular attention to spellcasters and bards who have means of enhancing other characters. Single them out once if you need to. Most fighters will simply draw weapons.
4. Allow players who have a ranged weapon (spear, hand-axe, dagger, bow, crossbow, or sling) to take a free attack before initiative, if the room's description allows. No spell attacks, wands, or scrolls are allowed in the "surprise round."

5. Roll initiative.
6. Conduct combat. It's up to you to make combat fun and exciting. Your running comments will have a dramatic effect on how well your players enjoy the experience.
7. As with the setup, close the combat with an interesting description. (These can be generally worked out ahead of time with fellow room DMs.) Again, which would you rather hear?
   - "Umm… okay the paladin and the wizard do 12 points of damage and kill it."
   - "As the Ogre was about to take a massive swing at the paladin, the wizard was able to send several *magic missiles* streaking straight at its thick neck—knocking it backwards and bringing to an end its evil life."

A Few Miscellaneous Hints

- Don't be afraid to get excited at good hits—either theirs or yours! You're part color commentator!
- Don't be afraid to taunt the players a bit if the creature would. Have fun with them.
- If an NPC in your room can speak, feel free to interact with her in your efforts to playfully antagonize the players. E.g., you might ask the NPC who should be attacked next.
- Don't tell players what AC is required to hit the monster. Use descriptive terms like "slow and easy to hit" or "its thick skin looks like it might be very hard to penetrate."
- Remember, combat is not just facts and figures.

Pre-initiative Attacks (Surprise Round)

If the module allows for it in the room description, anyone carrying a ranged weapon token gets to make a free combat attack <u>before</u> initiative is rolled. There is no mechanism for players to declare what weapon they are currently carrying, so if they have the weapon token on their person, they may use it.

If it's allowed, after a DM describes the monster and how it enters the area, the DM then announces that anyone with a missile weapon gets a free slide with a missile token. Tokens are placed into pucks and then normal slides are made. Please note the following:

- Pre-initiative attacks are limited to ranged weapons only. No spells, scrolls, or spell-like powers are allowed.

last updated January 21, 2020

- There is no time penalty for players to switch to a melee weapon for the first regular round of combat. Thus, a player can attack with a long bow during the pre-initiative attack round, then draw a rapier for a swing during the first round of regular combat.

Initiative

Note, please pay particular attention to this area—it is often inconsistent between DMs.

At the start of combat, the DM and one party-designated player roll a d20. Add the initiative modifier from the party card to their roll. If the monster has an initiative modifier, add it to your roll, and then compare results. (Your specific room's description will tell you if a monster has an initiative bonus.) The higher modified roll wins initiative. Here are the possible outcomes:

- **The party's initiative check is higher than that of the monster:** If the party's roll is higher, they win and all players may attack the monster or perform an action. Once they have all taken a full action or attack, it is the monster's turn to strike back. (See "[Playing the Monster](#)" for details.)
- **The monster's initiative check is higher than that of the party's:** The monster attacks first. The DM will make the monster's attacks in accordance to what is written in the module.
- **The monster and the party tie:** In this case, have both sides re-roll until a winner is declared. Don't spend time discussing it, just quickly inform the players the check needs to be re-rolled.

NOTE: Characters' Dexterity scores have no effect on the initiative rolls. As of this writing, the elf wizard spell *alertness* is the only exception to the initiative modifier written on the party card. **If cast before** you call for initiative to be rolled, *alertness* grants the party a +10 bonus to their initiative check. *Alertness* cannot be used in combat or after you call for initiative to be rolled.

Only one initiative check is made at the beginning of combat. The party and monster will simply take turns attacking until combat is complete.

The spell *lesser maze* requires initiative to be re-rolled. See the [Character Abilities In Depth](#) section for detailed mechanics on *lesser maze*. *Alertness* could be cast during this "free" round as the elf wizard's action so long as it's cast before the new initiative roll is called for.

The [Pre-initiative Attacks (Surprise Round)](#) description above contains information about rules for attacks before initiative is rolled.

Keeping Track of Monster Damage

Keep a running tally. There are many ways to keep score; however, we suggest you keep a running tally of the total damage delivered by the party on the side of the battle board. When the total reaches the HP listed on the crib notes for the room, declare the monster dead. Give the players colorful clues to the monster's current HP status. For example, "The troll looks only partially damaged from your combined attacks," or, "The troll appears to be devastated by your assault, and though he is severely wounded he presses his attack."

Don't adjust HP or AC. Remember not to adjust the stats of the monster beyond what is printed for Hardcore or Nightmare modes on the room's crib sheet. If any changes are necessary they should be made in consultation with Jeff and the Adventure Coordinators.

Conceal the Max HP. The monster's maximum hit points should be concealed by the DM. You can make a tiny note in the corner of the combat board, but after a while you will have the monster's starting hit points well memorized. We conceal the starting HP to make combat more exciting. Instead of point totals, give short descriptions of the monster's current status at the end of each round as noted above.

Check for specific energy damage. Some monsters may be immune to or take extra damage from a specific form of energy; e.g., a fire-breathing dragon will take extra damage from Cold attacks but no damage from Fire. The exact details will be in your room's description. The damage bonus cells on the party card indicate if the player automatically deals a specific energy type. If the monster you're running has a specific resistance or vulnerability to a form of energy, be sure to check the party card and indicate how that monster is affected by that energy, but don't "spoil" the monster's secrets when you do so. In the case of the aforementioned fire dragon, the monster's vulnerability and immunity to energy forms may be obvious. However, not all monsters are this blatant. Be sure to use your story-weaving talents to subtly imply what these resistances/immunities are instead of just blurting them out.

Melee Attacks

Weapon tokens will be placed in a slider, label-side up, and launched with a mighty slide down the combat board. All party members choosing to engage in combat must make their attack attempts before hits are scored and damage is tallied. This allows for both strategic and purposeful tapping of poorly slid pucks into hit areas, as well as the potential of a hit being knocked off the board by the careless slide of an overeager party member.

Illuminated Combat Board Bumpers

First tested at Gen Con 2016, combat boards now have an illuminated protective device designed to prevent tokens from flying off the board. But remember, any puck that hits the back or side is an automatic miss, no matter where it comes to rest.

Escaped Weapon Tokens

Sometimes a player will score a hit, but the token flies out of the puck. This typically happens when pucks collide. When that happens, quickly and randomly replace the weapon token in the puck then proceed with the rest of combat.

Ranged Attacks

Ranged attacks are made in the same manner as melee. Place the token in the slider, label-side up, and slide it down the table. Ranged attacks can include:

- Launchers: blunder guns fire slugs, bows shoot arrows, crossbows propel bolts, and slings hurl either sling bullets or sling stones
- Thrown Weapons: spears, hand-axes, daggers (all daggers can be thrown as well as used in melee)
- Miscellaneous: THUNDERSTONE, HOLY LAGER, ALCHEMIST FIRE, WEIGHTED NET
- Spells & Scrolls: See below for more details.

Ranged Attack Spells

Some damage-inflicting spells require a certain AC be hit in order to function. When players want to use this kind of spell, they must make an attack slide.

- If the spell is being cast from a scroll, the scroll token should be placed face up in the puck before making the attack slide. The scroll token must be collected whether the slide was successful or not.
- If the spell is being cast from a player's character card, players may either use an empty puck or place an upside-down token in the puck before making the attack slide—whichever they prefer.

Spells cast from a player's character card benefit from any ranged To Hit bonuses the character is entitled to. Damage bonuses—unless specifically mentioned—do not affect spells. Other than duplication via GLOVES OF THE CABAL or cast as a Free Action via SHIELD OF THE SCHOLAR, spells cast from scrolls are not affected by anything. This means scrolls and spells "cast as a scroll" never gain a To Hit or Damage bonus and may not be modified in any way.

No penalty for firing into combat

Players may fire into melee combat without fear of hitting a party member.

Recovering thrown weapons

Once a reusable thrown weapon (javelin, shuriken, etc.) has been used, that specific token is out of play and should be set aside. Keep these tokens out of play until combat is over, but be sure to return them after combat concludes. Other than a DAGGER OF THROWING, thrown weapons may not be recovered during combat. Tokens marked "one use" (e.g., SACRED HAND GRENADE) may not be reused.

Missile vs. Ranged: What's the difference?

All missile attacks are ranged attacks, but not all ranged attacks are missiles.

Missile: Any physical object that flies through the air with the intent of causing harm. This includes ammunition launched by mechanical weapons (blunders, bows, crossbows, slings, etc.) as well as thrown weapons (alchemical containers, daggers, hammers, shurikens, spears, etc.)

Ranged: Any distance attack. This includes all missiles, spells, and scrolls. Though scrolls are technically ranged attacks, scrolls can't be modified unless the token specifically indicates it affects scrolls. Therefore, you probably don't need to check the party card when a player uses a scroll.

Ammunition

Infinite Mundane Ammo

Characters are assumed to have an unlimited supply of mundane arrows, bolts, bullets, slugs, and stones. Only specialized ammunition requires a token to be turned in. These may include masterwork, +1, +2, sleep, madness, slaying, etc. Specialized ammunition

tokens must be collected on either a hit or a miss. For everyone [except wardens](#), ammo is never recoverable.

Extra Damage Ammunition

Ammunition that deals HP damage always adds its bonus to the weapon it's fired from. E.g., MASTERWORK ARROW damage stacks with a +2 FLAMING SHORTBOW (as well as all other bows), adding +1 to Damage. Magical bolts (+1 or +2) add their bonus to both To Hit and Damage. Slugs fired from blunder guns and bullets/stones launched from slings work the same way.

Non-HP Damage Ammunition

Some ammunition causes a harmful effect to befall its victim. E.g., BOLT OF DEEPHOLD, HAND CROSSBOW BOLT OF MADNESS, and HAND CROSSBOW BOLT OF ENFEEBLEMENT can all produce a harmful magical effect instead of dealing damage. When this type of special ammo is used, the attack will deal 0 damage. It doesn't matter if the saving throw succeeded or failed. Not even a natural 20 will deal damage in this case.

Sleep Arrows

Upon a successful hit, the monster must make a DC 12 Will save or fall asleep for one round.

The effects are NOT cumulative. If the monster is hit by two SLEEP ARROWS in the same round and fails both saving throws, it will only sleep for one round. However, a clever party could use multiple SLEEP ARROWS round after round to keep the monster unconscious. Each SLEEP ARROW that hits requires a separate saving throw.

SLEEP ARROWS cannot affect undead, constructs, jellies, or anything that doesn't sleep.

SLEEP ARROWS do not deal physical damage. If they hit and the monster fails the save, the monster falls asleep and takes zero damage from that SLEEP ARROW attack.

Off-Silhouette Slides

Some combat boards feature the silhouette of the monster on a plain, un-numbered background while other boards have low-numbered AC zones "behind" the monster (seen on the right board below). As long as a puck lands in or touches a zone that has an AC value, if the player's bonus is high enough, it can hit the monster if the AC zone is 2 or higher. However,

if the puck lands in a zone with no AC value or a value of 1, that slide is a miss, no matter what the player's To Hit bonus is. This rule applies to all attacks, including melee, ranged, spell, thrown, and/or scroll.

In the illustration below, because the left board has no background AC zones, any slider that winds up completely outside the monster's silhouette (shown here in red for emphasis—real boards are just black & white) is an automatic miss. However, on the board on the right, if the player's To Hit bonus is high enough, a slide anywhere other than 1 (also emphasized here in red) has the potential to be a hit because there are no null AC zones.

No Background AC Zones   With Background AC Zones
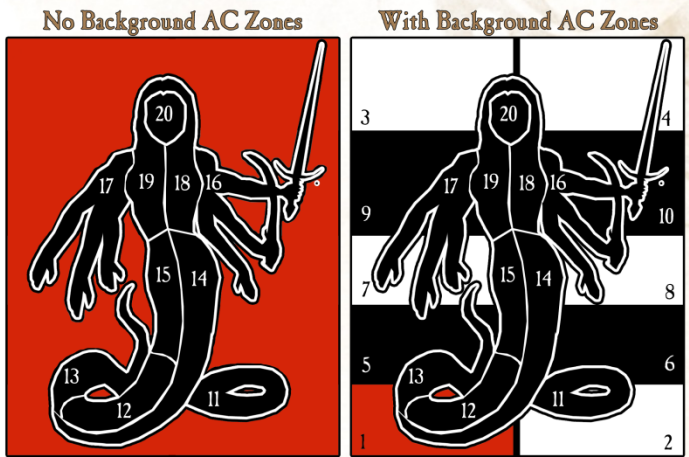
Stat Bonuses

A character with a Charisma of 16 or higher may equip up to two [Figurines of Power](#).

Strength affects melee weapon To Hit & Damage as well as thrown weapon damage.

Dexterity affects all types of ranged attack slides (including spells which require a To Hit slide), but never affects damage.

The following table illustrates which stats affect which combat modifiers:

Stat	Melee		Launchers*		Spells**		Thrown	
	To Hit	Damage	To Hit	Damage	To Hit	Damage	To Hit	Damage
STR	Yes	Yes	No	No†	No	No	No	Yes‡
DEX	No	No	Yes	No	Yes	No	Yes	No

*Missile weapons which launch projectiles, such as blunder guns, bows, crossbows, and slings

**Only spells cast from the character card, not scrolls

†Bows & slings with the "Mighty" descriptor add the character's Strength bonus to Damage

‡Not including thrown [alchemical weapons](#)

Stat Requirements

If a token requires a minimum stat to use, the stat in question must be raised by permanent means. Therefore, when a player wants to use a token that has a stat prerequisite, s/he must equip tokens which raise that stat for the entire adventure. Temporary effects (e.g., potions) which last only a single room or round may not be used to fulfill a minimum stat requirement.

Hiding

Some players may use a CLOAK OF ELVENKIND or CLOAK OF THE VALE (though the latter only works in an outdoor setting) to hide from an attacking monster. If they do, standard monsters will ignore them during that round, so long as the character takes no other action other than hiding. This means the character may not attack, move, talk, cast spells, perform *bardsong*, or pretty much anything other than stand still & breathe. The aforementioned cloaks work equally well when submerged underwater or on characters on the water's surface provided the wearer does nothing other than tread water in place. If they take any actions—hostile or friendly—they can be seen by the monster and become viable targets just like anyone else.

Invisibility

Either the elf wizard spell *invisibility* or POTION INVISIBILITY makes the caster/imbiber (not another player) invisible so long as that character takes no offensive actions. "Offensive actions" are defined as:

- Making an attack
- Casting a damage-inflicting spell
- Casting a spell which requires a magic/spell resistance check
- Casting a spell which requires a saving throw

It does not matter if the attack or spell was successful; merely attempting any of those actions breaks *invisibility*.

Other than the aforementioned prohibitions, invisible characters are free to do pretty much whatever they desire—within reason, of course.

Invisible monsters and players can be revealed if the invisible being is covered with things like ash, dust, or water, as these substances do not turn invisible when they land on an invisible being. An invisible being will look like a being-shaped bubble when submerged underwater.

Critical Hits

If a player slides a natural 20 (not when a monster rolls a natural 20) and the monster is vulnerable to critical hits (see "Crit Immunity" below), the damage inflicted is doubled. Other than *sneak attack* damage (see note), any and all forms of additional damage, as well as "vulnerable" damage (e.g., Cold vs. red dragon) are also doubled on a natural 20. If a spell can crit (RING OF WIZARDRY), the same principle applies.
Note: Sneak attack damage is doubled when the rogue attacks with NIGHTSHADE'S +2 SHORT SWORD or a Viper Strike fang in conjunction with the Viper Strike set bonus.

Only Natural 20s Automatically Hit

Weapons with the *keen* or *smiting* property (inherently or via a spell or oil) can score a critical hit when the player slides a natural 19 or 20. An *ultra keen/smiting* weapon crits on a natural 18, 19, or 20. But, no matter what the crit range of the weapon is, only a natural 20 is an automatic hit. Even if the weapon has an expanded crit range, if it lands anywhere other than the 20 zone, you must still check to see if the attack succeeds before assigning damage.

Crit Immunity

In role-playing terms, a critical hit means the victim has been struck in a vital part of its anatomy. A creature lacking any discernible vital anatomy cannot be critically hit. Constructs, incorporeal creatures, oozes, plants, or undead are all examples of creatures without vital anatomy. In general, if a monster is immune to being *sneak attacked*, it's also immune to critical hits. The room's description will specify whether a specific monster makes an exception to this rule. There are tokens which override this restriction. E.g., CHARM OF FINAL REPOSE allows the wearer to crit/*sneak attack* undead and AMULET OF THE TINKERER allows the wearer to crit/*sneak attack* constructs. But keep in mind, those items allow the one specific character using the item to crit that one specific creature type. They do not bestow their abilities to other characters or other creature types.

last updated January 21, 2020

Sneak Attacks

Rogues' stealth gives them the unique ability to make one *sneak attack* (aka "backstab") per room. Unless a magic item specifically says otherwise (see below), *sneak attacks* can only be performed with a melee weapon. A successful *sneak attack* by a 4th-level rogue deals an additional 15 points of damage on top of the indicated weapon damage. A 5th-level rogue deals an additional 20 points of damage instead of 15. Rogues must spend one combat round to "sneak behind" the enemy before they can make their *sneak attack* at the start of the next round.

The +15/+20 *sneak attack* damage bonus is NOT doubled in the case of a critical hit. There are two exceptions to this rule, both are detailed below.

Unlike traditional D&D, rogues do not get a To Hit bonus when *sneak attacking*. Combat is still up to the skill of the player. A successful hit deals additional damage (+15 or +20) on top of the regular damage from the weapon.

A rogue can only *sneak attack* living creatures with vital anatomical structures. Some monsters including constructs, incorporeal creatures, oozes, plants, or undead cannot be *sneak attacked*. In general, if a monster is immune to being critically hit, it will also be immune to *sneak attacks*. There are tokens which override this restriction and are described below.

The following tokens affect a rogue's ability to make *steak attacks*:

- **AMULET OF THE TINKERER:** Allows the wearer to critically hit or, if a rogue, *sneak attack* a Construct. This effect applies only to the individual(s) wearing the amulet.
- **BOOTS OF ELVENKIND:** Rogues wearing these may bypass the "prep time" and *sneak attack* without the normal one round penalty. This also means they can attempt a *sneak attack* on round 1, but does not mean round 1 is the only round they can attempt a *sneak attack*.
- **BOOTS OF THE UNDERDARK:** Much like BOOTS OF ELVENKIND, these allow a rogue to bypass the normal "prep time" and make a *sneak attack* without the normal one round penalty. This does not mean round 1 is the only round they can attempt a *sneak attack* if wearing these boots. In addition, when making a *sneak attack* (no matter which round they do so), they gain a +2 To Hit.

This +2 bonus does not apply to attack modes other than *sneak attacks*.

- **BOOTS OF THE VALE:** Much like BOOTS OF ELVENKIND, a rogue wearing these may bypass the "prep time" and *sneak attack* without the normal one round penalty. However, these boots only function outdoors. Your room's description will specify if it's considered outdoors.
- **CHARM OF FINAL REPOSE:** Allows the wearer to critically hit or, if a rogue, *sneak attack* an Undead creature. This effect applies only to the individual(s) wearing the charm.
- **HOOD OF ELVENKIND:** Rogues wearing these may bypass the "prep time" and *sneak attack* without the normal one round penalty. This also means they can attempt a *sneak attack* on round 1, but does not mean round 1 is the only round they can attempt a *sneak attack*.
- **LENSES OF VITAL INSIGHT:** Allow a rogue to make a sneak attack with a ranged weapon. Rogues wearing LENSES OF VITAL INSIGHT and an item which allows them to *sneak attack* without the normal one round delay (see above) can make a *sneak attack* with a ranged weapon during the surprise round (assuming the monster is capable of being sneak attacked)
- **NIGHTSHADE'S +2 SHORT SWORD:** If a rogue scores a critical hit with this weapon while making a *sneak attack*, all the damage is doubled—including the bonus *sneak attack* damage (+15 or +20) which is not normally subject to doubling.
- **Viper Strike Set:** If a rogue has equipped three Viper Strike items and scores a critical hit when making a *sneak attack* with a Viper Strike fang, all the damage is doubled—including the bonus *sneak attack* damage (+15 or +20) which is not normally subject to doubling.

Actions in a Round

Free Actions

These effectively take no time to perform. However, a character may only perform one Free Action in a single round. Here are a few examples of Free Actions:

- Activating *guard*, *spell surge*, casting *instant safeguard*, *sacrifice*, or other "instant" abilities
- Retrieving a potion, oil, miscellaneous gear, etc. (retrieving the item takes no time, using it does)

- Swapping weapons (except between two heavy crossbows, see Unusual Timing Rules below)

Standard Actions

Only one Standard Action may be performed in a single round without magical assistance:

- Applying an oil/salve or drinking a potion (retrieving the item takes no time, using it does)
- Attacking
- Casting a spell (other than instant-casts)
- Monster lore checks (bard)
- Performing *bardsong* (see below)
- Reloading a heavy crossbow
- Setting up a *sneak attack* (without magical aid)
- Switching between two heavy crossbows
- Using a magic item, including wand

Action Combinations

Here are a few combinations of actions characters could perform in a single round (this is not a comprehensive list):

- Moving and attacking
- Moving and taking a Standard Action
- Moving and using an item
- Swapping weapons and attacking with the second weapon
- Taking out a potion, item, or gear and using it

Players may not gain a second Free Action in lieu of performing their Standard Action. I.e., they can't get two Free Actions in one round, even if they don't perform a Standard Action. They get no more than one Standard Action and one Free Action per round, period. They're not required to use both of them, but one can't be swapped for the other.

