

True
DUNGEON®

2012
TOKEN GUIDE



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General Notes:

Color - Rarity - Strength

Common and Ingredient tokens are printed with **Brown** and/or **Black** lettering.

Uncommon (previously Rare) Tokens are printed with **Green** lettering.

Rare (previously Very Rare) Tokens are printed with **Red** lettering.

Ultra Rare and Artisan Tokens are printed with **Purple** lettering.

Constructed (Combo/Transmuted) Tokens are printed with **Blue** lettering.

Eldritch (Transmuted) Tokens are printed with **Black** lettering.

Legendary tokens are printed with **Orange** lettering.

Special tokens printed with the same design each year and not intended to be part of any year's collection are printed with **Burgundy** text and do not have the traditional year marker symbols.

Rarity, indicated by color, is also a measure of strength and/or value. Combo tokens, printed in **Blue** ink are not purchased; instead, they must be constructed at the event or online by presenting the necessary ingredients for trade.

Ingredient tokens are available only in the dungeon and are acquired as treasure or trophies. Ingredients can be substituted for some items necessary to make combos, or traded for other tokens.

Artisan tokens are tokens created in very limited quantity (e.g., three of any one type) and may be available as treasure or for auctions where "token gold" is the currency. Artisan tokens do not typically have game function.

Scrolls

Scroll tokens with the "All" designation can be used by:

Elf Wizards, Wizards, Clerics, Bards, Druids, Rangers, and Paladins.

Scroll tokens with the "Arcane" designation can be used by:

Elf Wizards, Wizards and Bards.

Scroll tokens with the "Divine" designation can be used by:

Clerics, Druids, and Bards.

Potions, Elixirs, and other Liquids

These tokens can generally be used by all players. Each token will list special restrictions, if any.

Wands

Wands require a verbal command to activate, which means that if a player is under the effect of a silence spell or the player has lost his voice for some reason, the wand cannot be used. Wands are only usable by the class that would normally have that spell function (see specific descriptions for details).

Amulets and Rings

Generally usable by all players, amulets and rings take up a slot on the body. In True Dungeon, you may only have one amulet and two rings in active use at any one time.

(Note: Characters wearing the Hand of Glory may wear three rings)

Please let your coach know at the start of the adventure if you possess and intend to use any rings and amulets during the adventure as some must be marked on the party card.

Cumulative Penalty Limitations

In order to prevent tokens from breaking the game mechanics a cap of six (-6) points reduction has been established for magic or items that may limit or reduce a monster's stats or abilities. This limit applies to items or magic that affect Saving Throws, Armor Class, Maximum Hit Points, ability to hit an opponent, and ability to cause damage. This means that no matter how many magic items or spells have been used, their cumulative effects on any one monster stat or action will never be greater than six points. Conversely, the most any player/character can be affected by a monster's magic or abilities is six (6) points of reduction to the aforementioned combat modifiers.

Miscellaneous

Any token used during combat (except for Shields, Weapons*, and Armor, which are automatically used) takes the player a round to use. Some tokens will provide an exception.

The following tokens are considered one-time use items, generally indicate on the token that they are single use, and must be turned into the DM or Coach when used in the game:

- *Savior Stone*
- *All Scrolls, Potions, and Elixirs*
- *Anti-toxin*
- *Alchemist Fire*
- *Dust of Appearance*
- *Arrows, Bolts, Stones, and Bullets*
- *Universal Solvent*
- *Rumor*
- *Rations, food, and drink (Mead, Ale, etc.)*
- *Goodberry and Good Fruit*
- *Runestones (not Fitting Base)*
- *All Gold, Gem and Treasure tokens used to buy things*
- *Tanglefoot Bag*
- *Freezing Orb, Orb of Acid, and Pearl of Prayer, Planes, and Sirine*
- *Holy and Faerie Water*
- *Smokestick*
- *Thunderstone*
- *Oils and Salves*
- *Herbs (e.g., Belladonna)*
- *Hourglasses*
- *Special*
- *Fireseeds*
- *Tindertwig*
- *Anything with charge boxes: Wands, Rings, Gems with magical properties (e.g., Gem of Blinding), Necklace of Fireballs, etc.*
- *Treasure map and fragments (turned in to Exit Room staff)*

All other tokens (including all Gear, Weapons*, and Armor) are kept by the player and may be used throughout the event and through future events, except in the rare and extreme circumstance that they are destroyed during an adventure.

***Note:** there are a few minor exceptions; see Weapons section for details. The following tokens are permanent but can only be used once a limited number of times per adventure, and only one of each may be brought into any given dungeon by a party:

- Masterwork Thieves' Tools (once per adventure)
- Ektdar's Tinkering Tool (once per room)

Scroll and Potion effects are terminated when the party leaves their current room unless otherwise noted in the item's description (e.g., Scroll of Mage Armor). Wands or scrolls that have multiple charges (indicated on token) will have one charge marked off by the DM every time they are used. Once all charges are used, these tokens must be surrendered to the DM.

Print Runs

Differences in printing runs and between years produce slight differences in the tokens. Where possible the introduction year is noted in the guide. For 2007, full color cast resin tokens were introduced. The guide will feature these new images as the default image for an individual token when there are both wooden and resin versions. If there is a unique wooden token from a previous print run, every effort will be made to show an image of that token for reference.

Token Identification



To help identify tokens distributed each year, each yearly “series” is designated by a different image on the reverse of the token. Listed here are the images for 2003, 2004, 2005a, 2005b (print series 1 and 2), and 2006.

From 2007 on, the year identifier is located on the “obverse” or image side of the token. Symbols on the circle around the token image identify the year. These identifying symbols are shown above.

In 2007 all tokens were converted from silk-screened wooden “nickels” to resin cast chips with metallic cores. This allowed full color images and greater amounts of text to be placed on each chip. These tokens look and feel much more substantial. The metal core is surrounded by resin material and is cast in many hues, a standard gold tone for all tokens, a special “platinum” tone for a collectable “chaser”, a “copper” tone for lore (currently 2010 only), and a dark back “onyx” base has been used in the past for proofing the first artwork from a particular year tokens. The platinum chaser tokens are produced randomly and are included 1 per pack with each pack of 10 tokens purchased. Almost all

standard run token images (Common, Uncommon, and Rare) have the potential to appear as a special platinum token. Onyx tokens have been given out as promotional tokens to early online purchasers of a specific amount of tokens, they may also appear in treasure chests as extremely rare special items. The Ultra-rare tokens will be printed on gold and onyx blanks only. Special unique tokens will have unique colors to distinguish them. Artifact tokens will be printed on a lavender blank, Legendary tokens will be printed with an orange back, and special Relic Eldritch tokens will be printed on a dark green back to set them apart.



Token Errata

In general the year symbols shown on the previous page represent the majority of tokens printed for each print series. There are some exceptions, however. In 2005, Ultra Rare (UR) tokens were printed using some tokens with a “.com” back. For 2005, UR tokens were a spur of the moment idea and as such were printed at the last minute on old tokens left over from 2003 with the “.com” back (originally used to indicate start times). These “.com” backed tokens were given to the printer for the 2005 UR tokens.