Unusual Timing Rules

- Since *Bardsong* is a Standard Action, bards normally cannot execute any non-Free Actions when playing, with the following exceptions:
  - BRIANO'S BLESSED BODHRÁN allows a bard to perform and cast a spell (but not attack or perform a *monster lore* check) in the same round.
  - LYRE OF ECHOES allows a bard to perform *bardsong* every other round while maintaining the effect continuously. Bards may play a different instrument during the "off-rounds" but if they do so, the current instrument's effect would overwrite the LYRE OF ECHOES' effect for that round.
  - LYRE OF LORE allows a bard to perform a *monster lore* check while simultaneously performing *bardsong*. This instrument does not allow any other simultaneous action to be performed.
  - WIDSETH'S MYSTICAL LUTE allows a bard to perform and attack (but not cast a spell or perform a *monster lore* check) in the same round.

- BOOTS OF ELVENKIND, HOOD OF ELVENKIND, BOOTS OF THE UNDERDARK, and BOOTS OF THE VALE (the latter only works outdoors) allow rogues to attempt a *sneak attack* without a one round delay. Rogues not wearing any of those items must take one complete round to set up a *sneak attack.*
  Note: The benefit granted by those items may be utilized on <u>any</u> round of combat—not just the first. The wording on the face of those tokens may lead one to think they only function if the *sneak attack* is attempted on round one of combat, but that is not the case.

- Re-loading a heavy crossbow, as well as switching from one heavy crossbow to another, requires a one round penalty. Switching from a heavy crossbow to another weapon (sword, axe, etc.) does <u>not</u> require a round to do so (e.g., a player may fire a heavy crossbow in one round, then attack with a HEAVY MACE the next round).

Attacks of Opportunity

There are no attacks of opportunity for either characters or monsters. The rules governing attacks of opportunity slow combat down too much for TD.

Playing the Monster

Play the level of intelligence of the monster! A creature of low intelligence may simply attack the nearest person, or the person who dealt it the most damage. A more intelligent creature may select a target based on other reasons, such as attacking the character it thinks is the biggest threat, easiest kill, or someone the monster dislikes the most. For instance, a demon might attack a paladin first, or a wizard might attempt to charm a fighter to negate his attacks.

Do not allow your meta-game knowledge to inappropriately influence how you play the monster. You may know that rangers do extra damage to undead, but a mindless skeleton does not. If you're playing a mindless undead, don't pick on the ranger unless the ranger has given the monster a reason to do so. You may know that 5th-level monks are extremely hard to damage with spells allowing Reflex saves, but the low-level sorcerer casting a lightning bolt probably doesn't. Therefore, don't automatically pass over the monk as a lightning bolt target unless you have a logical, in-character reason to do so. Conversely, highly-intelligent, experienced monsters may indeed know about the strengths & weaknesses of the various classes and may be able to determine vulnerabilities on sight. A 2,000 year old vampire has probably come across scores of adventurers and can pick out a cleric from miles away. If you're playing Duke Straub, it's appropriate to have him know who his biggest threats are and for him to try to take them out first.

Even low-intelligence monsters can learn on the fly. If the fire elemental keeps getting hit by ice spells, it's going to take out the source of its agony ASAP.

When all else fails just attack one of the heavy melee (barbarian, dwarf fighter, fighter, paladin) classes.

Be smart. If the creature has innate or special abilities, use them to its advantage.

Monsters that can attack more than once per round may choose to attack one player with all their attacks or "spread the love" to multiple players. Monsters may also have To Hit bonuses and/or special resistances to physical damage or magical energy.

Monsters do not use the battle board to attack. They use a d20 to determine the success of their attack attempts. Monsters do not deal double damage on a natural 20 roll. A natural 20 roll is an automatic hit, but it does not deal extra damage.

Due to the confined space within most dungeon rooms, no character is considered to be out of range for a monster's attack attempt—unless the room's description says otherwise.

Tokens

This guide will not go into great detail on tokens because excellent resources already exist. **It is important that you are very familiar with the**

Token Database**.** Even though most tokens have a description printed on their face, the TDb details the nuances of token mechanics. The TDb is smart-phone friendly, so feel free to access it (or ask an idle player to access it) when running your room—when and if it's appropriate to do so.

Every effort is made to think of tokens which are likely to be used in your room. These will be listed in your room's description in the boxed section called Tokens of Interest (aka, the ToI Box). However, this section will never be complete because players will always come up with unforeseen ideas.

It should also be noted that high-powered tokens shouldn't be necessary to complete a room, but they can certainly add to the experience. Be ready for some creative token use attempts by players. When preparing your room before the convention, think out of the box for unusual ways you might try to use tokens. There's a good chance someone else will try it. Talk these ideas over with your fellow room DMs so that you can rule consistently. DMs are encouraged to contact a Director or Adventure Coordinator over the radios anytime they need a ruling. It is **absolutely imperative** that your fellow DMs be informed of any rulings made at Gen Con.

Set Bonuses

When at least three unique items from a set are worn, additional effects come into play. Some sets have only three items, while others have as many as six.

When a set bonus is achieved by equipping a weapon, shield, orb, or anything held in (not worn on) the hand, the hand-held item is "locked in" for that mode of combat. Therefore:

- A character equipping a hand-held item in a melee slot to fulfill a set bonus must keep that specific hand-held item equipped when engaged in melee combat.
- A character equipping a hand-held item in a ranged slot to fulfill a set bonus must keep that specific hand-held item equipped when engaged in physical ranged combat.

Characters may temporarily swap one or both hand-held set-piece items (either melee for ranged or ranged for melee) and maintain the set's bonus. However, the bonuses granted by the individual "lost" item(s) won't apply. E.g., a ranger using SCEPTER, ORB, and BOOTS OF MIGHT to gain a level

13

may swap out the scepter and orb to use a ranged weapon, but may not use any other melee weapons. During the swap-out, the ranger loses the +2 Strength bonus granted by the ORB OF MIGHT, but maintains the +1 level granted by the Might set.

If all the required pieces can be equipped at the same time, a character may have more than one set bonus.

All set bonuses stack (e.g., a character with the Might Quintet bonus also gains the Trio & Quartet bonuses).

Set Bonuses & Duplicate Weapons

If both the weapons being wielded are part of the same set and are either Relics (blue title with a ★ near the bottom) or Legendaries (orange title and backing), they count as two items toward fulfilling that set's quota. E.g., when trying to qualify for the Viper Strike set bonus, a monk could wield two +3 VIPER STRIKE FANGS (Relics) and wear one other Viper Strike item to qualify for the Viper Strike set bonus. Similarly, a ranger could wield two ASHER'S +5 VIPER STRIKE FANGS and they would count as two items toward the Viper Strike set. Wielding two +2 VIPER STRIKE FANGS (Ultra Rares) would only count as a single item toward the set's quota because neither of those are Relics or Legendaries. A character capable of wielding two weapons may wield two weapons with the same name regardless of rarity, but they only count as two items toward fulfilling a set bonus if both are either Relics or Legendaries. Putting it another way, wielding two same-named Common, Uncommon, Rare, Ultra Rare, Enhanced (⌃), or Exalted (✦) weapons only count as a single item toward qualifying for a set bonus, but wielding two same-named Relic (★) or Legendary weapons counts as two items toward the set.

Different-named set-piece weapons count as two items toward the set's quota, regardless of rarity.

Note: Other than weapons and RUNESTONE FITTING BASES, no character may equip more than one item of the same name—no matter what rarity the items are.

Arcane Set

When all three items are equipped, the first 0–2nd-level spell the wearer casts is not marked off their character card. This ability may be used **once per game**—not once per spell, not once per spell level.

- ARCANE BELT
- ARCANE BRACERS
- ARCANE EARCUFF

Cabal Set

When all three items are equipped, the character may cast two spells (off of the character card, not two scrolls) in one round, once per room. Unlike the effect from BRACELETS OF THE ZEPHYR, the bonus spell is not "cast as a scroll" and can be modified. Be sure to mark off both spells from the character card.

- BRACELETS OF THE CABAL
- CHARM OF THE CABAL
- GLOVES OF THE CABAL

Celestial Set

When all three items are equipped, the character gains immunity to melee and mental attacks from evil outsiders. This includes all melee weapon attacks as well as natural weapons such as claws or teeth. Mental attacks include things like *charm*, *sleep*, or anything which affects the mind of the victim.

The Celestial set bonus does not grant immunity to missile weapons or HP damage spells cast by undead.

- CELESTIAL BRACERS
- CELESTIAL GIRDLE
- +1 CELESTIAL KEEN LONG SWORD

Charming Set

When at least three items are equipped, the character gains +1 level. There is no 4-piece bonus.

- CHARMING CROWN
- CHARMING EARCUFF
- CHARMING RING
- IOUN STONE CHARMING CABOCHON

Darkthorn Set

When all three items are worn, melee attackers take 2 points of piercing damage when they successfully hit the character.

- DARKTHORN ARMOR
- DARKTHORN HELMET
- DARKTHORN SHIELD

Defender Set

When all three items are worn, the character gains Free Movement (immunity to Hold, Slow, and other hindrances) and +1 to AC (in addition to the AC granted by the individual items.)

- DEFENDER HELM
- DEFENDER PLATEMAIL
- DEFENDER SHIELD

Dragonhide Trio

When at least three items are worn, the character gains +3 to all saving throws and succeeds on all saving throws vs. dragon breath weapons.

- DRAGONHIDE ARMOR
- DRAGONHIDE BELT
- DRAGONHIDE BOOTS
- DRAGONHIDE BRACERS
- DRAGONHIDE CLOAK
- DRAGONHIDE SHIRT

There is no additional bonus for wearing more than three Dragonhide items.

Dragonscale Set

When all three items are worn, Fire damage inflicted upon the character is reduced by 10. This bonus supersedes the bonuses granted by the individual items in this set. (i.e., Fire damage inflicted upon the wearer is reduced by 10 per attack, not 13 per attack)

- DRAGONSCALE ARMOR
- DRAGONSCALE HELMET
- DRAGONSCALE SHIELD

Elemental Eldritch Set

The Elemental Eldritch Set bonuses are shown below. The bonuses granted at each tier are grand totals—not cumulative. E.g., the 3-piece bonus only gives a healer a +6 to their cast healing spells, not +10. And just as a reminder, +Level effects never stack.

Tier	Level	Healing Spell*	Damage†
2-piece	+1	+4	+1
3-piece	+1	+6	+2
4-piece	+1	+8	+3
5-piece‡	+1	+10	+4

*Only affects healing spells, not special powers, scrolls, wands, etc. A "special power" is not a "spell." Rule of thumb: if it's not printed on the character card under a section titled "Spells", it's not a spell.

†Affects melee, missile, and spells, but not special powers, scrolls, wands, etc.

‡Available after 7TH TOOTH OF CAVADAR has been printed in 2021

Multi-Target Note: Multi-target attacks/heals get a pool of bonus damage/healing to be allocated among the eligible recipients as the attacker/caster sees fit. It does not grant the full bonus to each target.

- SUPREME RING OF ELEMENTAL COMMAND
- ROD OF SEVEN PARTS (Complete)
- BOOTS OF THE FOUR WINDS
- KILT OF DUNGEONBANE
- COMBINED TEETH OF CAVADAR*

*Not the final name

Footman Set

When all three items are worn, character gains +2 AC (in addition to the AC granted by the individual items) and Cold damage inflicted upon the character is reduced by 1.

- FOOTMAN CHAINMAIL
- FOOTMAN CAP
- FOOTMAN SHIELD

Might Trio

When three items are equipped, the character gains +1 level.

Might Quartet

When four items are equipped, in addition to the Trio bonus, the character's melee attacks do +2 Damage (for a total of +1 level and +2 Damage).

Might Quintet

When five items are equipped, in addition to the Trio & Quartet bonuses, the character's melee attacks do +2 Damage (for a total of +1 level and +4 Damage)

- BOOTS OF MIGHT
- CROWN OF MIGHT
- GIRDLE OF MIGHT
- ORB OF MIGHT
- +2 SCEPTER OF MIGHT

"Mighty" bows or slings do not qualify as a "Might" set item.

Note: As of 2013, monks may wield an ORB OF MIGHT as an offhand weapon when making a *flurry of blows* attack. However, if a monk equips any hand-held weapon (including the SCEPTER OF MIGHT) and an ORB OF MIGHT, the ORB OF MIGHT may not be used to make an attack. Anytime monks attack with a weapon other than a bracer weapon or their bare hands, they only make one attack slide per round.

Mithral Trio

When three items are equipped, take only half damage from breath weapons.

(There is no Mithral Quartet bonus, but characters would still benefit from the Mithral Trio bonus if they've equipped four Mithral items.)

Mithral Quintet

When five items are equipped, in addition to the Trio bonus, the character gains *Deadbane*: any successful melee attack from an undead monster to the wearer does 10 points of damage to that undead monster.

Mithral Sextet

When six items are equipped, in addition to the Trio and Quintet bonuses, the +1 MITHRAL LONG SWORD will instantly kill a dragon on a "natural 20" if the 8 or 9 on its damage wheel is closest to the damage dot on the combat board.

- MITHRAL BOOTS
- +2 MITHRAL BRACERS
- +3 MITHRAL BRACERS
- MITHRAL CAP
- MITHRAL CHAINMAIL
- MITHRAL GAUNTLETS
- +1 MITHRAL LONG SWORD
- TAMOR'S +4 MITHRAL BRACERS
- WIDSETH'S +2 DANCING SWORD (artifact)

Mountain Dwarf Set

When all three items are worn, Cold damage inflicted upon the character is reduced by 1.

- MOUNTAIN DWARF ARMOR
- MOUNTAIN DWARF BOOTS
- MOUNTAIN DWARF MITTS

Redoubt Trio

When at least three items are worn, the character gains +2 to Strength and +5 to max HP.

- BLESSED REDOUBT MAIL
- BLESSED REDOUBT PLATE
- BYR'S ANOINTED REDOUBT PLATE
- REDOUBT HELM
- REDOUBT MAIL
- REDOUBT PLATE
- REDOUBT SHIELD
- SILL'S ANOINTED REDOUBT MAIL

Templar Set

When all three items are worn, character regenerates 3 Hit Points upon entering a room.

- TEMPLAR ARMOR
- TEMPLAR HELMET
- TEMPLAR SHIELD

Viper Strike Set

When at least three items are equipped, all characters gain +2 To Hit on all attack slides (including spells.) In addition to the To Hit bonus, monks and rogues gain an additional benefit:

Monks: If their Viper Strike weapon critically hits, it deals +5 Poison damage—which will get doubled to 10 because it's a critical hit. (If you prefer to think of this as +10 Poison damage which is <u>not</u> doubled, that's fine.)

Rogues: When making a *sneak attack* with a Viper Strike weapon, the bonus damage from the *sneak attack* (+15 if the rogue is 4th level or +20 if the rogue is 5th level) is doubled if a critical hit is scored. Under normal circumstances, only the non-bonus damage from a *sneak attack* is doubled on a crit.

- ASHER'S +5 VIPER STRIKE FANG
- +2 VIPER STRIKE FANG
- +3 VIPER STRIKE FANG
- VIPER STRIKE BELT
- VIPER STRIKE SHIRT

There is no additional set bonus for equipping more than three Viper Strike items.

Wind Set

When all three items are worn, character gains the *feather fall* effect and immunity to non-magical physical missiles.

- AMULET OF THE WIND
- CLOAK OF THE WIND
- EARCUFF OF THE WIND

Character Abilities: Overview

Familiarize yourself with these as every class has at least one unique ability to be aware of. For instance, if a barbarian is about to attack a troll that is chewing up the party, ask her if she's used her *rage* ability yet.

New players tend to forget these abilities on their cards. It never hurts to remind anyone as they may rarely, if ever, play such characters.

Note: The table below is a quick-glance summary. It deliberately omits details for the sake of brevity. Purple entries are only available at 5th-level.

<u>**Do not make rulings based on the descriptions in this table.**</u>

Class	Special Ability
Barbarian	*Two-Handed Damage Bonus:* +4 Damage with 2-handed (✋✋) melee weapons *Rage*: once per adventure, +4 Damage with melee weapons until end of combat @5th *Damage Reduction*: all damage except Eldritch or "Push" is reduced by 1 point @5th *Greater Rage*: once per adventure, +6 Damage with melee weapons until end of combat
Bard	*Bardsong*: +1 To Hit and +1 to Damage (@5th +2/+2) with all weapons for entire party
Cleric	*Restore Power & Restore Spell:* target ally must re-use/re-cast a power/spell on next turn *Turn Undead*: once per combat, deals 5 or 8 damage to all undead in room @5th *Improved Turn Undead*: once per combat, deals 9 or 12 damage to all undead in room
Druid	*Communicate with Animals*: can mentally converse with any animal at will *Spell Surge*: doubles the healing or damage from one spell cast by the druid @5th *Keen Polymorph*: when polymorphed, deal +5 Damage and can crit on 19–20
Dwarf Fighter	*Taunt*: target enemy's next attack must include the dwarf fighter *Weapon Focus*: +2 To Hit when using weapons in melee (not ranged or thrown) @5th *Enhanced Critical*: triple damage instead of double on a natural 20
Elf Wizard	@5th *Focused Polymorph*: when polymorphed, melee attacks gain +3 To Hit
Fighter	*Weapon Focus*: +2 To Hit when using weapons in melee (not ranged or thrown weapons) @5th *Weapon Specialization*: may immediately re-slide a melee attack, once per combat
Monk	*Combat Prowess*: natural base AC of 16 (@5th 17) instead of 10 *Deflect Missiles*: immune to non-magical missile attacks, not missiles launched by traps *Feather Fall*: take no damage from falling 60 feet or under *Dazing Fist*: the first *flurry of blows* that slides a 20 Dazes target for one round (1/combat) *Evasion*: take no damage on a successful Reflex save that normally deals half damage @5th *Diamond Body*: immune to all types of poison @5th *Dragon Strike*: *flurry of blows* attacks are treated like +4 weapons to overcome weapon immunity defense @5th *Improved Evasion*: take half damage on failed Reflex saves @5th *Stunning Fist*: first *flurry of blows* that slides a 20 Stuns target for one round (1/combat)
Paladin	*Detect Evil*: reveals all sources of evil in the room *Guard*: intercepts all melee attacks directed at another player & DR 3 against redirected attacks *Immunity to Disease*: total immunity to all diseases, normal or magical *Lay on Hands*: a healing pool of 3 points per level (12 @ 4th / 15 @ 5th) *Remove Disease*: once (@5th twice) per adventure removes all diseases from a single character @5th *Sacrifice*: paladin and one other character's hit points are both re-set to 5
Ranger	*Favored Enemy*: +1 (@5th +2) Damage with physical weapon (not spell) attacks vs. Undead *Sharpshooter*: +2 (@5th +4) Damage with all ranged attacks
Rogue	*Sneak Attack*: once per combat, +15 to Damage on a successful melee hit @5th *Flank Attack*: instead of attacking, rogue puts upside down token in slider and places it on the board to act as a bumper @5th *Improved Sneak Attack*: once per combat, +20 to Damage on a successful melee hit
Wizard	@5th *Wand Mastery*: Damage-dealing wands deal +2 Damage

Character Abilities: In Depth

Class abilities are color-coded to indicate what character level they apply to. Abilities in **brown** are possessed by both 4th- and 5th-level characters. Abilities in **red** are specific to 4th-level characters.

Abilities in **purple** are specific to 5th-level characters. Abilities unique to the Eldritch sub-classes available via a ROD OF SEVEN PARTS are shown in **green** and listed at the end of each class's section. All sub-

classes are 5th-level. The sub-class base stats and base saving throws are identical to a standard 5th-level character.

Barbarian

Damage Reduction (5th-Level)

Whenever a 5th-level barbarian takes damage, the player may reduce the damage taken by 1 point. This affects everything except Eldritch and "Push" damage from not completing a room.

Greater Rage (5th-Level)

Once per adventure, the barbarian can enter into a state which causes her to deal +6 Damage with all melee weapons. The *greater rage* damage bonus can be used with compound weapons, but only when they are used in melee—not thrown. A *greater raging* barbarian may use ranged or thrown weapons without breaking *greater rage*, but she would not receive the bonus to damage. *Greater rage* lasts until the end of the room. (The barbarian character card says it lasts until "end of combat", but as long as the combats are in the same room, the character will still be under the effect of *greater rage*.) *Greater rage* may be entered into at any time as a Free Action, assuming the barbarian has not previously used it this adventure.

Rage (4th-Level)

Once per adventure, the barbarian can enter into a state which causes her to deal +4 Damage with all melee weapons. The *rage* damage bonus can be used with compound weapons, but only when they are used in melee—not thrown. A *raging* barbarian may use ranged or thrown weapons without breaking *rage*, but she would not receive the bonus to damage. *Rage* lasts until the end of the room. (The barbarian character card says it lasts until "end of combat", but as long as the combats are in the same room, the character will still be under the effect of *rage*.) *Rage* may be entered into at any time as a Free Action, assuming the barbarian has not previously used it this adventure.

Barbarian Combat Example

Grak and the rest of her party [all of whom are 5th-level] enter the guest chambers of Duke Straub, the notorious vampire. "Grak no like blood-suckers!" she screams. [Giselle, the player controlling her, informs you she's activating *greater rage*. Now all of her melee attacks deal an additional +6 damage compared to what's listed on the party card. If she were 4th-level, the bonus would be +4.]

The fight seems relatively even but then the vampire turns into a bat and flies out of melee range. The party leader calls for ranged weapons to try and force it to land. Giselle does not want to "waste" her damage bonus if the vamp ever comes down, so while still under the influence of greater rage, she pulls out her +1 MIGHTY LONGBOW and fires at the airborne nosferatu. Even though she's still technically in her *greater rage* state, any damage she inflicts with her bow will not receive the +6 *greater rage* bonus because it's not a melee weapon.

During one of the vampire's turns, it swoops down and claws Grak for 3 points of damage. However, her *damage reduction* causes it to only deal 2 points of damage. You are responsible for informing the player what the base damage is. It's up to the player to remember her *damage reduction* and subtract one point.

Unfortunately, the party is not able to do enough damage to the powerful vamp before time runs out and every player in the party takes four points of "Push damage" as they move into the next room. Giselle may not reduce that amount because it's the one type of damage not mitigated by *damage reduction*. (If she were 4th-level, *damage reduction* wouldn't be a factor because only 5th-level barbarians have *damage reduction*.)

Fight After Death (Sub-class)

Once per adventure (mark the card when used), the berserker can push themselves past the brink of death and continue fighting after falling below 0 HP. As long as berserkers don't go below –48 HP, they can continue to fight. However, if they drop below –48 HP at any time, they will immediately die. The character may be resurrected by standard means.

Berserkers must keep track of how far below 0 HP they go because if all the negative HP is not healed before the end of the room, they will die.

When under the influence of *fight after death*, a berserkers may only safely drop below 1 HP once. E.g., they could drop into negative HP, heal up into positive HP, but if they fall below 1 HP again—even in the same combat—they will die.

While under the influence of *fight after death*, a berserker is only "mostly dead" until either reaching at least –49 HP or pushed into the next room while at

0 HP or lower. Effects that trigger on death cannot fire until the berserker is <u>completely</u> dead. Therefore, POTION DEATH'S DOOR cannot be used until the berserker is completely dead.

Tokens such as ELIXIR OF LIFE or FALLEN STAR MUSHROOM can be used either to restore a dead character to life (and full HP) or to fully heal a living character, so they may be used at any time.

When a life-restoring item is used to revive a completely dead character, it must be:

- Administered by another living character

- Used in the same room where the character died

This also applies when a berserker dies due to negative HP not being healed before times runs out in a room.

Bard

Bardsong

Bards can boost the spirits of their teammates through rousing song. While bards sing, all party members (including the bard) enjoy a To Hit and Damage bonus when attacking. *Bardsong* affects both melee and ranged attack slides (including spells requiring a slide) as well as physical (but not spell) damage. While not a requirement, it is highly recommended that the player be made to sing or perform. This adds a fun element to the game.

Performing *bardsong* is a Standard Action. Bards may not execute any other actions while performing *bardsong*. This means they can't attack, cast a spell, drink a potion, activate a magic item, or use a scroll, except for:

- AMORGEN'S AMAZING OCARINA allows bards to simultaneously (not as a Free Action) perform and cast scrolls (not cast spells from their character card), but not attack.

- BRIANO'S BLESSED BODHRÁN allows bards to simultaneously (not as a Free Action) perform

and cast spells from their character card (not from scrolls or items), but not attack.

- +1 FAE BLOWGUN FLUTE allows bards to simultaneously (not as a Free Action) perform and make a ranged attack with this weapon, but not cast spells nor attack with any other weapon.

- WIDSETH'S MYSTICAL LUTE allows bards to simultaneously (not as a Free Action) perform and physically attack, but not cast spells.

Bards playing a LYRE OF ECHOES may sing every other round and maintain a constant *bardsong* effect. During the alternating rounds in which they're not performing with this instrument, they may perform actions normally. But during the rounds they are playing the LoE, their actions are subject to the standard *bardsong* restrictions.

Note: It's a good idea to ask new, inexperienced bards at the beginning a round what they intend to do.

Switching between bardic instruments is a Free Action. However, a bard may not play more than one instrument in the same round.

The tables above detail which instruments grant which bonuses, depending on the level of the bard. Always ask players to show you their special instrument token if they say they are playing one, but do not collect it.

Monster Lore/Rune Skill Check

Once per combat, bard players may tell you they want to perform a monster lore skill check. If the bard correctly names the glyph you present, read the "lore" provided for you in the room notes. *Monster lore* checks may only be made during combat.

All bard instruments and most of their effects are listed on the next page. These numbers reflect the total modifier and should not be added to the base bonus. Though some other tokens may technically be a musical instrument, unless they are listed below, that item cannot be used to perform *bardsong*.

Bard Instrument Tables

Instrument	Melee		Ranged		Sonic Damage	Fort Saves	Reflex Saves	Will Saves
	To Hit	Damage	To Hit	Damage				
default lute	+1	+1	+1	+1				
Amorgen's	+1	+3	+1	+3				
Antressor	+1	+1	+1	+1				+4
Blowgun	+1	+1	+1	+1				
Briano's	+1	+3	+1	+3				
Echoes	+1	+1	+1	+1				
Free Fury	+2	+2	+2	+2				
Fury	+2	+2	+2	+2				
Lore	+1	+3	+1	+3				
Luck	+1	+1	+1	+1		+1	+1	+1
Magnificent	+1	+3	+1	+3				
Masterwork	+1	+3	+1	+1				
Muting	+1	+1	+1	+1	–2			
Pixie	+1	+2	+1	+2				
Rage	+2	+1	+2	+1				
Siren	+1	+1	+1	+1				
Trouper's	+1	+1	+1	+1		+4		
Widseth's Legendary	+3	+3	+3	+3				
Widseth's Mystical	+1	+3	+1	+3				

4th-Level Bard

Instrument	Melee		Ranged		Sonic Damage	Fort Saves	Reflex Saves	Will Saves
	To Hit	Damage	To Hit	Damage				
default lute	+2	+2	+2	+2				
Amorgen's	+2	+4	+2	+4				
Antressor	+2	+2	+2	+2				+4
Blowgun	+2	+2	+2	+2				
Briano's	+2	+4	+2	+4				
Echoes	+2	+2	+2	+2				
Free Fury	+3	+3	+3	+3				
Fury	+3	+3	+3	+3				
Lore	+2	+4	+2	+4				
Luck	+2	+2	+2	+2		+1	+1	+1
Magnificent	+2	+4	+2	+4				
Masterwork	+2	+4	+2	+2				
Muting	+2	+2	+2	+2	–2			
Pixie	+2	+3	+1	+2				
Rage	+3	+2	+3	+2				
Siren	+2	+2	+2	+2				
Trouper's	+2	+2	+2	+2		+4		
Widseth's Legendary	+4	+4	+4	+4				
Widseth's Mystical	+2	+4	+2	+4				

5th-Level Bard

last updated January 21, 2020

Bard Combat Example

Volaris and her companions stepped into a courtyard filled with incredibly detailed statues of humanoids, all of which had expressions of horror on their faces. Before they could react, a beautiful woman with snakes for hair jumped out and attacked Borhamer the dwarf. He was instantly turned into stone. As the party took up arms against this insidious monster, Volaris paused to remember where she had heard of such a creature before. [Valerie, the bard player, informed the DM she was making a *monster lore* check and correctly identified the rune she was asked to name. The DM told her this is a medusa. Merely gazing into her eyes will turn you to stone, but if you look at her through a mirror, you'll be safe.] Volaris remembered an elven bard used to sing a tale about a creature matching this description. She quickly shared her knowledge with her companions so they could take the necessary defensive precautions.

Volaris pulled out her lucky lyre because she figured she and her friends could use some extra fortune to help avoid the monster's gaze. The inspirational lyrics she sang emboldened her companions. They felt like they would be able to overcome this foe without meeting the same fate as poor Borhamer. Hakari issued a stirring mass of blows against the ophidian-haired maiden and almost gazed into her eyes. Fortunately, he looked away at the very last second. [Since he was attacking the medusa, the DM instructed the monk to make a Fortitude saving throw to avoid the *petrification* attack. The DC of the save was 13. Hank rolled a 6. Monks get +6 to Fortitude saves, for a total of 12—not good enough! Were it not for the additional +1 from the LYRE OF LUCK, he would have turned to stone.]

As the fight progressed, Volaris was not sure if the party could overcome the monstrosity. She weighed the pros & cons then decided she would attack the medusa just once before resuming her singing. The instant her song ceased, the party lost their confidence. Volaris lunged at the medusa, pierced its leg, and severed a major artery. Volaris immediately dropped her weapon and took out her instrument [a Free Action] to resume playing but the disorientation of combat caused her to pause momentarily before she "got back into the groove." [Not only had Valerie already taken her action for the round when she swung the rapier, but once *bardsong* is stopped, even

if the bard starts singing the same round, the bonuses it grants won't resume until the next round.]

Song of Support (Sub-class)

In lieu of performing *bardsong*, this grants all party members +2 to AC and +2 to all saving throws. No *bardsong* instrument can alter or augment *song of support*. Under no circumstances may *bardsong* and *song of support* be performed in the same round.

Taunt (2ⁿᵈ-level Sub-class spell)

Troubadours have the ability to create a targeted sound so unpleasant it makes the victim want to kill the source of the dissonance. Once taunted, the target's next attack must include the troubadour. The monster may choose to single-out the troubadour or use an area of attack ability, as long as the troubadour is included. If the creature is capable of attacking more than once per round, only the first attack is required to include the troubadour. The additional attacks may or may not include the troubadour.

If the monster cannot see and hear the troubadour, taunt cannot be used.

Enhance Bardsong (2ⁿᵈ-level Sub-class spell)

In addition to whatever the troubadour's current *bardsong* bonuses are, *enhance bardsong* will add +2 to Hit and +2 Damage to them. This spell does not overwrite the current bonuses, it stacks with them. *Enhance bardsong* does not in any way affect or interact with *song of support*.

This spell requires a Standard Action to cast, but the effect will last for the rest of combat—even if the troubadour changes instruments or lets the *bardsong* effect lapse. However, during the rounds when *bardsong* is not in effect, the effect from *enhance bardsong* will not apply. (E.g., the troubadour could stop singing for two rounds. During those rounds the *bardsong* and *enhance bardsong* effects both cease, but as long as *bardsong* is resumed in the same combat, both effects will return.)

Cleric

Improved Turn Undead (5ᵗʰ-Level)

Once per room, 5ᵗʰ-level clerics may *turn undead*. Based on the result of the skill check (see above), they will deal either 9 or 12 points of damage to all undead in the room. All clerics are assumed to have a mundane holy symbol. No token is required when a standard turning check is made. Holy symbol effects may not be combined. Do not collect holy symbols

when used—just ask the player to show it to you. If a player possesses a holy symbol token, consult the following table to determine the damage.

5th-Level Cleric Holy Symbol	Damage per Skill Test	
	Fail	Pass
default HS	9	12
COMMANDER'S HS	11*	14*
GREATER HS OF PELOR	18	24
HS OF PELOR	11	14
MASTERWORK HS	10	13

*Incorporeal undead (e.g., ghosts or specters) only.

A cleric does not need to be able to speak to *turn undead* and it will work underwater or in areas of magical silence. The cleric needs at least one free hand to present the holy symbol. Holy symbols can be used in the offhand, even when using a shield. Turning bypasses Magic Resistance.

Note: In TD, unless your room's description specifies otherwise, undead are not damaged when healing spells are cast upon them. This applies to any type of healing from any character class.

Prayer Bead Skill Test

Whenever clerics want to cast a healing spell (other than *cure minor wounds*) or *turn undead*, present the prayer beads to the player and ask them to identify a specific virtue. If the player answers correctly, the healing spell or *turn undead* attempt has full effect. If the guess was incorrect (no matter how close), the healing spell or turning attempt will have a diminished effect.

Restore Power

When activated, on the target character's next turn, that character must re-use the Special Power they just used. The second use is not marked off of the character card, but the initial use is—if applicable.

Restore Spell

When activated, on the target character's next turn, that character must re-use the Spell they just cast. The second use is not marked off of the character card, but the initial use is—if applicable.

Turn Undead (4th-Level)

Once per room, 4th-level clerics may *turn undead*. Based on the result of the skill check (see above), they will deal either 5 or 8 points of damage to all undead in the room. All clerics are assumed to have a mundane holy symbol. No token is required when a standard turning check is made. Holy symbol effects

may not be combined. Do not collect holy symbols when used—just ask the player to show it to you. If a player possesses a holy symbol token, consult the following table to determine the damage.

4th-Level Cleric Holy Symbol	Damage per Skill Test	
	Fail	Pass
default HS	5	8
COMMANDER'S HS	7*	10*
GREATER HS OF PELOR	10	16
HS OF PELOR	7	10
MASTERWORK HS	6	9

*Incorporeal undead (e.g., ghosts or specters) only.

A cleric does not need to be able to speak to *turn undead* and it will work underwater or in areas of magical silence. The cleric needs at least one free hand to present the holy symbol. Holy symbols can be used in the offhand, even when using a shield. Turning bypasses Magic Resistance.

Cleric Combat Example

Dovan and the rest of his party [all of whom are 5th-level] have at long last reached the lair of Straub, the infamous and charismatic vampire. Dovan knows this will be a tough fight, so he immediately casts *bless* on the party. [You should note on the combat board that all players are now +1 To Hit on all combat slides and they get a +1 bonus to saving throws vs. Fear effects. Don't forget to mark off *bless* on the cleric's card.] Dovan knows Ja'Taral has an undead-slaying sword [+2 SHORT SWORD OF THE SUN] and wants to make extra sure she hits when striking at her favored enemy. Dovan casts *guidance* on her as soon as he can [the next round]. Because Ja'Taral is under the effects of both *bless* and *guidance*, all her attacks gain +2 To Hit. [*Bless* and *guidance* stack with each other.]

While Dovan was casting *guidance* on Ja'Taral, Andrasa, the pointy-eared wizard, cast *fireball* at Straub. It did a sizeable amount of damage, so Andrasa asks Dovan to restore that spell for her. Dovan obliges [on round three] and immediately after he uses the power, Andrasa's memory of the spell returns to her mind. Andrasa then recasts her *fireball* on the same round it was restored. [Had she chosen to attack or cast a spell she hadn't forgotten as her next possible action, the cleric's use of *restore spell* would have been wasted.] Straub is furious at the elven mage and makes a beeline for her.

Now that his party is buffed and boosted, Dovan whips out his trusty holy symbol [in this example, the cleric is using the "default" holy symbol, so the player does not need to produce any kind of holy symbol token], and boldly presents it toward Straub. Unfortunately, Dovan's inner convictions were not as strong as they could be, so the damaging effect of his holy energy is not as strong as he hoped. [The player failed the prayer bead skill test, so *turn undead* did minimal damage—in this case 9 points of damage because Dovan is 5th-level.]

Dovan knows that if they don't finish Straub off quickly, his friends will be vamp snacks. Mustering a strong prayer to Pelor, Dovan summons a blinding column of pure holy light directly on Straub and the undead duke crumbled to dust. [Between the *fireballs* and the other attacks made by the rest of the party, Straub only had 22 hit points left. *Searing light* normally deals 20 points of damage to any evil creature. Straub was definitely evil, but since he was also undead, *searing light* did an additional 10 points of damage for a total of 30. *Searing light* does not require a slide and there is no saving throw to reduce the damage it deals.]

Righteous Might (Sub-class)
Any time the templar slides a natural 18 or higher and scores a hit, the attack will be treated as a critical hit (double damage.) This ability bypasses the normal crit immunity possessed by things like undead, constructs, plants, and creatures without a vital anatomy.

Note: A critical hit is not the same thing as sliding a natural 20. Effects which require a natural 20 to be slid will not activate if the templar slides a natural 18 or 19.

Spiritual Maul (2nd-level Sub-class spell)
Requires AC 15 or higher to be hit. If the slide is successful, the spell deals 12 points of Force damage to the target. There is no saving throw to mitigate the damage, but standard Force resistances/immunities apply.

Sunburst (2nd-level Sub-class spell)
Deals 6 points of damage to all non-undead monsters in the room. Undead monsters take 9 points of damage instead of 6. No To Hit slide or skill test is required. There is no saving throw to mitigate the damage.

Druid

Communicate with Animals
Druids can mentally converse with any animal at will. This does not always mean the animal will like the druid. "Animal" is defined as any creature which exists in the real world.

Keen Polymorph (5th-Level)
5th-level druids not only gain +5 to Damage while polymorphed, their polymorphed melee attacks will crit on a natural 19–20, as long as the creature hit is susceptible to critical hits. Even though these bonuses automatically activate when the druid assumes an alternate form, they won't be reflected on the party card. It's a good idea to make a note of it on your combat board.

Leaf Skill Test
Whenever druids want to cast a healing spell (other than *cure minor wounds*) or a damage-inflicting spell, show them a specific leaf card and ask them to identify it. If the druid answers correctly, the spell has full effect. If the guess was incorrect, the spell will have a partial effect.

Spell Surge
Once per game this ability will double the healing or damage from one spell cast by the druid. It cannot be used to boost other casters' spells. Only the base damage/healing (including the skill check bonus, if applicable) is doubled. If the spell to be augmented requires a skill check, *spell surge* must be used prior to initiating the skill check. Activating *spell surge* is a Free Action, but the spell enhanced by it is cast normally. If a token or ability causes a single spell to be cast twice at the same time, only one instance of that spell can be enhanced with *spell surge*.

Druid Combat Example
Sendrulin and his powerful companions [they're all 5th-level] were attacked by a giant spider as they walked through the dense woods of Rooksperch Forest. Poor Volaris never saw the hairy fangs plunge into her shoulders. She only felt a tearing sensation and her body immediately stiffened. She could feel the blood pouring down her back but was helpless to do anything about it. [The spider's fangs dealt 8 points of physical damage and the Poison dealt another 8 for a total of 16 points of damage to the bard. Had the bard succeeded on the Fortitude save to resist, the Poison portion of the damage would have

been negated.] Sendrulin saw the green venom bubbling in Volaris' wounds so he cast *neutralize poison* on the bard. [This type of Poison deals an additional 4 points of damage every round until the victim is dead. *Neutralize poison* removes all the Poison currently in the body, but it does not heal damage that's already been dealt. It does not prevent further poisonings.]

Sendrulin knew the overgrown arachnid would continue to poison his friends, but the memory of how to cast *neutralize poison* had faded from his mind. He called out for the cleric's help. A golden wisp of light shot from Dovan to Sendrulin and he immediately remembered how to cast *neutralize poison*. [The druid asked the cleric to use *restore spell* on him. As long as the druid hasn't already taken an action that round, he can cast it right away. Otherwise he would have to wait until the next round.] When he saw the verdant fluid dripping off of the spider's fangs turn clear, he knew they wouldn't have to worry about being paralyzed by the big bug. [When used against a monster, *neutralize poison* prevents a creature from poisoning anyone. No skill check or To Hit slide is required and the monster gets no saving throw—it just works.]

Since the cleric was busy tending to other injured people, Sendrulin wanted to get his bard friend healed as quickly and fully as possible. Unfortunately, he had already expended his big heals on a previous fight. He mentally plunged the depths of his soul and cast a relatively low-power heal, but the restorative energies surged through his body and healed all of Volaris' wounds. [The druid used his *spell surge* power to double the healing of *cure light wounds*. The player passed the leaf test, so *cure light wounds*, which normally heals 8 HP, got doubled to 16 HP.]

Note: *Spell surge* only works on the druid's own spells, but it can be used on a *restored* spell.

The party was not out of the woods though. Even without its envenomed fangs, the spider's bite was quite destructive. Sendrulin quaffed a potion and turned into an especially ferocious bear. In the span of a half a dozen heartbeats, the party squished the arachnid of unusual size. [The druid drank a POTION POLYMORPH (BEAR). Normally a bear deals 2–12 damage per attack. But the 5th-level druid's *keen polymorph* power increased the damage of each attack by 5. This enabled the party to kill the spider

in two rounds. Be sure make a note to include the +5 damage from *keen polymorph* as it won't be on the party card or the polymorph potion token.]

Pixie Shield (2nd-level Sub-class spell)

Similar to the effect from a CLOAK OF SHADOWSKIN (except this works against melee attacks only), after casting this spell, the next successful melee attack against the summoner will be completely negated. A negated attack will neither deal damage nor trigger any side effects that attack may have caused.

Summon Animal (Sub-class)

By turning in a polymorph token, the summoner can call forth that creature to fight on his/her behalf. Summoning a creature is a Free Action. For as long as the animal is called, the summoner may not attack with a weapon, but may slide the polymorph token to attack on the same round s/he casts a spell or uses a special ability. The summoned creature gains no To Hit or Damage bonuses, but will always hit if it lands on natural 16 or higher. Damage is determined solely by the token's damage wheel, but a natural 20 will do double damage.

The player must dismiss the creature if s/he wants to attack with a weapon. Dismissing a creature is an at-will action that takes no time at all (i.e., it does not use up their one Free Action per round.) However, if the player has already made an attack slide with the creature, s/he must wait until the next round to attack with a weapon. I.e., they can't attack with a creature and a weapon in the same round.

Summoners may call as many creatures as they like, but only one at a time. The previous creature must be dismissed before calling a replacement. A new polymorph token must be used each time, whether they're summoning the same type of creature or a different type.

The token used to summon a creature will not be returned to the player, but they player may to use it in their combat slider until the end of combat or the creature is dismissed, whichever comes first.

Summon Swarm (3rd-level Sub-class spell)

As long as the target is capable of being critically hit (i.e., has a vital anatomy and is not an undead, plant, construct, or ooze), it's Dazed on its next turn.

Items or abilities which grant attackers the ability to overcome natural crit-immunities do not bypass this spell's crit restriction. E.g., wearing an AMULET OF

THE TINKERER does not allow the summoner to affect constructs with *summon swarm*.

Dazed: The victim cannot move or take any actions but AC is not altered.

Dwarf Fighter

Taunt

Dwarf fighters know how to get under the skin of their enemies. Even if they don't speak the same language, dwarf fighters can use gestures and grunts to catch the ire of a monster. One taunted, the target's next attack must include the dwarf fighter. The monster may choose to single-out the dwarf or use an area of attack ability, as long as the dwarf fighter is included. If the creature is capable of attacking more than once per round, only the first attack is required to include the dwarf. The additional attacks may or may not include the dwarf.

If the monster cannot see and hear the dwarf, taunt cannot be used.

Enhanced Critical (5th-Level)

Whenever the dwarf fighter slides a natural 20 (melee or ranged) and scores a critical hit, the damage is tripled instead of doubled. The monster being attacked must be vulnerable to critical hits, otherwise normal damage is dealt.

Note: *enhanced critical* does not expand the crit range of a weapon; the player must slide a natural 20 for this ability to take effect. It does not deal triple damage if the player lands a natural 19 when using a weapon with an expanded crit range. (e.g., a +1 KEEN AXE or +1 MORNINGSTAR OF SMITING)

Weapon Focus

Dwarf fighters gain +2 To Hit when using melee (not ranged or thrown) weapons. This is a passive ability and is reflected on the party card.