There also, on occasion, have been a few blank tokens from previous years that have slipped into a new batch of blanks for printing (backs were printed separately from fronts by different companies). This means that there are a handful of tokens, specific to a particular year, printed on older token backs. The only way one of these can be identified, however, is if a token unique to a particular year appears on a blank with a previous year’s symbol. Example: the Cloak of Displacement appears, very rarely, on tokens with the “blowing wind” symbol (2005a) but was not introduced until the 2005b printing (designated by the darker “blowing wind” symbol many think looks like a dragon or griffon). We are truly sorry for the confusion, but it has added an unintended element of collectability to these misprinted tokens.

Item and Effect “Stacking”

For the purposes of TD game play all items with similar effects are permissible to be used together (e.g., armor, Ring of Protection, Spells, Potions, etc.). Equipping your character with identical items (i.e. two identical things) is not allowed (e.g., two +1 Rings of Protection). There are some exceptions to the stacking rules, which are noted in the descriptions of the individual tokens. **Note: a +1 and +2 ring of protection do stack.**

In addition things which occupy the same physical space (e.g., Gloves and Gauntlets) are not permitted unless there is specific allowance in the token’s description. Gloves or Gauntlets and Bracers may be worn together as one covers the hand and the other the forearm.

Charms

Only three charms (no duplicates) may be carried per player per event.

Note: if a character is wearing a Charm Necklace, up to six different charms may be utilized.

Runestones

As a standalone object, similar to a charm, only one Runestone may be used per adventure and is turned in at the beginning of the adventure. The effects of that runestone apply to the player’s overall stats. Two additional runstones may be attached to a specific weapon, or one each to two different weapons, with the use of the Runestone Fitting Base. See [page 104](#) for more information.

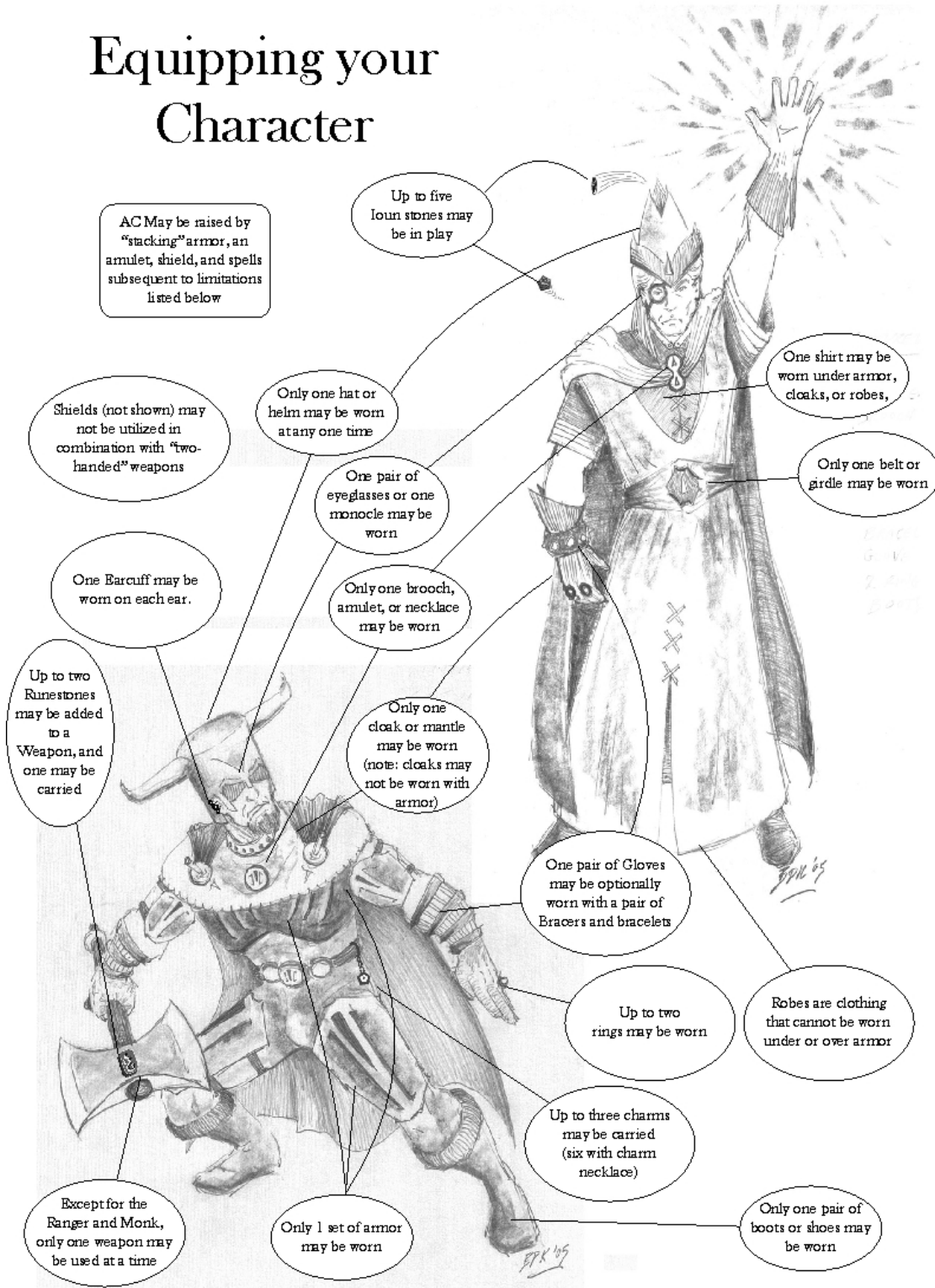
Ioun Stones

A player may use/have up to five (5) Ioun Stones in play at any one time. Having more than one copy of any one stone will not increase (stack) the effect.

Equipment

Certain token classes will have limitations on the number that may be used at any one time. There may be some exceptions, see individual tokens for specific uses and restrictions.

Equipping your Character



Illustrations by Brian D. Kelley

Token Set Effects

Some tokens (mainly armor and weapons) are made from the same special material or endowed with the same magical effect. When utilized together the “sets” of items enhance each other so that the net effect is greater or sometimes additional to the sum of the individual effects. When a set contains a weapon, shield, orb, or anything held in (not worn on) the hand, the hand-held item must be used when engaging in its respective mode of combat. E.g., if you are using a melee weapon to fulfill a set bonus, you may only use that specific weapon if you choose to engage in melee combat. If you are using a ranged weapon to fulfill a set bonus, you may only use that specific weapon if you choose to make a physical ranged attack. If you are using a shield to fulfill a set bonus, you may not use any other shield. More than one set can be in play for one player at a time, provided all the necessary pieces of each individual set can be utilized. A list of sets is provided below.

Celestial set: When the Celestial Girdle and Bracers are worn while wielding the +1 Celestial Keen Long Sword, the wearer is immune to melee and mental attacks from evil outsider (extra-planer) monsters.

Defender set: (helm, platemail, and shield) When all three items are worn, the character gains +1 to AC and immunity to Hold, Slow, and other types of hindering magic.