Dwarf Fighter Combat Example

As Borhamer [a 5th-level dwarf fighter] saw the frost giant making a bee-line toward his elf companion Andrasa, his blood started to boil. Using a quick series of grunts, gestures, and curses I shall not record in these pages, Borhamer was able to get the chilly long-shanked brute to attack him instead. This was fortunate because Andrasa's flimsy robes would not have afforded much protection against the giant's huge club. [Using his Free Action for the round, the dwarf fighter *taunted* the giant.]

Borhamer returned the favor by swinging his magically sharp axe [+1 KEEN HAND AXE; crits on a 19 or 20] at his frigid foe. Borhamer was particularly adept at hand-to-hand combat [*weapon focus*; +2 To Hit when using melee weapons] and executed a near perfect attack which almost hamstrung the giant. [He slid a natural 19. Since he's using a *keen* weapon, it counts as a crit and does double damage. It would only be triple damage if the player had slid a 20.]

The giant tried once again to attack the little man running between his legs but was not having any luck. Borhamer girded his loins, plunged his axe squarely into the lower spine of the giant, which instantly slayed it. [On the second attack he slid a 20. Not only is this a crit, since it was a natural 20 and the monster is vulnerable to critical hits, the weapon damage is tripled because of *enhanced critical*. The attack on the first round did not invoke *enhanced critical*. It was a critical hit due to the keenness of the weapon, but it was not a natural 20 and that's required for *enhanced critical* to affect damage.]

Unbeknownst to Borhamer, the giant was imbued with dark necromantic magic. Seconds after it died, it rose again as a giant zombie! Even though Borhamer felt like he was dodging the giant's club and swinging his own axe just as skillfully as before, he wasn't able to inflict the same level of damage against his risen foe. [The dwarf continued to slide 19s and 20s against the giant zombie, but undead are not vulnerable to critical hits so the damage is neither doubled nor tripled. He does, however, still get the bonus *weapon focus*. His axe is still a +1 melee weapon.]

Aura of Devotion (Sub-class)

Any time the defender takes melee damage, all party members—including the defender—heal 2 HP. It would be nice to remind the players about this once or twice, but since they track their own healing, they need to be responsible for keeping track of it. This is an "always on" ability that does not need to be activated in order to function.

Shield Focus (Sub-class)

Defenders gain +2 AC when equipping a shield—in addition to the shield's inherent AC bonus. This should be calculated on the party card.

However, if you see the defender switch to a two-handed weapon, you need to deduct at least 3 AC (2 from the bonus and at least 1 from the shield itself.)

Elf Wizard

Focused Polymorph (5th-Level)

When engaged in melee as a polymorphed creature, 5th-level elf wizards gain +3 To Hit. This will not be reflected on the party card, so be sure to make a note of it on your combat board.

Planar Chart Skill Test

Whenever an elf wizard wants to cast a damage-inflicting spell which does not require a slide, ask the player to point to a specific plane of existence on the Planar Chart. If the player answers correctly, the spell will deal maximum damage. If the guess is incorrect, the spell will deal diminished damage. Players will be taught how this skill test works during their training, before they enter the adventure.

Elf Wizard Combat Example

Andrasa and the rest of her party [all of whom are 5th-level] have entered what appears to be the "bed" chamber of Straub, the vampire lord of Rooksperch Castle. But the famous blood-sucker is nowhere to be seen. Andrasa feels she and her companions would benefit from a heightened state of awareness, so she casts *alertness*. [The party now has a +10 bonus to their initiative roll. If she waited until combat started or even if the DM merely called for an initiative check, it would have been too late. *Alertness* does not grant the ability to go back in time.]

Faster than they can say "Duffy", a cloud of smoke streams into the room from a vent near the ceiling and Straub coalesces before them. Straub may be evil incarnate, but he's been around the block a few thousand times so he tries to take out the wizard first. Andrasa sees that Straub seems to be focused on her so she casts *stoneskin* on herself. [*Stoneskin* causes the recipient to ignore the first 5 points of damage from any hit or effect (other than "Push damage" or Eldritch energy) for the rest of the room.]

During the course of the fight, Andrasa catches a glimpse of what looks like an old arcane text on a table in the corner of the room. She thinks it could contain useful information, but knows Straub won't let her saunter over there to read it. After invoking her veil of *invisibility*, she's able to get over to the table and stealthily read the parchment. [She casts *invisibility*. As long as she doesn't attack or cast another spell, she should be able to read the text in relative peace.]

Chromatic Orb (1st-level Sub-class spell)

Requires AC 15 or higher to be hit. If the slide is successful, the spell deals 12 points of Force damage to target. There is no saving throw to mitigate the damage.

Color Spray (1st-level Sub-class spell)

If the target fails a DC 15 Will save, all its To Hit rolls are made at a –4 penalty.

This spell does not alter the monster's AC, it makes it more difficult for the monster to attack the party.

Gaze Reflection (0-level Sub-class spell)

The target is immune to gaze attacks for the rest of the room.

Glow Orb (0-level Sub-class spell)

Deals 3 or 6 points of Force damage to target. Use the planar chart skill test to determine damage. There is no saving throw to mitigate the damage, but standard Force resistances/immunities apply.

Horrid Visions (2nd-level Sub-class spell)

Unless the target succeeds on a DC 15 Will save, it may not attack more than once per round. If the target can only attack once per round before this spell is cast, the spell has no effect.

Hypnotic Pattern (2nd-level Sub-class spell)

All monsters in the room must succeed on a DC 15 Will save or suffer a –4 penalty to all their To Hit rolls.

This spell does not alter the monsters' AC, it makes it more difficult for monsters to hit the party.

Improved Invisibility (3rd-level Sub-class spell)

The caster (not anyone else) becomes totally invisible. This may allow the character to avoid detection by a monster that relies on its sense of sight to detect enemies.

Note: The illusionist may safely perform one offensive action (attack, cast a damage-inflicting spell, cast a spell requiring a magic/spell resistance check, or cast a spell requiring a saving throw), but the 2nd offensive action the illusionist performs will immediately break the invisibility.

Prismatic Spray (3rd-level Sub-class spell)

Deals 10 points of Force damage and Dazes all monsters in the room. There is no saving throw to mitigate the damage.

last updated January 21, 2020

If a monster is completely immune to Force damage, this spell has absolutely no effect on it. I.e., it neither takes damage nor becomes Dazed if it's immune to Force effects.

Dazed: The victim cannot move or take any actions but AC is not altered.

Fighter

Weapon Focus

Fighters gain +2 To Hit when using melee (not ranged or thrown) weapons. This passive bonus is already reflected on the pre-printed party card, so you never need to worry about adding it in yourself.

Weapon Specialization (5th-Level)

Once per combat, fighters may at any time choose to immediately re-slide a melee (not ranged) attack, but they must take the second result—even if it's lower. This ability takes absolutely no time to perform, so the player could still perform a Free Action the same round.

Fighter Combat Example

Kuvatar and her companions [all of whom are 5th-level] were exploring the swamp behind Rooksperch Castle when they came upon the most horrifying creature they ever had the misfortune of meeting… a fiendish dire were-flumph! One by one, all of Kuvatar's party swung and fired at the floating monstrosity, but it was too quick for them and always managed to dodge out of the way. But when Kuvatar swung her magical great sword, her keen combat senses picked up on the dodge the creature was about to make, and at the last second she was able to re-align her swing to compensate for its change in direction. The foul flumph was split in twain, then collapsed into a sticky mass of tentacles and pink effervescent goo.

[Kathy is playing the party's 5th-level fighter. In the first round of combat against the flumph, Kathy slides a 15. She is pretty sure that's not sufficient to hit the nimble floater, so she chooses to slide again. This time she lands a perfect 20 and the 11 (max damage) is closest to the damage dot. Kuvatar's 22 Strength gives her a +6 to melee damage. Since a natural 20 is a crit and deals double damage, Kathy deals a total of 34 points of damage. (The +X bonus for all magic weapons is included in the damage wheel—don't add it a second time.) The flumph only had 30 HP, so it was obliterated. Had Kathy flubbed

the re-slide, she would have been stuck with it because the re-slide result is final.]

Twist the Blade (Sub-class)

Once per combat, after a successful melee (not ranged) attack, the duelist may choose to leave his/her slider on the combat board. After the subsequent round of attacks by other players, if the duelist's puck is still in a position that counts as a hit, it will deal damage a second time. If the puck gets bumped into a zone that no longer counts as a hit, it does not deal damage. Whether or not it did damage on the extra round, the puck must be cleared from the board, but the player is free to slide again.

Monk

Combat Prowess

Monks have a base armor class of 16 (17 at 5th) instead of 10. This is reflected on the party card.

Dazing Fist (4th-Level)

Once per combat, if a *flurry of blows* attack lands on a natural 20, the victim of that attack will be Dazed for one round. (Dazed victims cannot move or take any actions, but their AC is not affected.) Generally speaking, any type of monster can be Dazed. The module will tell you if a monster has special immunities.

Deflect Missiles

Monks are immune to non-magical missile attacks made by monsters. This ability does not grant immunity to missiles launched by traps or spells.

Diamond Body (5th-Level)

Upon reaching 5th-level, monks gain immunity to all types of poison—magical and non-magical.

Dragon Strike (5th-Level)

All *flurry of blows* attacks are treated as +4 magic weapons when it comes to overcoming a monster's weapon immunity. E.g., if a monster can only be damaged by +4 (or higher) magic weapons, 5th-level monks will be able to hit it with their *flurry of blows* attacks—even if using a bare-handed attack. *Dragon strike* does <u>not</u> grant a +4 To Hit bonus nor does it grant a +4 Damage bonus.

Evasion (4th-Level)

When monks make a successful Reflex saving throw against an attack that would have dealt half damage on a successful save, they take no damage instead.

Feather Fall

Monks take no damage from falls 60 feet or less.

Flurry of Blows

When making open-handed melee attacks (either weaponless or with one or two *flurry of blows-compatible weapons*), slide two pucks with one hand very quickly—one immediately after the other. <u>The second puck must leave the player's hand before the first puck stops moving.</u>

In addition to bracer-weapons, monks may use punch-daggers (e.g., Viper Strike fangs) or most cestuses when making *flurry of blows* attacks, including *stunning fist* or other attacks that are a sub-set of *flurry of blows*. When using any melee weapon that is not compatible with *flurry of blows*, monks may only make one attack slide per round.

Monks may not use bracer-weapons on the same arm they use to wield a hand-held weapon.

Improved Evasion (5th-Level)

When monks make a successful Reflex saving throw against an attack that would have dealt half damage on a successful save, they take no damage instead of half. If the saving throw fails, they take half damage instead of full.

The following table illustrates the differences between *evasion* and *improved evasion*:

Special Ability	Reflex Saving Throw	
	Succeeded	Failed
without evasion	half damage	full damage
Evasion	no damage	full damage
Improved Evasion	no damage	half damage

Stunning Fist (5th-Level)

Once per combat, if a *flurry of blows* attack lands on a natural 20, the victim of that attack will be Stunned for one round. (Stunned victims cannot move or take any actions and their AC suffers a –2 penalty.) Generally speaking, any type of monster can be Stunned. The module will tell you if a monster has special immunities.

Monk Combat Example

Hakari's nose twitched from the dank odors emanating from the moss-covered catacomb walls of Rooksperch Castle. After five seasons of adventuring together [they're all 5th-level], Hakari knew his companions also sensed trouble was afoot. Just then, Hakari's foot triggered a pressure plate which in turn launched a volley of missiles at him from both sides. After spending a few minutes removing the tiny metal spines, the party continued down the hallway. [*Deflect missiles* does not protect against traps. So even though these were non-magical missiles, he was not immune to them.]

Eventually the long, winding corridor opened up into a larger room. A statue of a primitive warrior holding a spear butted up against the right side of the room. On the left side of the room there was a statue of a witch-doctor. The rest of the room was lined with shelves upon which were stacked hundreds of scrolls. Before they could read a single parchment, the statues came to life and attacked the party.

The warrior threw his spear at Hakari, but the monk waved his hand and the spear fell harmlessly to the floor. [This was a non-magical weapon, so this time his deflect missiles power protected him.] Then the witch-doctor barked out some unintelligible words and arcs of electricity filled the room. Hakari's fine-tuned reflexes allowed him to dodge and weave around the chaotic energies and he emerged unscathed from the electrical storm. "You've gotta show me how you do that Hakari!" shouted Borhamer as he smiled at his nimble friend. Borhamer and everyone else in the party got hit by the seemingly inescapable shock field. [Hank, the player controlling the monk, made the saving throw. Normally a successful Reflex saving throw reduces the damage from *lightning storm* by half. *Evasion* (either version) reduces the damage to zero on a successful Reflex save.]

Borhamer made a beeline to the warrior and Hakari targeted the witch-doctor. Hakari got in a couple good licks but as soon as he was able to do so, the witch-doctor hit the party with another blast of electricity. Hakari dodged and weaved again, but this time he got hit—not too severely though. [Hank failed the Reflex save but *improved evasion* reduced the damage to half.] "Don't let him do that again!" shouted Borhamer, "My beard can't take any more of it."

Hakari focused his mental energies and pummeled the witch-doctor with a furious blow so strong it briefly knocked the shaman out. [Hank slid a natural 20 with his *flurry of blows* attack, so the witch-doctor was Stunned until the Hank's next turn.]

As the rest of the party finished off the primitive spell-flinger, Hakari saw Borhamer had not even

last updated January 21, 2020

scratched the warrior. "Need my help again, Borhamer?" cracked Hakari.

"By Goldforge's whiskers, this one is immune to my axe!" However, Hakari's bare hands were able to both strike and damage the statue. [Even though Borhamer was hitting the witch-doctor, he wasn't doing any damage because the witch-doctor was wearing a magical item that made him immune to non-magical weapons. Hakari was able to damage the statue because of his *dragon strike* ability.]

Imbiber's Breath (Sub-class)

The drunken master's *flurry of blows* attacks can score critical hits on creatures normally immune to being critically hit, including undead, plants, and constructs.

Imbiber's Luck (Sub-class)

+3 to party initiative. This will be calculated for you on the party card.

Imbiber's Skill (Sub-class)

Once per combat, the drunken master may drink a potion as a Free Action.

Note: Only one Free Action may be executed per round.

Paladin

Detect Evil

The use of this power reveals all sources of evil in the room. It may be used up to three times per adventure. Mark off each use on the paladin's character card. If it would be effective, the room's description will explain how to resolve *detect evil*. If casting detect evil would be meaningless, the room's description won't mention it. In the latter case, it's probably safe to inform the player nothing in the room is inherently evil. Check with your Adventure Coordinator if you're unsure.

Guard

As a Free Action at the <u>start</u> of combat, the paladin may designate a character to protect for that entire combat. *Guard* may not be initiated if the paladin has taken other actions in that combat. The paladin will be attacked (using the paladin's AC and defenses) instead of the protected character should you decide the other character ought to be attacked by the monster with a melee attack. *Guard* does not redirect missiles, area of effect damage, or spells. Once initiated, the paladin must *guard* the selected

character until the end of combat or until the paladin dies, whichever comes first. If the protected character dies, the paladin may not select another character to *guard* in the same room. Both the protected character and the paladin may perform any action they desire without breaking *guard*. Other than intercepting all melee attacks directed at the protected character, *guard* does not "penalize" the paladin by reducing To Hit slides, AC, Damage, etc.

The paladin also gains Damage Resistance (DR) 3 against all attacks that were redirected by *guard*. Any time the paladin is damaged by a melee attack that was originally directed at the *guarded* character, the damage the paladin receives will be reduced by 3 points.

Lay on Hands

Paladins may heal up to three points of damage per level per adventure by placing their hands upon the damaged character. Thus, 4th-level paladins can heal up to 12 points of damage and 5th-level paladins can heal up to 15 points of damage. A paladin may use all of this healing at once on a single character or divide it among multiple recipients throughout the adventure. Paladins may also heal themselves. Each application of *lay on hands* requires an action. If a paladin wanted to heal three different characters, it would take three rounds to do so and the paladin could not attack or take other Standard Actions on those rounds. Each point of healing used must be marked off on the character card.

Clerics may use *restore power* on paladins who want to re-use *lay on hands*. It will work, but affected paladins must use *lay on hands* as their next action or that application of *restore power* will be wasted. The *restored* healing must be used either the same round if the paladin has not taken an action or the paladin's next turn if the paladin has already acted that turn. In addition, the healing effect from a *restored lay on hands* must be used in a single application on just one person, but the paladin gets the full complement of healing (12 at 4th or 15 at 5th), regardless of how much has already been used. If, for example, a 4th-level paladin had 6 points of healing remaining and a cleric *restored* the paladin's *lay on hands* power, the paladin's next action must be to use *lay on hands*, which will heal 12 points of damage. Afterward, the paladin will still have 6 points of *lay on hands* healing to dole out because the *restore power* neither resets nor wipes out unused *lay on hands* healing

potential. The cleric's *restore power* will fail if the paladin has not already used at least one point of *lay on hands* healing. Clerics cannot *restore* that which has not been expended.

Remember that in TD, undead are not damaged by healing magic.

Immunity to Disease

Paladins are immune to normal as well as magical diseases.

Remove Disease

Once (twice at 5th) per adventure a paladin can remove all diseases, magical or mundane, from a single touched character.

Sacrifice (5th-Level)

A paladin may immediately save one character from death. Both the paladin's and the saved character's current hit points are reset to 5. *Sacrifice* may only be used the instant the other character is about to die. *Sacrifice* may be performed even if the paladin has already taken an action that round. If a monster has multiple actions and the paladin interrupts those actions with a *sacrifice*, resolve the *sacrifice* before continuing on with the monster's other actions.

Paladin Combat Example

Laracil always looked after her little brother Madrashul. Nowhere was that more evident than when they adventured together. When monsters tried to attack him, she'd always find a way to interpose herself between him and an incoming sword or claw and still get her own attacks in. This gave Madrashul the freedom to cast spells at their enemies. Though she had the speed and agility of a great cat, she was never able to move quickly enough to intercept arrows or spells fired in his direction. Even when Laracil was exhausted from long battles, she somehow found the mettle to protect him. [As long as the recipient of *guard* is stated at the beginning of combat before the paladin takes any other actions, all melee attacks made against the *guarded* character will be redirected to the paladin. Spells & missiles are not subject to this redirection. *Guard* lasts for the entire combat. No matter the circumstances, a different target may not be selected.]

The church of Pelor asked Laracil and Madrashul to seek out the evil necromancer Nimrel. For good measure, they sent Dovan along with them as Nimrel was known to be protected by countless undead minions. The trio [all of whom are 5th-level] fought many battles as they made their way up Nimrel's well-protected tower. By the time they reached the apex, they had nearly exhausted their magical resources. Laracil was holding her own fairly well, but Madrashul and Dovan had taken quite a bit of damage from the necromancer's dark sorcery. Nimrel pointed his bony finger at the cleric, uttered profane words, and a bolt of crackling black energy shot toward the holy man. His body shuddered and began to collapse. Laracil instantly uttered a quick prayer to Pelor and asked the Sun Father to spare his faithful servant by taking her instead. The Shining One heard her prayer and Dovan stood back up. He looked over to the paladin who now looked as bad as he did. But at least they were both alive. [*Sacrifice* sets the hit points of both the paladin and the player about to die to 5. *Sacrifice* must be performed the instant the other character is about to die. Unlike other spells or abilities, it may be performed when it's not the paladin's turn.]

Annoyed his *finger of death* had not slain anyone, Nimrel summoned a skeleton behind the wizard. Laracil knew she could protect her brother from the skeleton's attacks, but not for very long given her current state. Her full complement of healing had been exhausted on the way up the tower. She turned to Dovan and said, "I need to *lay on hands* one more time!" Dovan nodded and a golden wisp of light shot from him to Laracil. "Would that I could heal you as well, brother, but I need this to keep you safe." She said just before using the full dose of healing power on herself. [The paladin used the restored healing on herself because *guard* was still in effect and her brother most certainly would have been attacked by the skeleton. She could have used the *restored lay on hands* on either the cleric or the wizard, but not both because each use of *lay on hands* requires a standard action. Any *restored* ability must be used right away or it will be lost.]

Immunity to Fear (Sub-class)

Cavaliers are immune to *fear* spells or *fear*-like effects as well as non-magical fear.

Righteous Wrath (Sub-class)

Once per room, whenever cavaliers are hit with a melee attack from a monster, their next attack will gain +5 To Hit and +10 Damage if they attack the same monster that hit them. This power may not be used against a monster that didn't hit the cavalier, but it may be used if the attack was redirected via *guard*.

last updated January 21, 2020

Players must declare the use of this power before making their attack slide.

This power must be activated on the turn immediately following the melee attack which triggered it. E.g., if the monster attacks the cavalier on round one, the cavalier can't use this power on round three.

Remove Fear/Charm/Sleep (Sub-class)

Twice per adventure (mark the card when used), the cavalier may remove any combination of *charm*, *fear*, and/or *sleep* from a single target.

Ranger

When engaged in melee, rangers attack with two weapons. To do so, the player must slide both pucks at the same time, one in each hand. Players who are physically unable to use both hands may slide both pucks with the same hand. Just make sure both pucks are slid at the same time.

Whether by choice or circumstance, a ranger may perform a melee attack with one weapon, but must still slide two pucks—one of which will be empty. The empty puck cannot deal damage.

Rangers may use any ranger-usable in their main hand. Any melee weapon equipped by a ranger in the off-hand slot must be usable by both ranger and rogue. Though there are some exceptions, ranger off-hand weapons are generally limited to d6 damage or lower. Click here for the complete list of ranger-usable off-hand weapons.

When making a ranged attack, the ranger only slides one puck.

Barkskin (5th-Level)

This spell gives the target a +2 AC bonus. The ranger may cast it on anyone. It lasts for the rest of the room.