Dragonhide set : (armor, belt, boots, bracers, cloak, and shirt) when any three of these items are worn, the character automatically makes saving throw attempts versus breath weapons and gains three points (+3) to all saving throw attempts.

Dragonscale set: The Dragonscale armor components (Armor, Shield, and Helmet) have an added combined effect when all three are worn together. They absorb ten (-10) points of fire damage per fire-based attack, instead of just one point each. These items are not interchangeable with the Dragonhide set.

Eldritch Set: (Supreme Ring of Elemental Mastery, Rod of Seven Parts [available 2014]) When any two items that contain Eldritch power are worn, a character is infused with a very ancient and powerful Druidical magic which has not been conjured for many millennia. Character spell casters will gain the special power over magical defenses of their foe and can ignore any monster’s Spell or Magical Damage Resistance and their healing spells will gain an additional ten (+10) points of healing beyond the normal total. Additionally, any Druid or Ranger who completes this power set will also gain one character level for the adventure.

Footman set: (chainmail, cap, and shield) when all three items are worn, the character gains two points (+2) to AC and any Cold damage sustained by the character is reduced by one (-1) point.

Might Set: (boots, crown, girdle, orb, and scepter) When three of the items are worn/used the character gains one level. When four items are worn/used the character gains an additional two points (+2) damage to melee attacks as well as the additional level. When five of the items are worn/used, the character gains a total of four points (+4) damage to melee attacks as well as the additional level.

Mithral set: (boots, bracers [+2, +3, or TaMor's], cap, chainmail, gauntlets, +1 longsword, [Widseth's Dancing Sword]). When three of the Mithral items are used together, the user gains the additional benefit of taking only half (1/2) damage from breath weapons. When five of the mithral items are used together the wearer is considered "Deadbane," meaning any successful melee attack by an undead monster (against the wearer) will cause ten (10) points of damage to the undead foe. If six of the items are worn/used, the mithral sword will instantly kill a dragon on a combat slide of 20 (natural 20) provided the 8 or 9 indicators on the damage wheel are closest to the damage indicator on the combat board.

Mountain Dwarf Set: (armor, boots, and mitts) When all three items are worn, any cold damage inflicted on the character is reduced by one (-1) point.

Templar Set: (armor, helmet, and shield) When all three items are worn, the character regenerates three (+3) Hit Points upon entering each room (encounter area).

Coins:



These tokens can be hoarded as treasure or traded with merchants or other adventurers for items and services in the tavern area. Also, gold, electrum, and platinum pieces could have uses in the dungeon limited only by your imagination (and your DM's discretion). Note: not every image or version of a particular denomination may be shown.

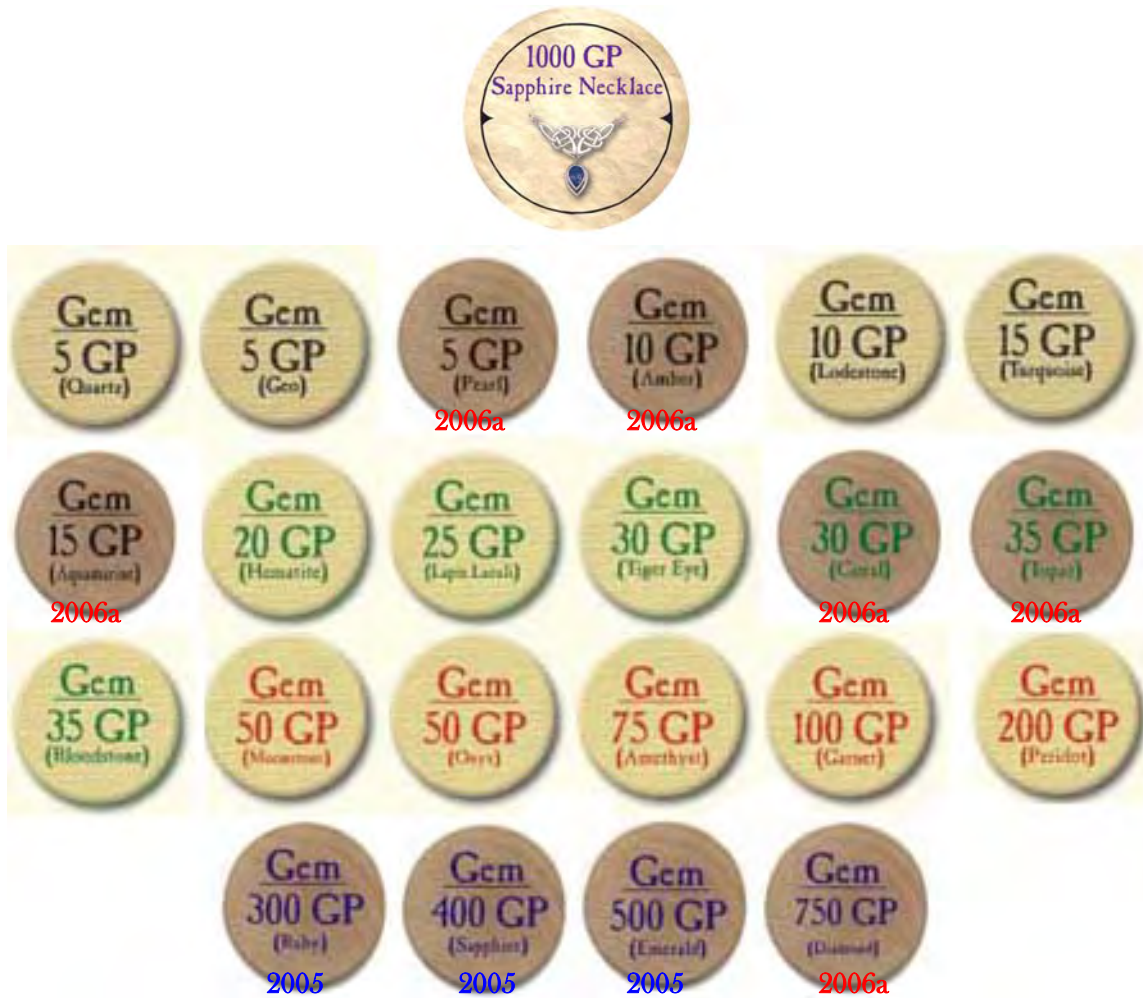
Gems, Jewelry, and Treasure:



Continued on next page...



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Similar to gold in use, these tokens have value as treasure and trade. Notice that gems are specific in nature so players should not rule out the possibility that a particular gem might have a special use inside the dungeon or in the tavern area or be of value in making a transmuted token.

Gear:



These tokens comprise non-magical, chemical, or medicinal items, and their use in the dungeon is only limited by the imagination of the player. Steel Mirrors can be used to check around blind corners. The Tinder Box (Flint and Steel) may be used to light an extinguished torch or set ablaze a pile of refuse. Other items, like the Scroll Case or Alchemist Pouch, provide protection to other items. The uses and importance of mundane gear are vast to the creative adventurer.

Sea Dragon Scroll Tube: The magic imbued in this case allows scrolls to be stored and used underwater without being damaged. However it does not also grant the ability to talk or utter verbal components necessary to release the magic in a scroll.