Note: Prior to 2016, this spell could only target the caster.

Cure Lesser Wounds (5th-Level)

The target of this spell heals 5 HP. It may be cast on anyone.

Favored Enemy: Undead

When attacking undead with physical weapons, either ranged or melee, rangers deal +1 Damage. At 5th-level, the bonus increases by one for a total of +2 Damage.

Sharpshooter

Rangers gain +2 to Damage with all ranged attacks. This bonus is included on the party card. At 5th-level, the bonus increases by two for a total of +4 Damage.

Ranger Combat Example

Ja'Taral [a 5th-level ranger] is the self-appointed guardian of Rooksperch Forest. She's been quite busy ever since the castle on the hill became a nesting ground for the not-so-dearly departed. During one of her regular patrols, Ja'Taral spots two ghouls searching for fresh meat. They don't notice her, so she draws her favorite long bow (a gift from the church of Pelor for five seasons of service to the lands) and fires into one of the vile abominations. As is usually the case, her aim is true and the ghoul explodes in a burst of holy light and black ichor. [The bow is a +2 LONG BOW OF THE SUN, so that grants a +2 To Hit. As a 5th-level ranger, she gets +2 to Damage because undead are her favored enemy. She is using a bow, so *sharpshooter* gives her an additional +4 to Damage (included in the damage bonus on the party card). The damage bonus for being a +2 weapon is built into the damage wheel, but since she is attacking undead, it gives an additional +3 to Damage. That's a total of +2 To Hit and +9 to Damage. The 8 is closest to the damage dot on the combat board, so she does 17 points of damage with a single shot. The ghoul only has 15 hit points so it is obliterated.]

Free Movement (Sub-class)

Wardens are immune to *hold* and *slow* spells or effects, as well as spider's webbing or similar sticky substances, à la BOOTS OF FREE ACTION.

This is an "always on" ability.

Returning Ammo (Sub-class)

Any time a warden uses an ammo token and misses the target, the ammo token must be returned to the player after all players have slid that round—don't wait until after combat concludes. If the warden's attack hits, the ammo will not be returned.

Note: This ability will only return the warden's missed ammo shots. Ammo tokens used by other players are expended whether they hit or miss.

Thornskin (1ˢᵗ-level Sub-class spell)

Target gains +2 AC and +2 Retribution Damage for the rest of combat. This can be cast on anyone.

Warden's Boon (1ˢᵗ-level Sub-class spell)

The target of this spell gains either +4 to Strength or +4 Dexterity for the rest of combat. The effects of these bonuses are shown below.

+4 Strength: +2 To Hit with melee weapons, +2 Damage with melee weapons, and +2 Damage with thrown weapons

+4 Dexterity: +2 To Hit with ranged attacks, +2 to AC, and +2 to Reflex saves

Rogue

To pass their skill test, rogue players must guide a metal stylus through the entire path of the rogue box without touching the sides. If the party is running Hardcore or Nightmare, give the rogue the thicker stylus. Success means the player gets to choose either a clue to help the whole party or a random treasure token. Players do not get both unless they show you a LIBRAM OF LOOTING. You should be supplied with a cache of tokens specifically for the rogue skill test. Radio if you run out. Giving the rogue an expended token a previous party turned in (e.g., a healing potion) should be avoided. The rogue skill test is an abstraction of the various operations a real rogue might perform, not a literal representation of the obstacles in the room. It also is there to represent the classic rogue dilemma of helping out the party or sneaking some treasure. Therefore, a _knock_ spell will not unlock the rogue skill test "chest".

Rogue Skill Test FAQ

Q) What is the Rogue Test?
A) It is a class test for the rogue designed to represent the rogue's ability to search the room looking for loot and clues. It's very similar to a "surgical" game you may have played as a child, but this skill check is done on the top of a box instead of in a pretend human body. The box used in the Rogue Test does not represent an actual box in the room. It's an abstraction used to represent the various things a rogue might do when searching a room for clues and all things hidden.

Q) May any other class besides the rogue attempt the Rogue Test?
A) The emphatic answer is "NO!"

Q) May anyone else in the party open the box?

A) No. Only the rogue can attempt the Rogue Test and open the box.

Q) May the rogue start from either end?
A) Yes.

Q) May rogues stop mid-way through a Rogue Test and choose not to open the box?
A) Yes. But if they decide to open it later, they must start back at the beginning.

Q) What is EKTDAR'S TINKERING TOOL?
A) It's a token that allows a rogue to cut the Rogue Test in half. Players need to show the DM this token to use this tool in the dungeon.

Q) May a rogue use EKTDAR'S TINKERING TOOL on every box?
A) Yes, but only once per box.

Q) When using EKTDAR'S TINKERING TOOL, do you start at the middle and go to the end or at an end and go to the middle?
A) Leave it up to the player—it doesn't really matter.

Q) What happens if the rogue fails the Rogue Test?
A) Other than shame and derision from the rest of the party, nothing. Once upon a time it would cause damage, but unless the room's description specifically indicates otherwise, no damage is dealt.

Q) If the rogue sets off the trap, does the box open?
A) No, it doesn't represent a real box in the room.

Q) If the rogue sets off the trap, is the box destroyed?
A) No, it doesn't represent a real box in the room.

Q) If they fail the Rogue Test, may rogues make a second attempt at opening the box?
A) Not unless the rogue has MASTERWORK THIEVES' TOOLS token. That allows for one mulligan per adventure, not per room.

Q) What is the MASTERWORK THIEVES' TOOLS token?
A) It's a token that allows a rogue one Rogue Test do-over per adventure. Players must show the DM this token to use this tool in the dungeon.

Q) When rogues use their MASTERWORK THIEVES' TOOLS to get a do-over, do they have to start from the beginning or can they start from their fail point?
A) They must start at the beginning.

Q) May a rogue use the MASTERWORK THIEVES' TOOLS on every box?
A) No. The MASTERWORK THIEVES' TOOLS are only usable once per adventure. Once the MASTERWORK THIEVES' TOOLS have been used, the rogue keeps the

MASTERWORK THIEVES' TOOLS token but may not use it again on that adventure. This rule applies no matter how many copies of that token the player may possess.

Q) Didn't there used to be a MASTERWORK THIEVES' TOOLS checkbox on the party card?
A) Use of the MASTERWORK THIEVES' TOOLS is no longer tracked on the party card. Much like HP, its use is left up to the player's honor.

Q) May rogues use both the MASTERWORK THIEVES' TOOLS and EKTDAR'S TINKERING TOOL on the same box? Does it matter in which order they use them?
A) Yes & Yes. They may use both the MASTERWORK THIEVES' TOOLS and EKTDAR'S TINKERING TOOL. EKTDAR'S TINKERING TOOL must be used first.

Q) If EKTDAR'S TINKERING TOOL is used to go only halfway, and then the MASTERWORK THIEVES' TOOLS to get a do-over, does the rogue have to go half-way or the entire way on the second attempt?
A) The entire way.

Q) If the rogue succeeds at the Rogue Test, what do they get?
A) They get to choose between taking a token or looking at the clue.

Q) What does LIBRAM OF LOOTING do?
A) It allows rogues to take the token as well as get the clue if they pass the Rogue Test. It does nothing if they fail the test.

Q) How often may a LIBRAM OF LOOTING be used?
A) It is "always on" and functions if the test is passed with or without aid from a MASTERWORK THIEVES' TOOLS and/or EKTDAR'S TINKERING TOOL.

Q) How much time do rogues have to decide between taking the clue or the token?
A) As long as they like, up to the maximum time allotted for the room.

Q) May the rogue discuss with the party whether or not to take the clue or the token?
A) Yes.

Q) How long should the party be allowed to examine the clue?
A) As long as they want, up to the maximum time allotted for the room.

Q) Should the rogue be the only one allowed to see the clue?
A) This is up to the DM, but it doesn't really matter.

Q) May the rogue read the clue out loud?

A) Yes.
Q) What changes happen to the Rogue Test when it's attempted on Hardcore or Nightmare?
A) There is a thicker stylus for Hardcore or Nightmare runs. On some occasions, failing the Rogue Test may trigger a trap. The room's description will always specify if that is the case. If no penalty for failure is mentioned in the module, do not assign one yourself.

Enhanced Sneak Attack (5th-Level)

Once per combat, rogues may take one complete round to sneak up on a monster before striking with a melee weapon. Rogue players must inform you they are sneaking for a round, and then on the next round make a normal attack slide. If the target is hit, the attack deals damage equal to 20 plus whatever is indicated on the weapon token. If a player scores a critical hit when making an *enhanced sneak attack*, the weapon's damage is doubled but the _enhanced sneak attack_ damage is **not** doubled. (unless the rogue attacked with a NIGHTSHADE'S +2 SHORT SWORD)

Normally, *enhanced sneak attacks* must be made with a melee weapon. If LENSES OF VITAL INSIGHT are worn, the attack may be performed with a ranged weapon. Rogues wearing LENSES OF VITAL INSIGHT and an item which allows them to *sneak attack* without the normal one round delay can make a *sneak attack* with a ranged weapon during the surprise round (assuming the monster is capable of being sneak attacked). LENSES OF VITAL INSIGHT do not bypass any other *enhanced sneak attack* rules, including prep-time, monster type restrictions, and damage-stacking.

Note: A rogue can only *enhance sneak attack* living creatures with vital anatomical structures. It will not work against constructs, incorporeal creatures, oozes, plants, or undead. There are tokens which circumvent that restriction, but only for the specific monster type indicated on the token. Here are three examples:

- AMULET OF THE TINKERER: Constructs
- CHARM OF FINAL REPOSE: Undead
- OIL OF THE TINKERER: Constructs (1 combat only)

Flank Attack (5th-Level)

Once per combat, instead of attacking during a combat round, rogue players can place a combat puck with an upside-down token inside it anywhere on the combat board. They may leave the slider there until

the end of combat. The puck may not be manually adjusted once it is placed but will almost certainly be knocked around by other pucks. At the beginning of a round (before any attack slides are made), the rogue player may remove the puck if so desired and attack the same round, but that would cancel the *flank* for that combat. A rogue can take no other actions while *flanking*—not even a Free Action. A round spent *flanking* does not count as a setup round for a *sneak attack*. A *flank* can be initiated at any time in combat (if the rogue has not already attacked or performed a Standard Action that round), but not more than once per room.

Sneak Attack (4ᵗʰ-Level)

Once per combat, rogues may take one complete round to sneak up on a monster before striking with a melee weapon. Rogue players must inform you they are sneaking for a round, and then on the next round make a normal attack slide. If the target is hit, the attack deals damage equal to 15 plus whatever is indicated on the weapon token. If a player scores a critical hit when making a *sneak attack*, the weapon's damage is doubled but the <u>*sneak attack* damage is **not** doubled</u>. (unless the rogue attacked with a Nightshade's +2 Short Sword)

Normally, *sneak attacks* must be made with a melee weapon. If Lenses of Vital Insight are worn, the attack may be performed with a ranged weapon. Rogues wearing Lenses of Vital Insight <u>and</u> an item which allows them to *sneak attack* without the normal one round delay (see above) can make a *sneak attack* with a ranged weapon during the surprise round (assuming the monster is capable of being sneak attacked). Lenses of Vital Insight do not bypass any other *sneak attack* rules, including prep-time, monster type restrictions, and damage-stacking.

Note: A rogue can only *sneak attack* living creatures with vital anatomical structures. It will <u>not</u> work against constructs, incorporeal creatures, oozes, plants, or undead. There are tokens which circumvent that restriction, but only for the specific monster type indicated on the token, and shown below:

- Amulet of the Tinkerer: Constructs
- Charm of Final Repose: Undead
- Oil of the Tinkerer: Constructs (1 combat only)

Rogue Combat Example

Cavisi [a 5ᵗʰ-level rogue] just wanted to have dinner, throw back some ale, and maybe flirt with the wenches in the tavern. While he was eating, Ruus—a distant cousin and occasional "business" partner—sidled up and asked if he was interested in some work. Cavisi pointed out he was not "dressed" for the occasion, but Ruus said it didn't matter and surreptitiously palmed him a dagger. Cavisi quickly finished his meal (were a halfling to leave with food still on his plate it would cause suspicion) and the two headed out.

As they walked to the docks, Ruus explained the job. Ruus would be the front man and Cavisi was insurance in case something went wrong. Cavisi knew full well Ruus's schemes never went according to plan, but he owed Ruus a favor.

After arriving at the appointed location, Ruus spotted his contact and motioned for Cavisi to stay in the shadows. Cavisi couldn't hear what Ruus was saying to the human, but it looked like things were going okay and the exchange was made. Just as Ruus started to walk away the man tried to renege on the deal. Cavisi cursed himself for not wearing those boots the nice elven lady "gave" him. (If you thought he stole them, you'd be correct.) While that longshanks was busy shiving his cousin, Cavisi crept through the shadows, snuck up behind the human, and planted the dagger firmly in the base of the man's spine. The human let out a terrible scream but kept his attention on Ruus. [The rogue was able to get behind his foe to set up an *enhanced sneak attack*, but it took him a round to do so. Were he wearing his Boots of Elvenkind, he could have done it the first round. Carl is a good slider and scored a natural 20 on his attack. As a 5ᵗʰ-level rogue, Carl's *enhanced sneak attack* does an additional 20 points of damage. However, *sneak stack* (enhanced or otherwise) damage is not doubled on a crit. The weapon indicated it did 3 points of damage. That gets doubled to 6 for being a crit. After adding in the 20 from the enhanced sneak attack, he did a total of 26 points of damage in one shot.]

"Gimme an opening!" Ruus shouted. Cavisi pursed his lips, let out a sharp whistle, and began taunting the double-crossing human. Right Cavisi implied his mother has questionable virtues, the human whipped around and glared at the halfling. Ruus struck the human and the man turned back around. Cavisi had to break out his best insults and distractions to get

last updated January 21, 2020

him to turn around once again. Ruus got in one more solid blow then gave Cavisi the signal to engage in a direct attack. [Instead of attacking on those rounds, Carl placed an upside-down token in his puck and manually set it on the combat board. This allowed the other player to use it as a "bumper" for his attacks. As long as he was *flanking*, Carl could not perform any other actions. After two rounds, the other player decided it would be better if they both attacked, so Carl picked up his puck, placed the weapon token in face up, and the two attacked normally.]

Assassinate (Sub-class)

When making a melee* attack, if the player slides a natural 20 and a 6 is closest to the damage dot on the combat board, the target will be instantly slain. This ability works on creatures normally immune to *sneak attacks* and/or critical hits.

*This ability can be used with a ranged attack if the assassin has equipped LENSES OF VITAL INSIGHT.

Note: To use *assassinate*, the weapon's damage wheel must land on a 6. Not 16, not –6, not 26—just plain 6. Whether 6 is the highest number on the weapon's damage wheel is irrelevant. If a weapon has more than one 6 on it, any of the 6s can trigger the *assassination*. Weapons without a 6 on them cannot be used to *assassinate*.

Poison Resistance (Sub-class)

All Poison damage inflicted on the assassin is reduced by 5

Wizard

Planar Chart Skill Test

Whenever a wizard wants to cast a damage-inflicting spell which does not require a slide, name a specific plane of existence. Then ask the player to point to it on the Planar Chart. If the player answers correctly, the spell will deal full damage. If the guess is incorrect, the spell will deal partial damage. Players will be taught how this skill test works during their training, before they enter the adventure.

Lesser Maze

When *lesser maze* is cast, the target monster is teleported to a pocket dimension for one turn (in this specific case, "next turn" is defined as the monster's next action). For creatures in the pocket dimension, time is frozen and they can take no actions—not even mental/psychic. The time-freeze effect also applies to

a character if that character is engulfed/held/swallowed by the monster. On the round in which the monster is in the maze (pocket dimension), party members can take their next turn (action) to buff, heal, or whatever they like, but cannot directly affect the monster in any way. When the monster returns, a new combat begins. This includes rolling a new initiative and clearing any effects which last until the end of combat.

Lesser maze always takes effect at the end of the turn it is cast.

This spell has caused some consternation regarding how it actually works; therefore we've provided some examples below. (These examples happen to show *lesser maze* being cast on round 1, but it can be cast on whichever round the player desires.)

✍ *Scenario One:* Monster Wins First Initiative ✍

Round 1, Monster Phase: Monster monsts*
Round 1, Player Phase: Players play and can affect the monster, *lesser maze* cast
Round 2, Monster Phase: Monster spends its turn time-frozen in the pocket dimension
Round 2, Player Phase: Players play, but can't do anything that directly affects the monster
Round 3: Roll new initiative, winning side acts first, opposing sides can once again affect each other
*If a plumber is one who plumbs, clearly a monster is that which monsts. ;-)

✍ *Scenario Two:* Players Win First Initiative ✍

Round 1, Player Phase: Players play and can affect the monster, *lesser maze* cast
Round 1, Monster Phase: Monster spends its turn time-frozen in the pocket dimension
Round 2, Player Phase: Players play, but can't do anything that directly affects the monster
Round 3: Roll new initiative, winning side acts first, opposing sides can once again affect each other
The net result is the party essentially gets to take two turns in a row, initiative is then re-rolled, and regular combat resumes. If the players win the new initiative, they effectively get three turns in a row.

Wand Mastery (5th-Level)

In the hands of a 5th-level wizard, damage-dealing wands deal an extra two points of damage. If the wand deals damage to more than one target, the wizard gets a total of two extra points of damage which can be divvied up as the wizard desires. *Wand mastery* does not bestow +2 Damage per target.

Wizard Combat Example

Madrashul's and his friends' [all are 5th-level] jaws dropped when they saw the multi-armed snake-lady drop down on them. She was able to set all six of her swords upon the shocked adventurers before they could react. [The marilith won initiative.] The battle had gone on for several minutes and they were having a hard time dealing with all her attacks. Madrashul thought a few extra heartbeats to catch their breath might do them some good. He uttered the amazing words, waved his hands, and the she-demon vanished. "Hurry my friends, she will be back quickly. Do what you can to gird yourselves!" Dovan & Laracil both administered some healing, Sendrulin drank a potion then turned into a viper, and Borhamer & Grak each applied oils to their weapons. Madrashul drank a potion which imbued him with the grace of a feline. Just as he swallowed the last of the mystical draught, the demoness reappeared in the same spot where she had vanished. This time they surprised her and were able to banish her back to the Abyss within a dozen heartbeats. [The wizard cast *lesser maze*. This gives the players one round to perform any actions they see fit. When the affected creature returns the next round, initiative is re-rolled. Other than being transported to an extra-dimensional space for one round, the affected monster incurs no penalty as a result of the *lesser maze*—other than losing a turn because monster cannot act during that round.]

Wizard-Sorcerers get mostly the same spells as wizards (though none of 3rd-level), but they cast their spells like bards. That is, instead of being able to cast a specific spell a specific number of times, sorcerers get a pool of spell levels they may mix and match as they desire.

Elevate Damage (2nd-level Sub-class Spell)

The next spell the sorcerer casts from his/her character card deals +15 damage. Even though it can be cast *Elevate damage* may not be cast more than once per room.

If a spell under the influence of *elevate damage* can affect more than one target, the caster gets a total of 15 extra points of damage—not +15 per target—which the caster may allocate among the eligible targets as s/he sees fit.

Stone Storm (2nd-level Sub-class Spell)

All monsters take 15 points of Force damage. No To Hit slide is required. There is no saving throw to mitigate the damage.

Customer Service

Argumentative Players

Sometimes things don't go the way some players think they should. Sometimes players have the choice either to accept that they are not super intelligent after all or that the True Dungeon event has screwed them over. (They usually take the latter.) It is not always easy to be nice to rude players—especially if it's Saturday evening and you are dead tired. Please try to keep in mind that for most players their ONE True Dungeon run is the highlight of their Gen Con trip. If they have a bad TD experience, it could ruin the whole weekend for them. Sure, players can be a bit difficult at times, but please remember that much is riding on their TD experience and that is why they can be somewhat "intense" occasionally. Please cut them some slack. Realize that they are being pushy because their TD event is so important to them, and give them the benefit of the doubt if they have a complaint.

Remind them they only have 12 minutes in the room. Suggest a logical, fair, and hopefully established solution. Try to address it as best you can, but if you cannot make them happy, feel free to radio for a Director or Coordinator. It is their fun job to deal with the jerks. Just politely tell them you have radioed for someone who can help them further.

Do not engage in arguments with players regarding rules or token use. If you are certain you are correct, then you are the authority. However, if you really are not sure and the issue is really not going to make a huge difference, then allow the player to use it. If you do not know, or are not sure, and the differences would upset the balance of play, call a Director/Coordinator. Most of the tokens have use limitations on them so these types of issues should not arise too much, but you could have players using older tokens which do not list limitations. If you have a smart-phone, consider looking up the token on http://www.tokendb.com. It may have the answer to your question.

Examples:

last updated January 21, 2020

1. The party's rogue insists that he can cast SCROLL WATER BREATHING because it says "All" at the bottom and because rogues in AD&D can read magic. Scenarios:

- You politely inform the player that only spellcasting classes (pure-casters, paladin, & ranger) may cast scrolls, adding that in True Dungeon, rogues cannot cast spells from scrolls.
- You aren't 100% sure if "All" means any class can cast that scroll so you radio your AC
- Ask a player with a smart phone to look it up on the TDb while you continue to run the room.

2. The party is now in room 6 and they are dragging a player along that died in room 4. The puzzle is hard and the ghost player seems to be jumping up and down with excitement because she sees the answer. The party has no means to *speak with dead*, so the cleric wants to use an ELIXIR OF LIFE to resurrect the now ghostly party member.

- You remember the elixir <u>must be used in the room where the party member died,</u> and politely inform the players they cannot use the token. They are adamant about the fact they can use it and they're becoming belligerent. Call for a Director/Coordinator.
- In <u>rare</u> cases, you may make exceptions. For example, the character died at the very end of a room and didn't have time to use the token even though they intended to do so. Use common sense and work with the player—TD happens only once per year.
- You don't remember if it can be used at all. Since this really affects game play (bringing back a dead member), call a Director or Coordinator or have someone look up the token on the [TDb](#).