Treasure Map and Fragments: This full map or seven (7) fragments may be turned in at the treasure desk, for the opportunity to draw a token from a special box of treasure.

Weapons:

Each weapon token has markings around its edge which indicate the damage dealt on the battle board. The number closest to the damage indicator (a static point on each battle board) dictates the amount of damage inflicted. Weapons with pluses to damage already have the additional damage added into these markings. Magical weapons (typically red or purple lettering with +1 or +2 in the name) also add the bonus to the attack attempt, so the DM will add +1 or +2 to the value of the area they slide the token into on the combat board.

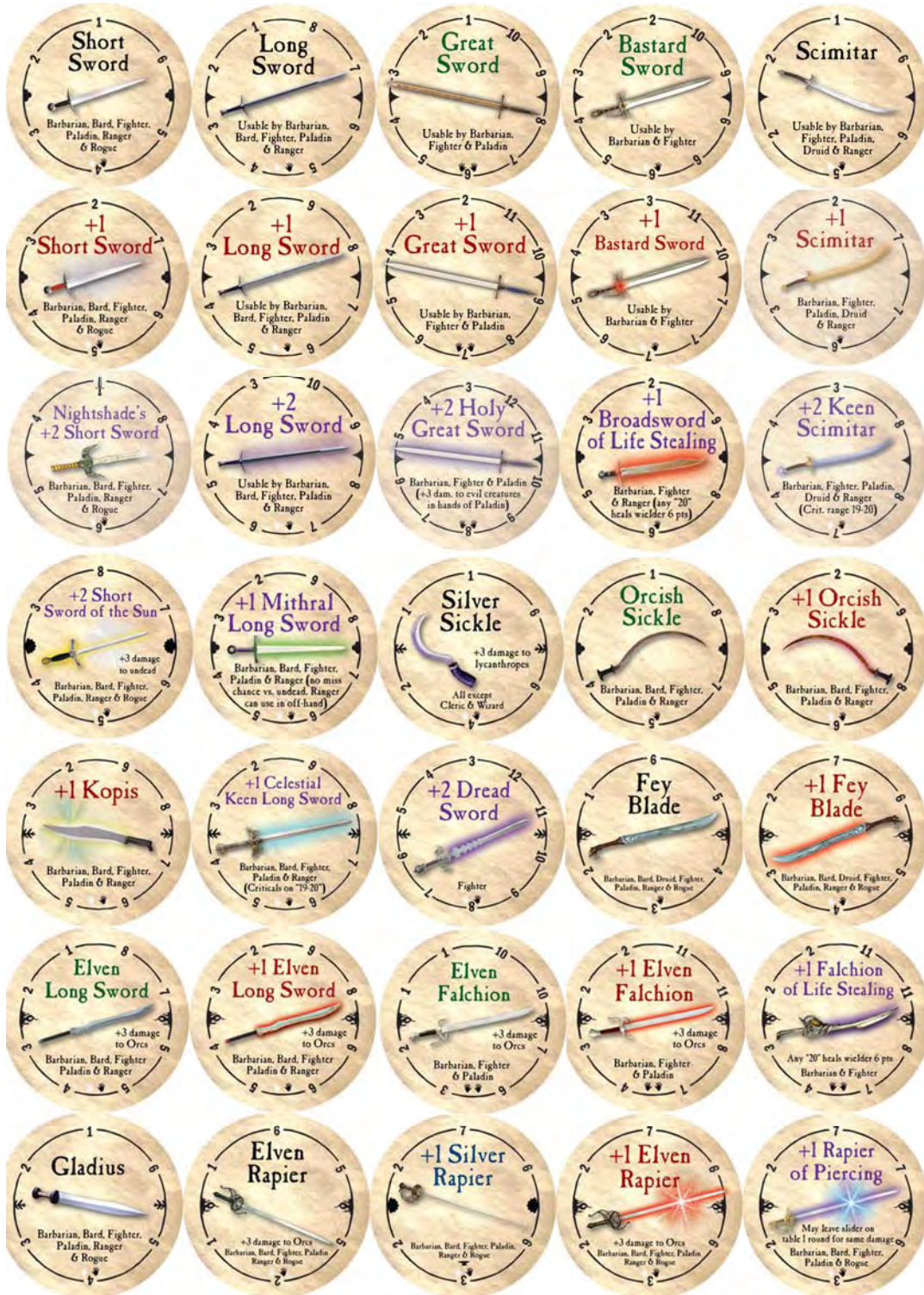
All ranged weapons are considered to have their (normal, non magical) ammunition included with them. Each character adds his Strength bonus to the damage dealt by melee weapons. Bonuses to hit (and damage) because of Strength or Dexterity are already added into the character's "To-Hit Bonus" on each character sheet.

Each weapon token has small hand symbols to indicate the number of hands needed to wield the weapon. If there are two black hand symbols at the bottom of the weapon token, the weapon takes both hands to wield and cannot be used in combination with a shield. Please note that wooden tokens were created before this convention. Ask your DM or Coach if there is a question if an item or weapon takes two hands or not.

Special ammunition tokens (i.e., Arrows, Bolts, Bullets, and Stones) can be used with the corresponding ranged weapon (arrows=bows, bolts=crossbows, and bullets/stones=slings), those ammunition have additional damage or effects. When using ammunition, (whether the attack succeeds or fails), the special ammunition token is turned in to the DM upon use, and its effects are added to the weapon's effects. Some ammunition does not cause damage, like the Sleep Arrow.

Note: Early weapon tokens from 2003 and 2004 exist, but cannot be used in combat as they do not have the damage markers around the outer edge.

Bladed Weapons: Swords



Continued on next page...



	Bard	Cleric	Fighters	Paladin	Ranger	Rogue	Wizards	Barbarian	Druid	Monk
<i>Cutlass</i>	✓		✓	✓	✓	✓		✓		
<i>Cutlass, +1</i>	✓		✓	✓	✓	✓		✓		
<i>Short Sword</i>	✓		✓	✓	✓	✓		✓		
<i>+1 Short Sword</i>	✓		✓	✓	✓	✓		✓		
<i>+2 Short Sword (Nightshade * & Sun)</i>	✓		✓	✓	✓	✓		✓		
<i>Fey Blade</i>	✓		✓	✓	✓	✓		✓	✓	
<i>Fey Blade, +1</i>	✓		✓	✓	✓	✓		✓	✓	
<i>Falchion, Elven</i>			✓	✓				✓		
<i>Falchion, Elven, +1</i>			✓	✓				✓		
<i>Falchion, Elven, +1, Life Stealing</i>			✓	✓				✓		
<i>Rapier, Elven</i>	✓		✓	✓	✓	✓		✓		
<i>Rapier, Silver, +1</i>	✓		✓	✓	✓	✓		✓		
<i>Rapier, Elven, +1</i>	✓		✓	✓	✓	✓		✓		
<i>Rapier, +1 Piercing</i>	✓		✓	✓		✓		✓		
<i>Long Sword</i>	✓		✓	✓	✓			✓		
<i>Long Sword, +1</i>	✓		✓	✓	✓			✓		
<i>Long Sword, Mithral, +1 †</i>	✓		✓	✓	✓			✓		
<i>Long Sword, Celestial Keen +1 †</i>	✓		✓	✓	✓			✓		
<i>Long Sword, +2</i>	✓		✓	✓	✓			✓		
<i>Great Sword</i>			✓	✓				✓		
<i>Great Sword, +1</i>			✓	✓				✓		
<i>Great Sword, +2, Holy ††</i>			✓	✓				✓		
<i>Bastard Sword</i>			✓					✓		
<i>Bastard Sword, +1</i>			✓					✓		
<i>Dread Sword, +2</i>			✓							
<i>Claymore</i>			✓	✓				✓		
<i>Sai, +1, Snaring</i>										✓
<i>Scimitar</i>			✓	✓	✓			✓	✓	
<i>Scimitar, +1</i>			✓	✓	✓			✓	✓	
<i>Scimitar, +2</i>			✓	✓	✓			✓	✓	
<i>Sickle, Silver</i>	✓		✓	✓	✓	✓		✓		
<i>Sickle, Orcish</i>	✓		✓	✓	✓			✓		
<i>Sickle, Orcish, +1</i>	✓		✓	✓	✓			✓		
<i>Broadsword, Lifestealing, +1</i>			✓		✓			✓		