Players with Special Needs

Players come in all shapes & sizes and many levels of mental & physical abilities. True Dungeon tries very hard to make adventures accessible and enjoyable to all players. While such players will have teammates to help them along the quest, a DM may need to assist them with accessing the props (e.g., a rogue's trap). Do what you can to help. If you are unable to, uncomfortable with, or uncertain of how to handle a situation, radio for assistance.

Your Specific Room

Talk with your fellow DMs! Each shift will have at least one Adventure Coordinator. Radio one of them if you have any questions that arise during your shift. It's also a good idea to check with them before your shift to see if there are any updates to the module.

Take time to share thoughts, strategies, rules, and even possible token uses with your fellow DMs. The more you talk to one another the more prepared everyone will be. Discussion is important for creating consistency with fellow DMs. Adventure Coordinators will communicate with one another before and during Gen Con to make sure all rooms are run in the same manner.

The Adventure Coordinators are responsible for making sure all DMs rule consistently. They are responsible for contacting Jeff & the Directors with any potential changes as well as any deviations from the norm that came up during the event. Remember, Jeff, the Directors, and the Adventure Coordinators will watch your back during the event and most of the time will support your decisions as DM, but they need to know what those decisions are so they are not blindsided by an angry party.

Everybody screws up on occasion. No worries. We all will during the crazy week of Gen Con. But if you do, please give Jeff, a Director, or a Coordinator a heads-up over the radio so they might work out a solution while you are busy running your room.

For instance, you might radio and say, "Hey, I forgot to have the cleric in the next room save for half damage for that *fireball*. Can you take care of it?" To which, someone will go into the next room and tell that player to restore 5 of their lost hit points.

Theatrics

If you were playing, would you rather have Ben Stein or Patrick Stewart as a DM? One of the reasons you were selected is not only your skill at the game, but you possess a touch of the dramatic that can be used to enhance the mood of the room. This doesn't mean everyone has to give an award-winning performance, but a DM's energy can tip a room from being good to great, or great to fantastic. Look for opportunities where a dramatic description or a "pat on the back" for a job well done can be used.

Party Management

The Party Card

Keep them focused

With ten players in a party it is easy for the party to

Class	MELEE To Hit	MELEE Damage	MELEE AC	MISSILE To Hit	MISSILE Damage	MISSILE AC	AC Bonus (missile)	FORT	REFX	WILL	Special Abilities / Spell Bonuses	Total Treasure	Died In Room #
Barbarian	8	6	16	4	2	16	+	12	4	2	Cannot Be Surprised	03	
Bard	0	2	18	2	1	17	+	4	8	7	Heal +2, Dmg +2, % Spell Res +15, 2x Scroll C U	03	
Cleric	5	4	21	4	0	19	+	3	4	11	Heal +2, Dmg +2, % Spell Res +15, 2x Scroll C U	06	
Druid	0	0	12	2		12	+	6	8	3	Heal +2, Dmg +2, % Spell Res +15, 2x Scroll C U		
Dwarf Fighter	7	8	26	5	1	22	+	11	6	2	Free Movement ✓	03	
Elf Wizard	1	0	13	2	0	12	+	3	4	9	Dmg +2, % Spell Res +15, 2x Scroll C U	03	
Fighter			11	1		11	+	5	2	2			
Monk	5	5	21	5	0	21	+ Immune to non-magical missile	9	8	10		03	
Paladin	11	8	22	8	3	19	+2	9	7	8		03	
Ranger	4	3	16	11	7	20	+	7	11	5	Psychic ✓	03	
Rogue	3	2	18	4	1	18	+	2	11	3	Cannot Be Surprised ✓	10	
Wizard	0	0	11	0	0	11	+	3	3	12	Dmg +__, % Spell Res +__, 2x Scroll C U R	03	6

Initiative Mod. 3

Challenge: Nightmare ✓ (Non-Lethal / Normal / Hardcore / Nightmare)

— DM Use Only —

Date (M/D/YY): 8/3/16
Event Time (HH:MM): 13:13

become unfocused when in a room. Be sure to get all of the undivided attention at the start to deliver any information. After that point, it is the party's own teamwork that should drive discovery.

Allow players to go off on wild goose-chases. If a party divides their actions, give more attention to those who seem to be exploring the correct path so you do not miss anything pertinent to the success or failure of the room.

New Players

While we don't want to hold their hands, we must also face the fact that some players have no idea what their character's archetype is designed to do or the abilities their specific character possesses. Firm reminders for them to look at their card can go a long way. In other words, you wouldn't want to explicitly tell the barbarian to use *rage* when engaging the final foe of the adventure, but you could hint that looking at the character card for some options at the start of melee would be very beneficial.

Filled out by coaches prior to the adventure, this handy sheet tracks the basic stats needed to streamline combat and other interactions. When greeting a party, this should be the first thing you ask to see. It will tell you what classes comprise the party and give you a sense of their overall experience or strength based on adjustments through tokens.

There may also be areas to indicate factors relevant to the current year's adventure (e.g., in 2012 there was info on Cold Climate preparedness).

The detailed information on the party card includes:

- The party's total initiative modifier
- Their challenge mode (Non-Lethal, Normal, Hardcore, Nightmare, or Epic)
- DM Only boxes for module-specific mechanics
- Date & start time of the group's run
- To Hit & Damage bonuses for both melee and missile (ranged)
- AC for melee or missile (ranged), based on the character's most recent attack form. If their last attack was with a hand-held or natural weapon, use melee AC. If their last attack was ranged, use missile AC.

last updated January 21, 2020

- Additional AC bonus if the character is being attacked by a monster using a missile weapon
- Saving throw modifiers
- Total Retribution Damage dealt
- Surprised immunity
- Free Movement*
- Psychic potential
- Spell Bonuses (including Cabal)

Reading the Party Card

- The "Initiative Mod." number is added to the party's initiative rolls.
- The DM Use Only boxes will be detailed in specific room descriptions when/if relevant.
- "AC Bonus if monster attacks with a missile" is the number you **add** to the character's AC (melee or ranged, depending on the attack mode) if the monster makes a ranged attack against the character. Don't confuse this with Missile AC— the character's AC if the character's most recent attack was with a ranged weapon. This column will be blank most of the time, but will have stats if the character equipped an item that improves "AC vs. ranged attacks." The room's description will note if the monster makes ranged attacks. *Note:* This is the only stat on the party card which must be added to something else.
- Spell Bonuses generally come from either Focus items or Cabal Bonuses. Cabal items are a little complicated, so be sure to familiarize yourself with all of them—including the set bonus. Individual Cabal items increase in power when more people in the group wear them. Here is a breakdown of what each line refers to:
  - **Heal + ___:** Only heal-capable spellcasters have this line. All heal spells they cast from their character card (not scrolls) gain the healing bonus indicated.
  - **Dmg +___:** All damage-inflicting spells they cast from their character card (not scrolls) gain the damage bonus indicated.
  - **Spell Res – __%:** Subtract either 10, 15, or 20 from the monster's *spell resistance*. E.g., if the monster has SR 75% and the number filled in that blank is 15, the monster's net SR would be 60%.
  - **2× Scroll C U R:** The rarity (Common, Uncommon, Rare) of single-target scrolls that may affect a second target. The eligible rarities

- Extra spaces for abilities/effects specific to that character

The Special Abilities section will vary from year to year.

*Prior to 2016, this was known as "Free Action"

Note: Treasure Boxes and Treasure Stamps are a thing of the past. All players now get at least three TREASURE CHIPS at the end of their adventure.

will be circled and the ineligible rarities will be crossed out. If nothing is circled or crossed out, the character isn't wearing GLOVES OF THE CABAL and may not duplicate the effects of any scroll.
  - **Cabal Set Bonus:** There is no dedicated box to indicate all three Cabal items are worn, but if a character wears all three Cabal items, that character, once per room, may cast two spells from their character card in one round.
- The party card indicates when a character can deal a specific type of damage. The icons and their respective types are:

❄ Cold	Fire 🔥
✦ Shock	Eldritch ♦
⌇ Sonic	Poison 🧪
☠ Darkrift	Sacred ✪

  When a character's damage total (either melee or missile) includes a particular damage type, that icon will be circled. If you need to know the specific amount of a particular type, ask the player. In the sample party card, the ranger's Melee Damage includes Sacred and her Missile Damage includes Darkrift. As it has always been, the damage shown in the box is the grand total—inclusive of all applicable damage types.
- Retribution Damage comes from tokens like AMULET OF THORNS, NECKLACE OF BITING, the Elemental Command Rings, and some scrolls. Any time the monster deals melee damage to a character with a number in this cell, the monster will take damage equal to that number. If the melee damage is completely negated (not just partially reduced), the Retribution effect will not trigger. As of 2015, this cell also contains energy type icons (see above.)
- If a box is checked in the "Special Abilities" section, the character possesses that ability. If the box is unmarked, they do not possess it.

- Free Movement means the character is immune to Constriction, *hold*, *slow*, and *web* spells/effects, as well as spider's webbing or similar sticky substances.
- The short, pre-printed numbers in the top of some cells shows that class's default bonus due to base stats. If the box has no other number listed, use the short, pre-printed number in the upper left; otherwise, use the handwritten number. <u>Never</u> add the pre-printed numbers and the handwritten numbers together.
- If a cell has two short, pre-printed numbers in the top, the first number is for 4th-level characters and the second number is for 5th-level characters. If there is ever doubt as to what level a character is, you can either look at the character card hanging around that player's neck or just ask the player.
- The party card no longer tracks which [treasure-enhancing tokens](#) a character is using. Instead, the total number of chips a player will receive is recorded. This includes the base number (3) of chips all players get. Under most circumstances, DMs need not concern themselves with this column.
- If a character dies, write the number of the room they died in the column marked "Died In Room #" This party's wizard died in room 6.

The Ghost Rule

When a character dies during an adventure, that character becomes a "ghost". Ghosts follow their party along for the rest of the adventure. In <u>rare</u> cases there may be a chance they can be resurrected later.

<u>Ghost players may not interact with or assist the party **in any way** without magical intervention.</u> Unless the party uses magical means to speak with the ghost character, the ghost's player may not speak, play charades, use sign language, or in any way communicate with anyone in the party. However, if there is more than one ghost in the party, the ghost players may speak to each other as long as they do it in a manner which cannot be discerned by the non-ghost party members.

If a character dies while wearing a SHIRT OF SPIRITWARD, that player may participate in combat by sliding an empty puck. Spiritwarded ghosts cannot damage the monster, but their empty puck can be

used to bump or be bumped by other pucks. SHIRT OF SPIRITWARD does not allow the ghost's player to talk.

Item	Effect
+3 ROD OF NILTONGUE	Allows the owner to speak to the party if the owner has died. Owner needn't not have been wielding this weapon at the time of death.
SCEPTER OF THE DEAD	Effect lasts for one room. All ghosts may speak. Cleric takes 5 points of damage per use.
SCROLL SPEAK WITH DEAD	Lasts for one room. One ghost per scroll may speak.
SHADE CLOAK	Allows the wearer (and <u>only</u> the wearer) to speak with any ghost at will.
SHIRT OF SPIRITWARD	Though they may partially participate in combat, this shirt does <u>not</u> grant ghosts the ability to communicate.

DM Advice

Part Lawyer, part role-player, all fun.

Unlike table-top gaming with your regular group, here you get fewer than 12 minutes to size up a group and help everyone enjoy the adventure, including yourself.

Play the rules fairly and let the outcome fall where it may. If a party destroys the room's creature in one round due to exceptional slides and intelligent token use, more power to them. If they don't, well, be consistent and be challenging.

Along with everything else… have fun! Your excitement and enjoyment will show through your DMing.

Physical and Mental Wellness

Volunteering with TD can be both physically and mentally draining over the course of the convention. We aren't expecting you to begin a workout regimen, but these suggestions may make your experience more enjoyable.

Wear comfortable shoes! You will be on your feet your whole shift, not to mention what you do at the convention outside of TD. For your own benefit it is suggested that you wear cushioned inserts in your shoes. High heels are not recommended.

Dress comfortably! Volunteer t-shirts will be provided to you at the beginning of the convention.

last updated January 21, 2020

Please wear either this t-shirt or an appropriate costume. Above all, be comfortable.

Eat well! Okay, it's a convention, no one is expecting you to maintain perfect nutrition, but eat what you need to keep up your energy.

Drink water! Water may be available in the volunteer lounge. Keep a bottle with you while on your shift and drink whenever you get a chance. Staying hydrated is a great way to battle fatigue.

Get plenty of rest! It is tough to want to sleep while all that gaming is going on down in the lobby, but try to get at least seven hours of sleep each night.

Top 10 Rules to Being a TD DM

1. Be prepared. Read all the reference materials available and know the rules.
2. Be consistent so that players have the same set of rules in every room.
3. Know your room! Become comfortable with its plot and try to imagine all the possible ways players might try to solve your room.
4. Answer questions, but don't give hints.
5. Look for opportunities for dramatic descriptions to pump-up your players.
6. Give praise when the players do well.
7. Don't be afraid to kill a party member in rooms 5, 6, and 7.
8. When in doubt, make the call, appear in control.
9. Be clear and concise with players.
10. Do your best to make a room's challenges interesting and exciting.

True Dungeon DM Philosophy

(adapted from Kismet's Gamer Gathering website)

Fairness: Be as fair as possible to everyone at the game, including oneself. Try not to pick on players or ignore others. Make fair rulings when needed.

Consistency: Be consistent about TD's rules, the dungeon's rules, and your particular room's rules. TD doesn't want its players to feel the rules aren't reliable. Consistent rules help players have an idea of the boundaries of the TD world.

Entertainment: TD DMs have the challenge of balancing between officiating and entertaining. DMs should do what they can to enhance the entertainment value of the room without overshadowing it. We want players to have fun. But remember, entertainment takes on many shades: comedy, tragedy, romance, and so on. Use as many shades as are called for according to the room.

Keeping It Going: We have all heard of, or sat through, games where things seemed to drag on. Rooms last 12 minutes, so there is little spare time.

- Rules Arguments: Don't let things grind to a halt over rules arguments. Know the rules, set down the rule for the player, and move on. If the disagreement is not critical to game play (i.e., doesn't break the room's dynamic), give it to the player. In the worst case, use your radio to call a Director or Coordinator for a final ruling.

- Combat: Don't waste any time. Take charge and keep pushing the players to act. Call out players that haven't acted and keep the players focused. The pressure can add to the excitement as well as keep things moving. However, if they suffer from decision paralysis, combat consequences are not off limits.

Communication: Talk to your fellow DMs. Share experiences you had during your session. This will help prepare them should a similar situation arise during their shift. Talk to the Adventure Coordinators if you have concerns or praise on any topic. Talk to the players if time is available at the end of the room or after your shift. Use the information to help improve the experience for everyone.

Accept Responsibility: We will all make mistakes. When a mistake arises, simply accept responsibility, apologize, and fix the error. No need to dwell, just do what you can to remedy it help and then move on. If the player can't seem to accept it, call a Director or Coordinator to the room, and continue DMing for the rest of the party.

The DM is Not a Servant: It is not the DM's duty to cater to the players' every whim. Be creative, but keep within the scenario of the room.

The Game Matters: Hopefully the game means a lot to the players and it should to you. While some players will be unhappy no matter what, don't take things personally. Do what you can to help the player, and remember it is a group event where a number of people are there to play the game.

Sample Room

[The action starts with the previous group leaving the room through the exit door's black curtain. The DM quickly scans the room for anything out of place like a dropped token bag or a moved prop. After the DM is sure everything is where it should be, she moves to the Entry Door, and pokes her head through the curtain into the holding hallway.]

DM: [warmly] May I have your Party Card? [She takes it and quickly scans the list. She sees the whole party is still alive and that the Coach noted they are Goblins (newbie players).]

DM: Please enter.

[The DM then steps back into the room and goes into the far corner. She does this so the players are not

distracted by her presence. This allows them to experience the room in a more visceral manner. Only when the players have all entered the room and had a chance to look around does she step forward to speak. Note that some rooms don't require the DM to relate any kind of introduction for the room. This particular room does require an introduction.]

DM: [After raising her hand to get everyone's attention] Your party is very happy to have gained entrance into the Duke's tomb, but your delight is cut short soon after you enter. The entire room is filled with the stench of rotting corpses, and it's only because you are adventuring veterans that you can stomach this chamber's foul odor. You quickly look for an exit and immediately find a large gold door that blocks further progress into the tomb. [The DM points to the black curtained exit door. On the ground near the door lies a stone with a plus-sign etched in its face.] Perhaps a method can be found to open the tightly sealed door.

Cleric: I would like to exit the way we came in.

DM: [remembering the "Goblin" mark on the card] I'm sorry, I forgot to tell you that a huge stone fell in behind you as the last person entered the room, your character can tell it is quite impassable even with magical intervention. The spells that block that way have been set by a very high level wizard.

[At this time the DM then steps back into the shadows and tries to remain as invisible as possible. She wants the party to explore the room to find the clues on how to open the door. The party now looks around the room to find a rotting corpse on the floor and a Rogue Box in the corner. One sharp-eyed player notes that one of the wall stones next to the doorway is white instead of gray.]

Paladin: DM, I will use my *detect evil* ability on the corpse. Is it evil?

DM: You scan the whole room and you find nothing that detects as evil—including the corpse. [She then walks over and marks off one of the check boxes for the *detect evil* ability on the paladin's character card.]

Monk: Okay, since my saves are good, I will search the body. Do I find anything?

DM: Please go ahead and search the body for real. It is up to you to see what you can find.

Monk: Cool! Wish me luck guys. [The monk then drops to the floor and searches the body. He finds a strange wooden device that looks like a four inch

plus-sign but it has a two inch wooden square frame trapped between two opposite corners on the intersection. The monk shows it to everyone and they all gather to look at it closely—all the players except a now wayward rogue player who is moving over toward the Rogue Box.]

Monk: Hey DM, do we see anything on the wooden cross?

DM: In True Dungeon, you see what you see. [adding, since the party is new to the game] Please look at it closely and tell me if you notice anything.

Monk: [sheepishly] Oh yeah. Sorry. [All the players now train their light necklaces on the cross, and they discover that it has some writing on it.]

Wizard: I want to detect magic. [The wizard hands the DM a SCROLL DETECT MAGIC token.]

DM: Okay, you guys see the wizard take out a scroll and cast a spell.

DM: [to wizard] You scan the whole room and discover the wooden cross is magical but the trapped frame on the cross is not. The white stone near the door is also magical.

Fighter: Sweet! We know the cross is magical.

Cleric: Do you think we should touch this cross against that stone?

Paladin: Sure… it must be a key! The guy was carrying it to enter further into the tomb!

Monk: Okay, let's do it! [Most of the players now walk over to the stone next to the door. As they are walking over, the rogue announces that he is going to attempt to open the Rogue Box.]

Paladin: Wait! Should we see if the rogue can open the box first? Maybe it will have a good clue for us?

Monk: Nah. We don't have time. I say we keep going.

[The party now unconsciously waits for the DM to say something. Since the DM knows this is a group of newbie players (the "Goblin" note on the party card), she decides to give them a little advice.]

DM: You know, many groups don't wait on the rogue, but either way is okay. Time is of the essence, but you need to decide as a group what you want to do.

Monk: [looking at the DM] Okay, we are touching the cross to the stone. Does anything happen? [The monk touches the corner of one leg to the stone.]

DM: Sorry, nothing happens. I will be right back. I have to get the rogue set up for his Skill Test. [The DM then quickly walks over to the Rogue Box and flips the switch to activate the lights and device. She then hands the narrow stylus to the rogue, and tells him that he can start at either end, but he must slide the stylus through the pathway without touching the sides. The DM then side steps a few feet so the rogue will have some room, but still feel like the DM is watching him. The DM now puts her attention to the other party members while trying her best to keep an eye on the rogue.]

Monk: Hmmm… that sucks. What do you guys think?

Cleric: [looking at the stone near the door] Well that's obviously related to this cross. [addressing the wizard] You said the mark on the stone is magical, right?

Wizard: Yep. But look, it doesn't have that little wooden square around the center.

Cleric: Wait! What did the words on the cross say? [Again, everyone signs their lights on the cross. They see these words, "The Maelstrom shall free you of all burdens."]

Druid: What the heck does that mean? What is a "maelstrom" exactly?

Wizard: Oh… it's like a tornado or something.

Paladin: Does anyone see a maelstrom around here?

[Everyone immediately starts to re-search the room—all except the cleric. He retains the cross, and he starts to fiddle with it.]

Rogue: Um, DM? I blew it. I almost got it, but I messed up in the end. But I have a Masterwork Thieves' Tools so I want to try again.

DM: Okay, try it again.

[The rogue fails almost immediately.]

Rogue: Dammit! Okay, third time's a charm. Here, I have another Masterwork Thieves' Tools. [shows the DM he has more than one]

DM: I am sorry, rogue, you have already used a Masterwork Thieves' Tools token. You can only use it once during an adventure.

Rogue: [upset] No! That was this token! I have another Masterwork Thieves' Tools, so I can do it again.

DM: No, sorry, the Token Guide is clear on the fact that you may only use one of these tokens per adventure, I am sorry for the confusion. Regardless of how many Masterwork Thieves' Tools tokens you have, you can only use the ability once during the dungeon.

Rogue: [very upset] That is bullshit! I did it that way last year! I get to do it once per token!

DM: [trying to stay calm] You know, DM's make mistakes too, so I do not doubt you were allowed to do this last year, but we went over this rule carefully in training. You can check the Token Database too. This is the correct ruling.

Rogue: [now pissy] That's stupid! Why can't I use all my tokens?

[The DM sees now that the other party members want her attention. She decides that it is best to call for some back up so the room does not grind to a screeching halt.]

DM: [into radio] I need an Adventure Coordinator to Puzzle Room 6. Over.