	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Gladius</i>	✓		✓	✓	✓	✓		✓		
<i>+1 Kopis</i>	✓		✓	✓	✓			✓		

Note: Different series tokens may have different damage indicators.

† **Set effect:** See Token Set Effects section ([page 12](#)) for information on set effects.

Broadsword of Life Stealing (+1): When using this enchanted blade in combat, the wielder will be healed six hit points (6 HP, up to their maximum) of damage, when a natural 20 is slid on the combat board.

Celestial Keen Long Sword (+1): The +1 Celestial Keen Long Sword is permanently imbued with the Keen Edge spell. This means that when used a player will cause a critical wound on scores of 19 or 20. This weapon is not subject to further effect from the Scroll: Keen Edge. See [page 12](#) for set effects.

Falchion of Life Stealing (+1): The +1 Falchion of Life Stealing heals the wielder 6 HP of health when a natural 20 is slid on the combat board.

Holy Great Sword (+2): The +2 Holy Great Sword causes an additional 3 HP damage against evil creatures if the sword is wielded by a Paladin††. It is a normal +2 Great Sword if used by a Barbarian or Fighters. See [page 12](#) for set effects.

Keen Scimitar (+2): The +2 Keen Scimitar is permanently imbued with the Keen Edge spell. This means that when used a player will cause a critical wound on scores of 19 or 20. This weapon is not subject to further effect from the Scroll: Keen Edge.

Mithral Long Sword (+1): This special weapon, made from lighter weight Elven Mithral silver, eliminates the 50% miss chance associated with some “ghost-like” undead. This sword totally negates that undead defensive power for the wielder. In addition, the lighter weight of this sword allows the Ranger to use it as an off-hand weapon. See [page 12](#) for set effects.

Nightshade's +2 Short Sword: This special weapon, created at the request of the Thieves' Guild Master Nightshade, has unique properties in the hands of a Rogue when she is attempting a sneak attack. *If the Rogue uses this weapon to perform a sneak attack, (assuming the monster has vital areas and CAN be "sneak attacked") and the damage indicator points to the special dagger symbol on the damage ring, the Rogue will add ten points (+10) to the total damage of their attack over and above their usual sneak attack bonus. When not used by a Rogue for a sneak attack, or by any other character, the special symbol shall indicate eight (8) HP damage.

Note: If a Rogue scores a critical hit with Nightshade's +2 Short Sword (and only Nightshade's +2 Short Sword) while making a sneak attack, all damage is doubled, including the sneak attack bonus (which is normally not subject to doubling).

Rapier of Piercing (+1): The +1 Rapier of Piercing allows the wielder, upon a successful hit, to leave his slider on the combat board and deliver the same damage during the next combat round. The effect can only be used once per successful hit, but multiple times during combat.

Silver Rapier (+1): With a finely forged blade of the purest silver, enchanted to be as durable as steel, this exceptionally balanced blade is said to be devastating in the hands of a master swordsman. This weapon may have additional effect on monsters vulnerable to silver.

Bladed Weapons: Axes, Scythes, and Pole weapons



	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Boarding Axe</i>			✓	✓	✓			✓		
<i>Battle Axe</i>			✓	✓	✓			✓		
<i>Great Axe</i>			✓	✓				✓		
<i>+1 Great Axe</i>			✓	✓				✓		
<i>+2 Great Axe</i>			✓	✓				✓		
<i>Dwarven Axe</i>			✓	✓	✓			✓		
<i>+1 D. Battle Axe</i>			✓	✓	✓			✓		
<i>+2 D. Dire Axe</i>			✓	✓				✓		
<i>Dwarven Glaive</i>			✓	✓				✓		✓
<i>+1 D. Glaive</i>			✓	✓				✓		✓
<i>Halberd</i>			✓							✓
<i>+1 Halberd</i>			✓							✓
<i>Scythe</i>			✓	✓				✓	✓	
<i>Scythe of Reaping</i>			✓	✓				✓	✓	

Note: For Hand Axe, see Compound Weapons

Bladed Weapons: Daggers



Daggers can be used by any player except the Cleric. Weapons in the Daggers category can all be used as compound weapons and therefore can be thrown as a ranged weapon or used as a melee weapon. Unless otherwise stated (Dagger of Throwing), thrown weapons cannot be retrieved until after combat is completed.

Dagger of Arcane Luck: Usable by Wizards only. After sliding this token on the combat board, the Wizard is allowed to IMMEDIATELY slide another empty slider. This empty second slider can be used with skill to bump his or another player's combat slider on to a better result.

Dagger of the Sun (+1): Usable by all except the Cleric, this dagger is imbued with the energy of the sun causing an additional three (+3) points of damage to undead monsters.

Dagger of Throwing: This double bladed weapon returns to the caster when thrown, which means the player can throw the dagger again on the next turn. It is also allowable to use this weapon in melee; however the player does not gain any advantage in melee from the multiple blades (i.e., two attacks).

Masterwork Silver Dagger: This chisel-pointed, extremely sharp weapon is supremely crafted for strength and sharpness. It can be used as a melee or missile weapon. It may be more effective against certain monsters with vulnerability to silver weapons.

Blunt Weapons



Continued on next page...



	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Dwarven Mace</i>		✓	✓	✓	✓			✓		
<i>Heavy Mace</i>		✓	✓	✓	✓			✓		
<i>+1 Dwarven Mace</i>		✓	✓	✓	✓			✓		
<i>+1 Heavy Mace</i>		✓	✓	✓	✓			✓		
<i>Gearon's +2 Heavy Mace</i>		✓	✓	✓	✓			✓		
<i>Gearon's +2 Blessed Mace</i>		✓	✓	✓	✓			✓		
<i>+2 Mace, Dispelling</i>		✓		✓						
<i>Morningstar</i>		✓	✓	✓	✓			✓		
<i>Morningstar, +1, Smiting</i>		✓	✓	✓	✓			✓		
<i>Scourge, Orcish</i>			✓	✓	✓			✓		
<i>Flail, Orcish</i>		✓	✓	✓	✓			✓		

	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>+1 Flail, Orcish</i>		✓	✓	✓	✓			✓		
<i>Scepter, Sylvan</i>		✓	✓	✓	✓			✓	✓	
<i>+1 Scepter of the Sturge</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>+2 Scepter of Might†</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Quarter Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>Darkwood Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>Dwarven Stout Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+1 Dwarven Stout Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+1 Quarter Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+1 Darkwood Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+2 Quarter Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+2 Staff of Power</i>							✓			
<i>+1 Staff of Striking</i>		✓	✓	✓			✓	✓	✓	✓
<i>+2 Staff of Striking</i>		✓	✓	✓			✓	✓	✓	✓
<i>+2 Rod of Disjunction</i>	✓	✓					✓		✓	
<i>Club, Pressman's</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Club, Innkeeper's</i>	✓	✓	✓	✓	✓			✓	✓	✓
<i>Club, Sahuagin</i>	✓	✓	✓	✓	✓			✓	✓	✓
<i>Faerie-Iron Club</i>	✓	✓	✓	✓	✓			✓	✓	✓
<i>Great Club</i>			✓	✓				✓		
<i>+1 Great Club</i>			✓	✓				✓		
<i>+2 Great Club, Bashing</i>			✓	✓				✓		
<i>+1 Bracer of the Dragonfist</i>										✓
<i>Bracer of Smiting</i>										✓
<i>Bracer of the Quivering Palm</i>										✓
<i>Dwarven Light Hammer</i>		✓	✓	✓	✓			✓		
<i>Faerie-Iron Warhammer</i>		✓	✓	✓	✓			✓		
<i>+2 Hammer of Thunderbolts</i>		✓	✓	✓	✓			✓		
<i>Maul</i>			✓	✓				✓		
<i>Maul, +1</i>			✓	✓				✓		

	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Maul of Titans</i>			✓					✓		
<i>Cudgel</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Cudgel, Elven</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Darkwood Club</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Darkwood Club, +1</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Darkwood Shillelagh</i>	✓		✓	✓	✓	✓	✓	✓	✓	✓
<i>Spiked Buckler</i>					✓					
<i>SeyLah's Sundering Cestus</i>			✓	✓				✓		
<i>Reaper's Pick</i>			✓	✓	✓			✓		
<i>Walking Stick</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Wooden Oar</i>	✓	✓	✓	✓		✓	✓	✓	✓	✓
<i>Mug, Brawler's</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Mug, Captain's</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Orb of Might</i>	✓	✓	✓	✓	✓*	✓	✓	✓	✓	✓

* Only Ranger can use as a melee weapon.

† **Set effect:** See Token Set Effects section (page 12) for information on set effects.

Bracer of the Dragonfist (+1): In the open hands of a Monk, what would normally be armor becomes an offensive weapon. The token is placed in one of the Monk's open handed combat sliders and both sliders are used, as in open handed combat. If a player is lucky enough to collect two of these items both may be used in the open handed sliders. No other player/character may use this item.

Bracer of the Quivering Palm: In the open hands of a Monk, what would normally be armor becomes an offensive weapon. The token is placed in one of the Monk's open handed combat sliders as a weapon token. Only one of these bracers may be used at one time, but it can be used alongside another single bracer (e.g., +1 Bracer of the Dragonfist or Bracer of Smiting.) A combat slide of a natural 20 (no modifiers) will result in the death of the monster if the hand symbol along the damage wheel is facing the damage dot indicator on the combat board. Note: In general, the death effect will work on any type of monster, but some creatures may have a natural immunity to it or magical protection against it. A hand result in this case deals 8 points of damage to the creature hit.

Captain's Mug: When wielding this stout mug as a blunt weapon any natural 20 slid on the combat board will cause triple damage instead of the normal double damage.

Dwarven Weapons: These durable yet beautifully wrought weapons have added superiority of an additional (+3) points of damage to Giants.

Faerie-Iron Club and Warhammer: These weapons are otherwise normal appearing weapons, however their construction from mysterious Faerie-Iron will enable the weapon to cause additional three (3) points of damage to fey creatures.

+2 Great Club of Bashing: In the hands of the Barbarian, this massive two handed weapon gains a damage bonus of +3 above the normal damage wheel (which has +2 already built into it) when the Barbarian strikes a monster that is larger than human. The bonus to hit remains +2.

Gearon's +2 Blessed Mace: This blessed weapon is only usable by the Barbarian, Cleric, Fighters, Ranger, and Paladin. In the hands of a Cleric, the weapon has the added effect of +3 damage to undead creatures (e.g., Skeletons, Zombies, Ghouls).

+2 Hammer of Thunderbolts: This ancient Dwarven crafted weapon, in addition to delivering massive damage, will kill a Giant if a successful hit with a natural 20 is accompanied by a score on the damage indicator of "10" with the star pattern around it.

+2 Mace of Dispelling: This blessed weapon is only usable by the Cleric and Paladin. In their hands, the weapon has the added effect of dispelling an evil extra-planer monster (e.g. devils, demons, demi-gods) when a natural 20 (no modifiers) is slid (scored) with the starburst symbol along the damage wheel is facing the damage dot indicator on the combat board.

Orb of Might: This unique artifact has two different functions, every character can place this orb in their off-hand (thus they only can use one handed weapons) to add +2 points to their strength (+1 damage for melee or thrown weapons). Only the Ranger, however, can use the orb as an off-hand weapon. The orb cannot be thrown for damage.

Rod of Disjunction (+2): In addition to physical damage, any successful hit will also discharge this rod's magic. The magical effect will reduce a target's spell resistance by ten (10%) percent. The effect only will work three times total per combat, (even if multiple rods are used in a combat), for a total maximum reduction of thirty (30%) percent.

Scepter of Might (+2): Any successful attack with this weapon will reduce the target's ability to hit (attack) by one (-1) point in addition to the physical damage delivered. This effect will only work four times total per combat, (even if multiple scepters are used), for a total maximum reduction of four (-4) points to each attack attempt. See [page 12](#) for set effects.

Scepter of the Stirge, +1: This weapon was alchemically crafted using Stirge Spittle during the quenching process. When wielded, each successful attack (hit) will cure the user one hit point (+1) to health up to the player's normal maximum.

SeyLah's Sundering Cestus: This wondrous ancient artifact, can be worn by a Barbarian, Fighters, or Paladin, will actually reduce a monster's Armor Class by two points (-2) each time there is a successful attack (hit) in addition to the physical damage shown on the damage wheel. The most a monster's Armor Class can ever be reduced due to blows from the Cestus is a reduction of six (-6) points regardless of how many party members are using the Cestus or how many successful hits are scored.

Ranged Weapons



Continued on next page...