Coordinator: Copy that. You need an Adventure Coordinator to Puzzle Room 6. Be there ASAP. Over.

DM: [as nicely as possible] I have radioed a Director to come and sort this out for you. He will be here as soon as possible. In the meantime, I'm going to keep running the room for the rest of your group.

Cleric: Hey guys! I think I have figured something out! We gotta get this wooden frame off of this cross, so that we can then put the cross flush up against the stone. I bet that will open the door.

Monk: Cool idea. Sounds good to me. But how do we get that frame off of there?

Cleric: Well, the legs of the cross do wiggle a bit, but I can't get them apart. Here you try, monk.

Monk: Hmm… this looks like one of those mind puzzles I have seen on the Internet. There has got to be some trick way to get the frame off.

Druid: Well, what do the words say again?

Monk: They say, "The Maelstrom shall free you of all burdens."

Druid: Hmm… what about spinning the cross? That might work. We need to free the wooden frame from the cross. It's a burden, right? Spinning it would be like making a tornado.

last updated January 21, 2020

Monk: [walks over to open pedestal and spins the device] Nothing happened. See!

Druid: [Taking the cross] Hang on. Be careful. Let me try it. [The druid then spins it again and carefully lifts it up. He jiggles with the legs of the cross to discover they now come apart! After a few seconds of experimenting, he is able to dismantle it into three pieces—two legs and a wooden square frame.

Monk: Now what?

Druid: Hang on. I think I can put it back without the wooden frame. [The druid now puts the two pieces back together to form the cross again.]

Druid: There! Now we can try the door. Wizard, where was the cross symbol on the stone?

Wizard: Here. Let me have it. I can do it. [The wizard then grabs the cross and walks toward the white stone block on the doorway. The DM realizes that the wizard will probably correctly place the cross on the stone, so she grabs the wireless remote control in her DM pouch. She places her thumb on the ON button so she can most activate the dramatic special effect when the cross is put on the stone.]

Wizard: Okay, here I go.

Cleric: I am standing way over here!

Druid: Me, too!

Fighter: Wussies!

[The wizard them correctly places the cross flush up against the white stone on the ground next to the doorway. At that precise time, the DM pushes the ON button to activate the special effect. While the players' attention is on the stone, the DM walks over to the fire exit curtain and she begins to bring the combat board into the room. The players see the white stone glow red (lit from behind) and then they hear the loud sound of a large metal door creaking open.]

Druid: Sweet! We did it. Damn, I am good!

[The celebration is cut a bit short when the party then hears the otherworld growl of an ogre as it attacks!]

DM: Congratulations! You figured out how to open the door. Unfortunately, the magic of the door also gated in an ogre and it attacks.

[The players now look behind them to see the DM standing next to a combat board with the image of an ogre on it. The DM then activates the combat light, and a strong white spotlight illuminates the combat board.]

DM: Since it takes some time for the ogre to completely recover from the summoning, anyone with a ranged weapon token can make one free attack before we roll initiative. Please line up at the board and make any one missile attack you can. Place your ranged weapon token into your class slider with the label side up and make a good slide. [DM looks around to see the rogue standing by the box.] Rogue, while we wait on the Adventure Coordinator, do you want to get in on the combat?

Rogue: Damn right, I do.

[The DM looks around the room and she notes that the monk player looks a little confused. She quickly approaches him.]

DM [to Monk]: Have any questions?

Monk: Yeah… well… what is a ranged weapon?

DM: That is any weapon that flies through the air— like an arrow or spear.

Monk: Oh… well… I have a HEAVY CROSSBOW. Will that work?

DM: Yes, you can, but please keep in mind that HEAVY CROSSBOWS are special weapons, and you must take one round of combat to re-load it if you want to shoot it again during normal combat.

Monk: Nah. I will just shoot it and then attack with two BRACER OF THE DRAGONFIST.

Bard: Hey! Can I start singing now?

DM: Good idea, but during pre-initiative attacks the bard can't start singing fast enough to have an effect before the missile attacks are made. You can declare now that you will be singing for regular combat, however.

Bard: Okay, I just thought I would ask.

DM: Alright, everyone we need to keep moving. Please come up and make a slide with a ranged weapon if you have one. This ogre looks pretty hearty, so you may need to slide extra well to hit him. [It's okay to give the players a vague clue as to what the monster's AC is, but do not tell them the actual number they need to hit.].

[Some of the players now go up to the table and start to fish around in their pockets for their missile weapons.]

DM: You guys might want to store your weapon tokens in a specific place like your right front pocket so you can quickly find them.

45

[As the players begin to slide, the DM takes position near the top of the combat board. This way she can watch combat and be visible to all the players. Three players make pre-initiative missile attacks, and they slide a 15, 16, and one player hit the back of the board but his slider bounced back into the 19 zone.]

DM: Okay, has everyone who could make a ranged attack done so?

Monk: Yes.

DM: [The DM now readies the Party Card and locates where the ranged weapon tokens landed.] Okay, now we can determine if your weapons hit the ogre. First, the monk; you slid a 15 and [glancing at the party card] you have a +2 To Hit at range. Your crossbow bolt just whizzes by the ogre.

Second, fighter, you slid a 16 and your ranged bonus is also +2. You did 5 points of damage as your arrow plows into the shoulder of the ogre. [The DM then notes the damage on the side of the combat board.]

Third, barbarian your HEAVY CROSSBOW token hit the back of the combat board. That's counted as a miss regardless of where the puck eventually stops.

[At this point the DM slides back all the sliders & tokens then digs out her large d20.]

DM: The ogre moans hungrily as it closes upon you. It rolls an initiative of [DM rolls d20] 15, and now one of you must roll for your whole group. [The DM tosses the d20 near the end of the table. The monk picks up the d20 and rolls it. It comes up a 10, and the whole group moans.]

DM: Okay, the ogre manages to move a little faster than you thought. He decides to attack the cleric since you [pointing to the cleric player] are the first character it comes to.

[The DM now looks at the Party Card to see that the cleric has an AC of 18.]

DM: Okay, cleric. The ogre swings both its mighty arms at you. [DM rolls twice], and it has managed to tear at you twice with its muddy claws for 10 points of damage. [The DM knows that the ogre does 5 points of damage per hit]. Please mark off 10 points of damage.

Cleric: Ack! I hate ogres.

DM: Okay, it is your turn to attack.

Bard: I'm singing! And I have a MAGNIFICENT BARD'S INSTRUMENT.

DM: Excellent. Everyone gets +1 To Hit and +3 to Damage. [DM makes a note of these bonuses on the combat board]

Bard: Cool, remember that everyone! [The bard now starts to hum the "Battle Hymn of the Republic".]

Rogue: I want to sneak attack the ogre.

DM: Are you wearing either BOOTS OF ELVENKIND or BOOTS OF THE UNDERDARK?

Rogue: No, but I am wearing BOOTS OF THE VALE.

DM: If we were outdoors those would allow you to make a sneak attack without a one round delay. But since we are inside a tomb, they do not function.

Rogue: Okay.

DM: Okay, everyone, please try to hurry. Slide away.

[At this time the players start to line up at the foot of the combat board. The DM will keep an eye out for sliders that hit the backstop as well as sliders that land in the "20" area. She will try to build excitement during the sliding by making comments on how the sliding is going. If someone bumps another slider into a good area, the DM should make a positive comment.]

DM: Excellent slide, ranger. It looks like both of your attacks may hit this round!

Wizard: I want to cast a *magic missile* spell at the ogre.

DM: Okay, please come over to the planes chart and point to the Plane of Shadow.

[The wizard then walks over to the chart, pauses for a few seconds, and then points to the spot representing the Plane of Shadow.]

DM: Well done, wizard! Your spell would normally do 8 points of damage, but now it will do a total of 11 points of damage. Anyone else want to cast a spell?

Cleric: Yeah! I am going to let the physician heal himself! I am going to throw *cure light wounds* on myself.

DM: Okay. [The DM digs out the cleric beads from her pouch, and she holds up on specific bead.] Please tell me the name of this bead.

Cleric: I think that's called "Beauty".

[The DM now consults her reference sheets and sees that the cleric is wrong.]

DM: I'm afraid that's not correct. You heal yourself 5 points of damage. Please update your hit points on your character card.

[The DM sees that no one else is going to take an action so she sets the Party Card down on the combat board so she can quickly check all the To Hit bonuses.]

DM: Okay, your attacks are over. You fought bravely in the face of this mad creature, now let's see if you hit it.

[The DM then checks to see if there are sliders that are in <u>any</u> way touching part of the 18–20 sections. These are all automatic hits because the monster has an AC of 18. The DM sees that the only slider in these areas is the fighter slider. She looks closely and sees the number 6 on the token's damage wheel is closest to the Damage Indicator Dot on the combat board. She then looks quickly at the Party Card to see that the fighter has a total of +3 to Damage, so she adds that in. Lastly, she knows that the bard is singing so she adds another three points of damage.]

DM: Okay fighter. You managed to score a big slash across the chest of the ogre and you do 12 points of damage to it.

Bard: Did you count my 3 points of damage?

DM: Yep.

Monk: Nice one!

[The DM now scans the board for any sliders that have a chance of hitting—say anything above a 13. She sees that the druid and the monk may have hit. She then looks at each player's To Hit bonus on the Party Card and adds that to the number slid.]

DM: Monk, your flying fist just missed the ogre, but the druid managed to slice the ogre with her scimitar for 6 points of damage. It howls in anger and still advances. It is time for a new round. The ogre seems locked single-mindedly on attacking the cleric, so it slashes twice again with its nasty claws.

[The DM now checks the cleric's AC on the Party Card, and she twice rolls her d20 on the combat board. It comes up as a 13 and a 16—which might hit the cleric. The DM looks at the monster stats on the table and she sees that the ogre gets to add plus six to its attacks. She checks the Party Card to see that the cleric has an AC of 21, so she knows that the ogre managed to hit once.]

DM: The ogre launches two more attacks on the cleric as it tries to rip out the throat of your healer. The ogre managed to hit once for 5 points of damage.

Please mark off the damage cleric. Party, it is now your turn to attack.

Rogue: Okay… I want to *sneak attack* this round! I moved around last round so here I go.

Druid: Don't choke dude.

[The rogue carefully aims and slides a natural 20! The cheers rise up from his team mates.]

Rogue: How's that for not choking?!

Druid: You did good dude, nice one.

DM: Yes, rogue… you just dealt a massive blow! [Rogue slid 1 point of damage from his SHORT SWORD, plus 3 from *bardsong*, multiplied by <u>two</u> because it is a critical hit (natural 20) which equals 8 points of damage. But because the rogue was *sneak attacking* he also adds +15 to the damage for a total of 23 points. The +15 from *sneak attack* does <u>not</u> get doubled.]

Monk: Okay, DM I am going to use my *stunning fist* ability this round so he can't attack on his turn!

Rogue: Watch out! [But it is too late, the glory hungry monk slides straight for the "20" spot on the combat board and he hits the rogue's slider resting there. The monk manages to slide his first attack into the small "20" zone and his second into the "19" zone. But in doing so he knocks the rogue's slider into the "15" spot.

Rogue: Arrgh! Newbies!

Monk: Oops. Um… sorry about that guys.

Druid: It's cool, dude. At least you critted too!

DM: That's right. Unless one of your pucks get knocked out by someone else, you will do a total of 25 points of damage and the ogre will be stunned! [The DM calculates the damage by adding the numbers indicated on the damage wheels (4 & 2), the bonus listed on the party card (2 for each), plus 2 from *bardsong*, for a total of 16. She then doubles the first attack—the one that landed on 20—for a total of 25 points of damage. *Flurry of blows* attacks <u>are</u> doubled with critical hits, but the bonus from a *sneak attack* is not.]

[At this time the Adventure Coordinator enters the area to talk to the rogue about his MASTERWORK THIEVES' TOOLS complaint. The AC will wait until combat is over.]

[The rest of the party now attacks and the DM concludes that all the damage kills the ogre.]

DM: Good job, group. The helpless ogre falls over backwards, unable to speak or move as the last breath of air leaves his body. You have won the fight! Congratulations, you get a treasure stamp. Please collect your tokens and let me know if there's anything else you'd like to do before you leave this room. Make sure your leave the sliders on the table.

[The DM places a treasure stamp on the appropriate box on the party card and she takes care of some healing the cleric and druid wish to do. When she is finished, the AC steps up and the DM briefly tells him about the issue. The AC looks up MASTERWORK THIEVES' TOOLS on his smart-phone so the page is loaded and ready to show the player.]

Coordinator: [to rogue] Hi, my name is Pat and I am one of the True Dungeon Adventure Coordinators. I understand we have a situation with your MASTERWORK THIEVES' TOOLS.

Rogue: [now much less mad since some time has passed] Yeah, I thought you could use each token once during the event. I did it last year.

Coordinator: I am sorry for the confusion. It happens sometimes with so many different volunteers. If you read the Token Database entry [shows the rogue his smart-phone] it is very clear that you can only make use of that token's power once per adventure, and can only use one token per adventure. If we did not do it that way, people would try 5–6 times per Rogue Box, and that would be silly.

Rogue: Alright, I guess. Kinda sucks that I traded in the tavern for all of these though.

Coordinator: Ouch… that does hurt. I tell you what. What kind of weapon do you have?

Rogue: I just have a regular SHORT SWORD.

Coordinator: [pulls out special stash of +1 weapons and rare items] How about a +1 SHORT SWORD instead—on me. I am really sorry you traded for all of those MASTERWORK THIEVES' TOOLS. If you have time later, stop by the Transmute Area from 5–7, explain what happened, and see if they can make you a trade for them.

Rogue: Ah… cool. Thanks. I appreciate it.

Coordinator: Well, have fun with the rest of your adventure. I'll let you get back into it.

[The DM can hear from the music that there is about 30 seconds left in the room.]

DM: Okay, the room is about over. You guys did well to finish so soon. Let's get over by the exit so you can get to your next room quickly. Make sure you did not leave anything behind.

Druid: Oh, crap! I left my bag of tokens over there. Thanks.

[The DM now readies the room for the next party while keeping an eye on this group. As the end of the room gong rings, the DM opens the curtain and directs them forward.]

DM: Good luck, folks.

Miscellaneous Rules & Updates

- Unless a token <u>explicitly</u> says otherwise, no player may slide or re-slide another player's weapon puck. However, <u>there are no tokens that break this rule at this time</u>. This does not mean players can't bump each other's pucks—that remains an inherent part of TD combat.
  This does not preclude a player from utilizing an otherwise unused puck for some sort of specialty slide. E.g., if the party doesn't have a barbarian, a wizard player could slide a DAGGER OF ARCANE LUCK in the designated wizard puck, then slide the unused barbarian puck for the follow-up slide.

- Casting a spell or scroll requires the use of both hands. A shield may be actively used on the off-hand, but the caster's main-hand must be free. The only exceptions to this are weapons with the word "Focus" in their name. Their enchantments allow casting while they're being held. Focus weapons do not bestow the ability to cast and physically attack at the same time.

- The druid's power Spell Surge only doubles base damage, including the skill check bonus, but nothing else.

- The Eldritch damage type is a diamond. (♦)

- *Bardsong* bonuses affect the whole party, including the bard.

- If a character actually dies (not nearly dies or uses an effect that cancels the death) and is resurrected/raised, any temporary negative effects are cleared but beneficial temporary effects remain. E.g., if the fighter dies while under the effects of a *hold* spell and is subsequently raised,

after being brought back to life, the *hold* effect will no longer affect the fighter. That does not mean the fighter is immune to future *hold* effects, it just means that particular instance of that effect is removed. If that same fighter was also under the effect of POTION BULL'S STRENGTH, after being raised that potion's effect will still be in place (until the end of the room) because it's a beneficial effect and is not wiped on death.

- One cannot sacrifice a Standard Action for a second Free Action.
- "Blunder" weapons (including +2 BOOM STICK) only deal misfire damage if the attack would have hit the monster and the 💣 is closest to the damage dot on the combat board.
- All physical and [alchemical weapons](#) (but not spells, unless a RING OF WIZARDRY is worn) inflict double damage on a natural 20 if the target is susceptible to critical hits. E.g., THUNDER STONE, HOLY LAGER, SLING BULLET/STONE OF CHAOS, or any other token with a damage wheel will do double damage on a critical hit.
- Unlike traditional thrown weapons, [alchemical weapons](#) do not get a Strength bonus to Damage.
- Unless otherwise specified, no single character or monster stat/ability can be reduced by more than 6 while in the adventure. (Permanent stat penalties have no cap.) This limit applies to weapons, magic items, or spells that affect ability scores (STR, DEX, CON, INT, WIS, CHA), Saving Throws, Armor Class, Maximum Hit Points, To Hit modifiers, Damage modifiers, etc. This restriction means that no matter how many in-dungeon effects have been used, no single stat/ability on a specific victim can be reduced more than 6. Reaching the 6-point cap on one stat does not prevent a different stat from being reduced, even on the same victim.
  Note: Some tokens may have a stacking limit that is more restrictive than this general rule. In that case, the token's description takes precedence.
- ORB OF MIGHT may only be equipped in the melee offhand slot. Both rangers and monks may use it to make melee attacks. It cannot be used to make ranged attacks.
- GNOMISH FIZZY LIFTING PACK: Despite what the token's text might imply, this item does not grant the ability to *fly* like the scroll. It's essentially a bottomless POTION LEAPING ATTACK that can be used once per combat. Please see its [TDb entry](#)

for all the details, but here are some highlights:
  · Once per combat
  · Attackee must be flying or levitating
  · Must be used in combat
  · Can't be used to leap across a chasm
  · Effect lasts one round (not one room)

- On a critical hit, other than *sneak attack* damage, double all the damage including supplemental damage and/or monster vulnerabilities. In a nutshell, all damage inflicted on a monster from a critical hit is doubled—with the exception of *sneak attack* damage (unless the rogue attacked with a NIGHTSHADE'S +2 SHORT SWORD or a Viper Strike fang while benefitting from the [Viper Strike set bonus](#)). Of course, the target must be susceptible to crits.

  ○ *Example 1:* A paladin is using a +2 HOLY GREAT SWORD (+3 damage vs. evil creatures) to attack an evil red dragon (+5 damage from Cold sources). Her sword has been coated with OIL OF THE YETI (+3 Cold damage). The player slides a natural 20 and the "10" is closest to the damage dot on the combat board. The total damage dealt is 42. The base damage (10) gets doubled to 20, the bonus from hitting an evil creature (3) gets doubled to 6, the Cold damage from the OIL OF THE YETI (3) gets doubled to 6, and the red dragon's Cold vulnerability (5) gets doubled to 10.

  ○ *Example 2:* A 4th-level rogue is using a +2 DAGGER OF VENOM (+5 poison damage on a natural 20) to *sneak attack* a red dragon. The dagger has been coated with OIL OF THE YETI. The player slides a natural 20 and the "6" is closest to the damage dot on the combat board. The total damage dealt is 53. The base damage (6) gets doubled to 12, the Poison damage (5) gets doubled to 10, the Cold damage from the OIL OF THE YETI (3) gets doubled to 6, the red dragon's Cold vulnerability (5) gets doubled to 10, but the *sneak attack* damage (15) is <u>not</u> doubled because the attack was not made with a NIGHTSHADE'S +2 SHORT SWORD or a Viper Strike fang under the influence of the Viper Strike set bonus.
  Note: Viper Strike fang attacks do not always double *steak attack* damage. For that to happen, the rogue must attack with a VS fang <u>and</u> be under the influence of the VS set bonus.

- o *Example 3:* A wizard wearing a RING OF WIZARDRY casts *scorching ray* (18 Fire damage) at an ice demon (+5 damage from Fire) and slides a 20. The total damage dealt is 46. The base damage gets doubled to 36 and the vulnerability damage gets doubled to 10.
- Ultra Rare bard instruments bestow their Damage bonus to both melee and ranged attacks.
- If damage is ever doubled twice, the net result is triple damage. E.g., if a THUNDER STONE hits a construct, it deals double damage. If the thrower is wearing AMULET OF THE TINKERER and crits, the stone deals ×3 damage, not ×4. Similarly, if damage is doubled three times, the resulting damage would be ×4, not ×8. Currently there are no ways to get triple-doubled damage in TD, but just in case there ever are, follow this pattern.
- *Spell resistance* (aka *magic resistance*) is defined as a chance to ignore spells cast by characters (from their character card), scrolls, or wands. It does not negate magic which is not "cast." E.g., *spell resistance* will not prevent a +1 SHORT SWORD from damaging a monster, it will not prevent the special ability of a +2 ROD OF DISJUNCTION from functioning, it will not negate Retribution Damage.
  To make a *spell resistance* check, quickly roll a d20. If the result is equal to or higher than the target's *spell resistance* as shown in the table below, the spell will fail to affect the target.

SR %	d20 Roll		SR %	d20 Roll
100%	*		50%	10
95%	19		45%	9
90%	18		40%	8
85%	17		35%	7
80%	16		30%	6
75%	15		25%	5
70%	14		20%	4
65%	13		15%	3
60%	12		10%	2
55%	11		5%	1

*A monster with SR 100% cannot be affected by spells; no d20 roll is made.

- Reusable thrown weapons (shurikens, javelins, thrown daggers, etc.) may not be recovered during combat. After that round of combat is resolved, put any thrown weapons aside. Be sure to return them to the players after combat is over.
- Ranged To Hit, not Damage, bonuses affect spells cast from the character card which require a slide.
  Note: Scrolls that require a slide to function are not affected by ranged attack bonuses. Scrolls or spells cast as a scroll may not be duplicated or modified unless a specific token says otherwise.

- Other than weapons, shields, wands, and items held in (not worn on) the hand, all items must be worn for the entire adventure. Therefore, all other "worn" equipment including armor, rings, gloves, ioun stones, charms, etc., may not be swapped once the adventure begins.