	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Sling</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Dwarven Sling</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>+1 Sling</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Mighty Sling</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>+2 Sling of Impact</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>Dwarven Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>Shortbow, Elven</i>	✓		✓	✓	✓	✓		✓		
<i>Frost Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>Darkwood Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>+1 Orchorn Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>+2 Flaming Short Bow</i>	✓		✓	✓	✓	✓		✓		
<i>+1 Mighty Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>Longbow</i>	✓		✓	✓	✓			✓		
<i>Longbow, Elven</i>	✓		✓	✓	✓			✓		
<i>Darkwood Longbow</i>	✓		✓	✓	✓			✓		
<i>+1 Longbow</i>	✓		✓	✓	✓			✓		
<i>+1 Longbow, Elven</i>	✓		✓	✓	✓			✓		
<i>+1 Darkwood Longbow</i>	✓		✓	✓	✓			✓		
<i>+1 Mighty Longbow</i>			✓	✓	✓			✓		
<i>Longbow of the Sun +2</i>	✓		✓	✓	✓			✓		
<i>Hand Crossbow</i>	✓		✓	✓	✓	✓		✓		✓
<i>+1 Hand Crossbow</i>	✓		✓	✓	✓	✓		✓		✓
<i>Light Crossbow, Dwarven</i>	✓		✓	✓	✓	✓	✓	✓	✓	✓
<i>Light Crossbow, Nixie</i>	✓		✓	✓	✓	✓	✓	✓	✓	✓
<i>+2 Light Crossbow of Frost</i>	✓		✓	✓	✓			✓		✓
<i>Light Crossbow, Blunt, Sahuagin</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Light Crossbow, Blunt, Sahuagin +1</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Heavy Crossbow</i>	✓		✓	✓	✓			✓		✓
<i>Dwarven Heavy Crossbow</i>	✓		✓	✓	✓			✓		✓
<i>+1 Dwarven Heavy Crossbow</i>	✓		✓	✓	✓			✓		✓
<i>Heavy Repeating Crossbow</i>			✓					✓		
<i>+1 Heavy Repeating Crossbow</i>			✓					✓		
<i>Shuriken</i>			✓			✓				✓
<i>Masterwork Shuriken</i>			✓			✓				✓
<i>+1 Shuriken</i>			✓			✓				✓

Dwarven Weapons: These durable yet beautifully wrought weapons have added superiority of dealing an additional (+3) points of damage to Giants.

Switching between weapons does not incur a combat round penalty. However, there is one exception, the Heavy Crossbow. Switching from (but not to) the Heavy Crossbow will cause the player to incur a one combat round penalty due to the cumbersome nature of this device.

Since most of the rooms are small in True Dungeon adventures, there is no place for characters to position themselves to stay out of the hand-to-hand attack (melee attack) range of a monster. As a result, using a missile weapon does NOT allow you to escape a possible attack from a monster, unless the DM indicates the room configuration allows for it.

Ranged attacks are treated identically to melee attacks with regard to the effects of a Bard's Song or a Bless spell, except a character's Strength bonus does not add to the number hit on the attack board or to damage done. However, all ranged attacks do receive the character's Dexterity bonus to hit, but not to damage. There is no penalty for shooting a missile weapon at a monster that is attacking another character, and there is no chance to hit a fellow party member.

Ranged weapons are assumed to come with a generous supply of ammunition, so no tracking of mundane ammunition is necessary. Players with ranged weapons may be allowed a pre-melee strike if the room allows for it.



	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Weighted Net</i>			✓					✓		
<i>Alchemist Fire</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Fireseed: Hickorynut</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Fireseed: Hollyberry</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Holy Water</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Flask of Combustion</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Flask of Conflagration</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Orb of Acid</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Otiluke's Freezing Orb</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Orb of Pelor</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Thunder Stone</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>+2 Skull of Doom</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Holy Lager</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Sacred Hand Grenade</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Players with ranged weapons may be allowed a pre-melee strike if the room allows for it.

In general weapons that are physically thrown will gain enhancement from items that modify dexterity (e.g., Cat's Grace).

Alchemist Fire: The mixing of certain elements allows the player to create a hot chemical fire. It can be cast at a monster (slid as weapon on combat board) to hit the intended target

at an AC 15. A successful attack will cause up to 8 points of fire damage. Damage is scored the same as with a weapon. It also may be used to ignite combustible substances.

Note: Older tokens cause fixed damage if attack is successful.

Flaming Short Bow: This weapon's damage is a combination of physical and fire. Upon a successful hit the arrow fired from this weapon bursts into flame. The damage is already built into the damage indicator. If, however, the monster is resistant to damage from flame, the DM will subtract 2 HP from the total damage delivered.

Fireseed Hickorynut: When thrown this small seed will cause damage, as if from fire, upon a successful combat attack. It is usable only once. The hickorynut will also explode and seek out any other monster in the room, causing the same amount of damage to each individual monster.

Fireseed Hollyberry: When thrown this small seed will cause damage, as if from fire, upon a successful combat attack. It is usable only once.

Flask of Combustion: This thrown flask will shatter and release a liquid that will burst into flames when exposed to air causing damage from fire.

Flask of Conflagration: This thrown flask will shatter and release a liquid that will burst into flames when exposed to air causing damage from fire.

Heavy Crossbow: This stout weapon has a reload delay and can only be fired every other round. The Heavy Repeating Crossbow does not have a reload delay and can be fired each round.

Holy Lager: Similar to Holy Water, this blessed vessel and contents causes damage to undead only. The flask must be thrown (slid as weapon on combat board) to hit the intended target at an AC 15. Damage is scored the same as with a weapon. If the character misses, the Holy Lager does no damage. This token must be surrendered to the DM when used. This attack attempt is affected by items which grant Dexterity bonus (e.g., Cat's Grace).

Holy Water: This blessed water causes up to 6 points of positive energy damage to any undead monster, but the vial must be thrown (slid as weapon on combat board) to hit the intended target at an AC 15. Damage is scored the same as with a weapon. If the character misses, the Holy Water does no damage. This token must be surrendered to the DM when used. This attack attempt is affected by items which grant Dexterity bonus (e.g., Cat's Grace). **Note: Older tokens cause fixed damage if attack is successful.**

+1 Mighty Longbow: This weapon's damage is augmented by the wielder's strength bonus for damage.

Orb of Acid: This onetime use weapon is actually a crystal glass sphere containing a powerful acid. Upon a successful hit, the orb shatters, spraying the target with acid. This weapon's damage is strictly from the acid, not blunt trauma.

Otiluke's Freezing Orb: This one-time use weapon shatters upon impact and releases a spray of cold liquid causing cold damage.

Orb of Pelor: This thrown weapon will cause blunt force damage only to evil creatures. It is retrievable to be used again, but the effect only occurs once per combat.

Shuriken: These are thrown weapons usable only by the Fighters, Rogue and Monk. The Monk, however may throw two of these (if the player has two tokens) per combat round. These items may be retrieved at the end of combat, but due to their nature each token can only be used once per combat. Multiple shuriken tokens can be used during a single combat encounter.

Skull of Doom (+2): When thrown this artifact made from highly dense material will deliver massive blunt force damage. The skull can only be used once per combat encounter. This is an artifact of evil, and its use may have some unexpected consequences.