- When consuming multiple quantities of a specific food/herb/potion which has both a positive and negative effect, only the negative effects are cumulative. The only exception to this is an effect that heals damage. (but note the Cumulative Penalty Limitation in the next section)
  Example 1: If a character eats three ORCISH RATIONS (heal 1 HP and suffer –2 on To Hit slides), that character will heal 3 HP of damage (healing effects are cumulative) and suffer a –6 on all To Hit slides (negative effects are cumulative).
  Example 2: If a character with 1 HP remaining eats three DWARVEN RATIONS (heals 1 HP if the character's current HP total is below 10 and +1 to Fortitude saves), the character will heal 3 HP but the Fortitude bonus will not go above +1 (Fortitude saving throw bonuses are a positive non-healing effect and are not cumulative.)

- *Turn undead* affects all undead in the room. Do not make separate turn checks for each monster unless the module specifically says otherwise.

- Charm-removing potions (e.g., POTION FEYBANE or POTION SIREN WINE) must be administered by another (living) character whose only action that round is to force the victim to drink the potion. *Charmed* individuals do not get a saving throw to resist having the potion administered to them. The former victim gains self-control and is free to act the same round the potion was administered. *Note:* The person administering the potion must be in possession of the potion before attempting to force-feed it to the victim.

- Weapon oils may be applied to alchemical weapons.

- Potions/Oils/Salves used as a Free Action in conjunction with a POUCH OF TULZ can only be used by the owner of the pouch.

last updated January 21, 2020

- A Pouch of Tulz will only allow a potion, oil, or salve to be used as a Free Action. The token to be used in this manner <u>must</u> literally have either "Potion", "Oil", or "Salve" in its title.

- Players may not use a Pouch of Tulz or Belt of Retrieval to make an attack with a Flask of Combustion or Flask of Conflagration as a Free Action. To do so would violate both the use-only-on-self rule as well as the it's-not-a-potion rule.

- [Retribution Damage](#) will only trigger if the victim of the melee attack actually takes damage from the attack. E.g., if a character wearing Cloak of Shadowskin and Amulet of Thorns is melee attacked by a monster and the CoS negates the attack, the monster would not suffer any Retribution Damage from the negated attack because that attack did not damage the character. Similarly, if the attack's damage is reduced to zero, it will not trigger Retribution Damage. However, if the victim of the melee attack takes at least one point of damage, the Retribution effect will trigger. *Spell resistance* cannot negate Retribution Damage.

- Polymorph transformations, no matter what triggers them, are instantaneous—no Free Action required. However, drinking a potion still requires a Standard Action. Therefore, unless the character can drink a potion as a Free Action, the character may not attack the same round a polymorph potion is consumed.
  Using a Coronet of the Arch-Druid to polymorph into a dire bear does not require a Standard Action. Druids may attack the same round the transformation occurred, assuming they have not already used a Standard Action in that round.

- If a polymorphed player chooses to revert into their original form before the end of the room, they would need to use another identical polymorph potion or magic item to change again. No character may polymorph into more than one creature type per room. Assuming the player has the means to do so, they may transform into and out of the same creature type more than once per room.

Magical Damage Resolution

A step-by-step process to resolve magical damage mitigation

Please note:

- This <u>only</u> applies to magic that deals hit point damage. Effects like *sleep*, *paralyzation*, *hold*, *petrification*, etc., do not follow this procedure unless the spell/item also causes damage.
- These steps apply to an individual character, not the group as a whole. Unless otherwise specified, magical protections only help the character wearing them. This could result in a single player emerging completely unscathed from an effect which one-shot the rest of the party.
- Any divisions which result in fractions should be rounded down to the nearest whole number.
- This is laid out from the perspective of a monster attacking a player, but the steps are the same when a player attacks a monster.

Go through these steps, in this order. Not all of them will apply in every circumstance. If the character doesn't have that specific item or form of protection, skip that step.
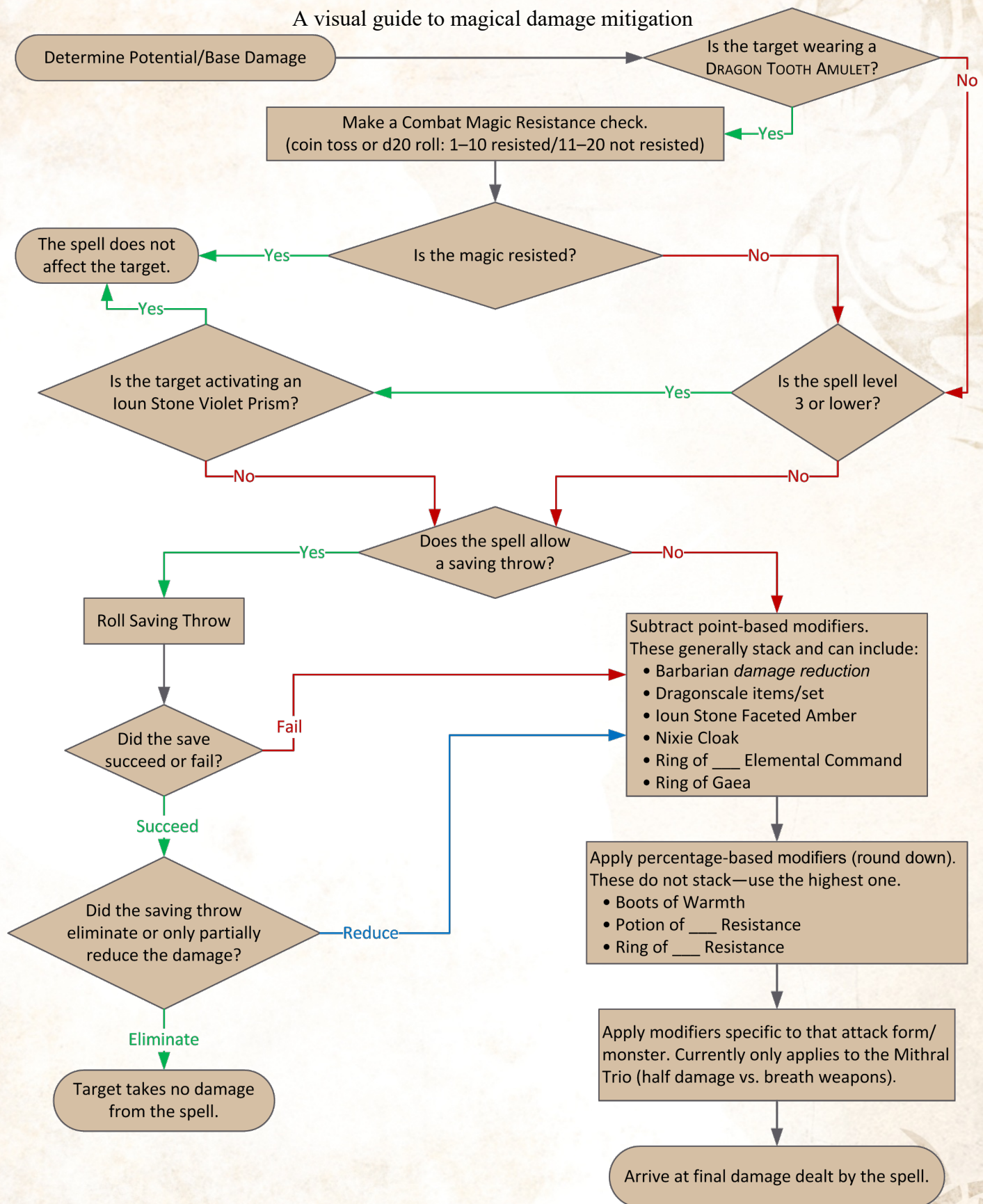
1. Start with the potential damage. This is usually just the standard damage, but if the victim is exceptionally vulnerable to that attack (e.g., Fire Elementals to Cold) or the effect is benefiting from bonus damage (e.g., a Focus ring), add it in here.
2. Check to see if the spell fails to affect the target.
   a. If the player has a DRAGON TOOTH AMULET, roll a Combat Magic Resistance check (50/50):
      i. **Magic Resisted:** the spell does not affect that character. (It would still affect other characters without DRAGON TOOTH AMULETS.)
      ii. **Magic Not Resisted:** proceed
   b. If the spell is 3rd-level or lower and the character uses an IOUN STONE VIOLET PRISM, the spell does not affect him/her. Punch the token and proceed no further. The player has the option to allow the spell to function. If that's the case, don't punch the token, go to Step 3.
3. Make a saving throw, if applicable.
   a. If the saving throw eliminates all the damage, proceed no further.
   b. If the save halves or subtracts damage, make the adjustment then proceed to Step 4.
4. Subtract point-based modifiers. In general, these stack if they come from different sources. Point-based modifiers include but are not limited to:
   - Barbarian *damage reduction*
   - Dragonscale items/set (Fire)
   - IOUN STONE FACETED AMBER
   - RING OF ___ ELEMENTAL COMMAND (specific to the energy of the ring)
   - RING OF GAEA (Fire/Cold/Shock)
5. Apply percentage-based modifiers (round down). These do not stack—use the highest one. Percentage-based modifiers include but are not limited to:
   - BOOTS OF WARMTH (Cold)
   - POTION OF ___ RESISTANCE
   - RING OF ___ RESISTANCE
6. Apply modifiers specific to that attack form/monster.
   a. Currently this only applies to breath weapons vs. the Mithral Trio set bonus (half damage), but that could change in the future.

If you prefer your information to be laid out visually, the following page's flow chart illustrates the process.

Magical Damage Resolution Flow Chart

A visual guide to magical damage mitigation

Determine Potential/Base Damage → Is the target wearing a DRAGON TOOTH AMULET?

No → Is the spell level 3 or lower?

Yes → Make a Combat Magic Resistance check.
(coin toss or d20 roll: 1–10 resisted/11–20 not resisted)

↓

Is the magic resisted?

Yes → The spell does not affect the target.

No → Is the spell level 3 or lower?

Is the spell level 3 or lower?
Yes → Is the target activating an Ioun Stone Violet Prism?
No → Does the spell allow a saving throw?

Is the target activating an Ioun Stone Violet Prism?
Yes → The spell does not affect the target.
No → Does the spell allow a saving throw?

Does the spell allow a saving throw?

Yes → Roll Saving Throw

No → Subtract point-based modifiers.

Roll Saving Throw

↓

Did the save succeed or fail?

Fail → Subtract point-based modifiers.

Succeed → Did the saving throw eliminate or only partially reduce the damage?

Did the saving throw eliminate or only partially reduce the damage?

Reduce → Subtract point-based modifiers.

Eliminate → Target takes no damage from the spell.

Subtract point-based modifiers.
These generally stack and can include:
- Barbarian *damage reduction*
- Dragonscale items/set
- Ioun Stone Faceted Amber
- Nixie Cloak
- Ring of ___ Elemental Command
- Ring of Gaea

↓

Apply percentage-based modifiers (round down).
These do not stack—use the highest one.
- Boots of Warmth
- Potion of ___ Resistance
- Ring of ___ Resistance

↓

Apply modifiers specific to that attack form/monster. Currently only applies to the Mithral Trio (half damage vs. breath weapons).

↓

Arrive at final damage dealt by the spell.

53

Condition Summary

Some attacks can inflict a particular state of being onto the victim. Occasionally these states can be an advantage. In these descriptions, "caster" refers to the entity causing the condition to come into being and "victim" refers to the recipient of the status change. Unless otherwise specified, the victim may only make one saving throw to avoid the effect—assuming a saving throw is allowed in the first place. You don't have to memorize all of these. If a specific status change is relevant to your room, make sure you're familiar with its details.

- **Blinded:** The victim suffers a –2 AC penalty, all attacks the victim makes suffer a 50% miss chance, and Reflex saves automatically fail.
- **Charmed:** The victim will attack former allies or whatever else the caster tells the victim to do.
- **Confused:** The victim's actions are determined by rolling a d20:

d20 Roll	Victim's Action
1–2	attack caster with a weapon, if possible
3–4	act normally
5–10	do nothing but babble incoherently
11–14	cower in a corner, unable to act (per Feared)
15–20	attack nearest ally (player physically closest)

- **Cursed:** effect varies, but often reduces the victim's combat modifiers or saving throws; amount varies by spell; check the spell's description for specifics
- **Dazed:** victim cannot move or take any actions but AC is not altered
- **Diseased:** effect varies, but often debilitates the victim in some way; can also cause damage
  Note: paladins are immune to all diseases
- **Feared:** victim cowers in a corner, unable to act; no AC change
- **Held:** victim can take no actions, –4 AC penalty
- **Helpless:** victim is unconscious and unaware; standard attacks get a +4 To Hit; as a Standard Action, each character may perform a single melee attack which will automatically hit and counts as a critical (slide only to determine base damage); rogues may *sneak attack* helpless targets without a 1 round delay
- **Incorporeal:** attacks (physical & magical) have a 50% miss chance—even if it was a natural 20. Ghost Touched weapons always bypass this

restriction. Similarly, Eldritch and Force effects do not suffer the 50% miss chance, but that only applies if all of the damage from the attack is comprised of Force/Eldritch. If only part of the damage is Force/Eldritch, the 50% miss check must be made. E.g., HORN OF BLASTING and MAGIC MISSILE both deal 100% Force damage and therefore bypass the 50% miss chance vs. incorporeals. However, a blunder weapon firing an EXPLOSIVE BLUNDER SLUG deals both Blunt and Force damage, therefore it must still succeed on the 50% miss check to deal damage to an incorporeal.

As of 2018, there are no attacks that deal 100% Eldritch damage. Unless that changes, all Eldritch-imbued attacks vs. incorporeals are subject to the 50% miss check.

Note: When making an attack against an incorporeal, having a Ghost Touched weapon or utilizing 100% Eldritch/Force damage does not guarantee a successful hit. This is how the procedure works:

1. Player slides
2. DM determines if slide hits monster's AC
3. If slide misses, no damage is dealt—don't go to step 4
4. If the slide hit's monster's AC either:
   o Perform the 50% miss check to determine if damage is dealt
   o If the attack was a Ghost Touched weapon attack or a 100% Eldritch/Force effect, no miss chance check is made—deal damage

- **Invisible:** victim gains +2 To Hit on attacks made against sighted creatures; an offensive action (attacking, casting a damage-inflicting spell, casting a spell that requires a spell/magic resistance check, casting a spell that requires a saving throw) immediately cancels *invisibility*; attacks made against the victim are –4 To Hit; an invisible rogue may *sneak attack* without a 1 round delay
- **Nauseated:** unable to attack, cast spells (including *bardsong*), or anything else requiring attention; victim may move; AC is unaffected

- **Paralyzed:** victim is Helpless but may take purely mental actions; victim will drown without a magical means to breathe if underwater
- **Poisoned:** effects vary by toxin, but generally only one saving throw is allowed; either a PERIAPT OF PROOF AGAINST POISON or ANTI-TOXIN will allow one more saving throw to be rolled if the first save failed (if both items are possessed, only one extra save is allowed per effect); either SCROLL SLOW POISON or the druid spell *neutralize poison* will remove the poison from the victim; these re-save attempts and remedies can potentially be applied to the victims before they suffering   effects of the poison *Note:* 5ᵗʰ-level monks are immune to all poisons
- **Petrified:** victim has been turned to stone and is considered unconscious; the victim is not technically dead, but unless SCROLL STONE TO FLESH is cast on the victim, s/he may as well be dead; (unlike reviving the dead) petrified victims may be carried further into the dungeon in hopes of removing their "stoned" state later on
- **Pinned:** victim is immobile but not Helpless
- **Prone:** victim is on the ground; suffers a –4 on To Hit slides; may not use ranged weapons other than crossbows or blunders; +4 AC vs. ranged attacks; –4 AC vs. melee attacks
- **Shaken:** victim suffers a –2 penalty on attack slides and saving throws
- **Sickened:** victim suffers a –2 To Hit, –2 to all saving throws, and –2 Damage with weapons (though successful attacks made by the victim will always do at least 1 point of damage)
- **Silenced:** when magically silenced, whether as the direct target of a spell or in a magically silent zone, the victim may not:
  - Activate a wand
  - Cast a scroll
  - Cast a spell
  - Inflict or receive Sonic damage
  - Perform *bardsong*
  - Talk (neither in character nor real life)
- **Sleeping:** victim is Helpless until an ally spends a Standard Action to wake him/her up; certain magic items prevent Sleep or instantly negate it
- **Slowed:** victim may only take actions every other round; –2 to AC
- **Stunned:** victim drops whatever is in its hands; cannot attack or cast spells (including *bardsong*);

–2 AC penalty; certain magic items prevent Stun or can negate it

Push Damage

"Push damage" (or sometimes just "Push") is HP damage inflicted on each member of the party when a room's challenge is not overcome within the allotted time. Your room's description may use more colorful terms to describe Push (a group of mercenaries attacks the party; an exploding fireball; a crushing stone; etc.), but no matter what language is used to describe it or what energy form it may be labeled, Push damage is always irresistible.

Even though Push cannot be negated, there is one token that partially mitigates Push—but only in a roundabout way. Once per game, FIGURINE OF POWER: CRICKET can save a character's life if that character would have died from Push damage. It doesn't negate all the Push damage, it merely prevents the character from falling below 1 HP if and only if the Push would have killed the character. If the Push damage would leave the character with at least 1 HP remaining, the Cricket does nothing.

Recovering from Push

Though it cannot be resisted, Push damage can be healed and characters who died from Push can be revived. However, resurrections must be dealt with in the same room in which the character died. To that end, if a character who died from Push can be revived within 10 seconds, you may accept the resurrection token (or allow the effect) and the character may be revived. But if players take more than 10 seconds to search through their belongings to locate a rez token, politely inform them they have run out of time and must progress into the next room without reviving their fallen companion.

Side Note: RAY'S RING OF REMEMBRANCE does not affect Push in any way. It only affects puzzle damage. Even if the room describes the Push damage as emanating from the puzzle or a puzzle-related contraption in the room, this ring does not mitigate Push at all.

Cumulative Penalty Limitation

Within the adventure, no single statistic can be reduced by more than 6 points. This limit applies to spells or effects that affect ability scores (STR, WIS, etc.), Saves, AC, Max HP, To Hit or Damage modifiers, etc. No matter how many temporary effects or spells have been used, no single stat/ability on a specific victim can be reduced more than 6 points. This rule applies to both player characters and monsters.

However, this does not apply to permanent items used by the character before beginning the adventure. If players equip various items that result in more than a 6-point penalty, they must endure the full penalty. Additional temporary penalties may be incurred in the adventure, up to 6 more points. E.g., if Grak the barbarian equipped the following items, Grak would suffer a –8 penalty to Reflex saving throws:

- HELM OF THE BOAR (–4 Reflex)
- OAKSKIN MEDALLION (–1 to all saves)
- REDOUBT MAIL (–2 Reflex)
- WICKED CHARM (–1 to all saves)

Once inside the adventure, Grak could suffer additional Reflex penalties, up to a grand total of –14.

Some item effects have stricter stacking limits or may not stack at all. Please see the individual token's description in the Token Database for details.

Reaching the 6-point cap on one stat does not prevent another from being reduced, even on the same victim.

This cap can sometimes negate a drawback. E.g., if Grak drank three Creeper Stout potions (heal 5 HP and suffer –2 AC) in a single room, Grak would heal 15 HP and suffer a –6 AC penalty. If Grak drank a fourth Creeper Stout, Grak would heal another 5 HP, but Grak's AC would not decrease any further. The AC penalty stacks, but once cumulative penalty limit for AC is reached, any additional Creeper Stouts Grak consumes in that room would effectively be standard 5 HP heal potions.

Rules & Policies

If a player refuses to comply with any of these rules, call a Director or Adventure Coordinator.

Cameras & Gadgets

Photography of any kind is strictly prohibited within the dungeon, training rooms, and backstage areas without explicit permission from a Director. When photography is allowed in the aforementioned areas, all photos must be taken without a flash.

If there is a designated photo opportunity area, photographers in these specific areas are permitted to use a flash, but nowhere else.

Phones, pagers, PDAs, portable gaming systems, and all other handheld electronic devices must be silenced and stowed while in the dungeon, training rooms, and backstage areas. Other than the official radio devices used for TD communications, this rule also applies to volunteers. However, it is permissible to look up tokens in the Token Database if there is time. (In the middle of combat is probably not a good time.)

Non-emergency calls and texting are prohibited.

Light Sources

Players may not use non-TD-issued devices to illuminate elements of the game or the gaming environment. This does not mean other light sources are forbidden in emergencies or to locate a lost item—as long as doing so does not disturb the game. E.g., players may not whip out a flashlight so they can see the runes on the walls in a blackout room. But if a weapon token flies off the board during combat, it's fine to use more powerful illumination to locate it as long as it does not detract from anyone's gaming experience—this includes other groups. Tromping into another room while wielding a 10K candlepower glowstick is not okay.

Notes: What's Ok vs. Not Ok

Players may not record any kind of notes (other than mental) during the adventure or in the training rooms.

Players may not consult notes that would allow them to cheat. E.g., if a wizard somehow managed to skirt the rules and took a photo of the planar chart, s/he may not look at it in the dungeon.

However, if players want to bring in notes summarizing what powers their class can use or what perks their equipment grants, that's perfectly fine. E.g., if a player running a cleric has note card that says "Don't forget about *turn undead*" or "your armor lets you regenerate 3 HP at the beginning of each room", that is not cheating and is permitted.

Emergencies

In case of emergency, the DM should immediately radio the Directors or Adventure Coordinators and explain the nature of the emergency. They will decide whether to notify the entire volunteer staff or deal with the issue just within the DM's area of concern.

Additional Reading

The Resources page on the True Dungeon website contains other guides you are required to be familiar with, as well as some which are quite helpful. In particular, the Player Guide and the Quick Token Reference.

Final Notes

Thank you for taking the time to review these training materials!

Don't forget to visit the DM Chat area at the True Dungeon forum, at truedungeon.com to review ongoing discussion, ask questions, or make comments.

Lastly, don't forget you must pass the required DM Training tests. These tests will be emailed to you, so be sure your profile on www.tdvols.com is up to date.