Thunder Stone: This small pebble packs a big punch. It must be thrown (slid as a weapon on a combat board) to hit the intended target at an AC 15. If successful, the target will take 8 points of sonic damage (pre-2007 version), or the indicated damage on the token wheel. This item is prized since it offers a damage type to which no known monsters are immune or resistant. Also, it (uniquely) does double damage to magical constructs and crystalline monsters. Note that this item creates a very loud noise which may also be useful in non-combat situations. This is a one-time use only item which must be turned in to the DM when used.

Weighted Net: This is a Ranged Weapon that, if successfully thrown on a monster, will reduce a monster's AC by two (-2) on the rounds following the initial hit. Only one net can be used per human-sized monster. The effect is permanent, but there may be situations where a net would be ineffective or a magical creature would be able to free itself; this would be specifically determined by the module itself.

Compound Weapons



	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Hand Axe</i>			✓	✓	✓			✓		✓
<i>+1 Keen Hand Axe</i>	✓		✓	✓	✓	✓		✓	✓	✓
<i>Masterwork: Spear</i>	✓		✓	✓	✓	✓		✓	✓	✓
<i>Javelin, Bone</i>	✓		✓	✓	✓	✓		✓		
<i>Sea Elf Spear</i>	✓		✓	✓	✓	✓		✓	✓	✓
<i>Sea Elf Spear, +1</i>	✓		✓	✓	✓	✓		✓	✓	✓
<i>Wicked Spear</i>	✓		✓	✓	✓	✓		✓	✓	✓
<i>Iron Long Spear</i>			✓	✓				✓	✓	
<i>+1 Iron Long Spear</i>			✓	✓				✓	✓	✓
<i>Pilum of Lightning</i>	✓		✓	✓	✓	✓		✓		
<i>Trident</i>			✓					✓		
<i>Trident, Light</i>	✓		✓	✓	✓			✓		
<i>Trident, Light +1</i>	✓		✓	✓	✓			✓		
<i>Hand Axe</i>			✓	✓	✓			✓		✓

	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Dwarven Throwing Hammer</i>		✓	✓	✓	✓			✓		
<i>Dwarven Throwing Hammer, +1</i>		✓	✓	✓	✓			✓		
<i>Trident, Heavy, Skewering, +2</i>			✓					✓		
<i>+2 Long Spear of Dragonslaying</i>			✓	✓				✓	✓	✓

These weapons have the functionality of being both a melee and ranged weapon. These (and daggers) are the only weapons that can be used in this manner; regular melee weapons, e.g., swords, cannot be used as ranged weapons. Note that any bonus from strength or strength enhancing items (e.g., Gauntlets of Ogre Strength) will add a bonus to damage. Items that affect dexterity will add a bonus to attack if the Compound Weapon is used as a ranged weapon. Unless otherwise stated (Dagger of Throwing) thrown weapons cannot be retrieved until after combat is completed.

Dwarven Weapons: These durable yet beautifully wrought weapons have added superiority of dealing an additional (+3) points of damage to Giant.

+1 (Faerie-) Iron Long Spear: Not indicated on the token, this weapon’s head is forged with Faerie-Iron. In addition to the damage indicated, it will cause an additional three points damage (+3) to Fey creatures.

Hand Axe: This balanced weapon is designed for throwing; however, it can be used as a melee weapon.

+1 Keen Hand Axe: This weapon, similar to the regular Hand Axe, is permanently imbued with the Keen Edge spell. This means that when used a player will cause a critical wound on scores of 19 or 20. This weapon is not subject to further effect from the Scroll: Keen Edge.

+2 Long Spear of Dragonslaying: This legendary artifact has the added ability to kill a draconic foe if the starred symbol is facing the damage indicator upon a natural critical hit (20).

Masterwork Spear: This exceptional weapon is forged for maximum durability and sharpness. While it does not add any bonus to attack, it does +1 points of damage. This one-handed weapon can be used as either a melee or missile weapon by the wielder.

Pilum of Lightning: After a successful attack, this weapon will do an additional two (+2) points of damage from electrical shock to all monsters in the room, in addition to the physical damage shown on the damage indicator to the monster that was physically hit. The point of a pilum is designed to break off upon impact, however, remaining in a foe. This will render the weapon useless after one successful attack, and it should be turned in to the DM.

Wicked Spear: When wielded in battle, any successful attack that results in a natural twenty (20) as an attack slide will weaken the monster as to reduce the damage it can deliver during melee attacks by two (-2) points. This effect only can be applied twice regardless of how many spears are used or how many natural twenty (20) slides are made for a total reduction of four (-4) points.

Projectiles:



Projectiles augment the weapon (e.g., bow, crossbow, or sling) they are used with. The combat slide is still made with the ranged weapon, but the projectile's bonus is added to the attack. Arrows are used with bows and can be used by anyone who can use a bow. Bolts are used with crossbows, hand crossbow bolts work only with hand crossbows, and bullets and stones work only with slings. An individual token may have exceptions, but for the most part, if a character can use the weapon, they also can use the associated projectile.

All projectiles are one time use only.

+1 and +2 Arrow: Adds bonus to both chance to hit and damage.

Arrow of Slaying: Upon successful hit, the target must save vs. DC 20 or die, one time use only.

Bolt of Lightning: Adds +2 HP electrical damage to normal damage indicated on a crossbow weapon.

Dwarven Bolts and Arrows: Add +1 to hit for all attack attempts and +1 damage to Giants

Hand Crossbow Bolt of Madness: Unless a successful Fortitude save (DC 12) is made, a successful attack with this small dart will cause the monster to expend the next round's attack(s) upon itself causing five (-5) HP damage. The effect only lasts one round.

Masterwork Arrow, Bolt, and Bullet: Adds +1 to damage, one time use only.

Sleep Arrow: Upon a successful hit, the target must make a Will save vs. DC 12 or will be rendered unconscious for one round (the one round includes sleep and recovery so the monster will be awake and able to attack after missing one attack round).

Sling Bullet of Dividing: Use of this special bullet will duplicate the damage caused to one monster, and inflict it on another monster in the room.

Sling Bullet of Chaos: When employed as ammunition, this enchanted projectile will cause eight (8) points of damage. The nature of the damage, however, is determined solely by the symbol on the damage wheel. This means that the nature of the damage source can vary between sonic, electrical, cold, and fire. Any augmentation to damage from other magics or character bonuses for ranged attacks take the same elemental form of damage.

Sling Bullet of Impact and Thunder: Adds +2 and +4 HP sonic damage, respectively, to normal damage indicated on a sling weapon.

Sling Bullet of Shock, Frost, Acid and Fire : Adds +2 HP damage, from electrical, cold, and heat elemental sources, respectively, to normal damage indicated on a sling weapon.

Sling Bullet of Stunning: The monster must make a Fortitude save (DC 12) or be stunned (drops whatever is in its hands and cannot attack or cast spells) for one round.

Sling Stone of Chaos: When employed as ammunition, this enchanted projectile will cause four (4) points of damage. The nature of the damage, however, is determined solely by the symbol on the damage wheel. This means that the nature of the damage source can vary between sonic, electrical, cold, and fire. Any augmentation to damage from other magics or character bonuses for ranged attacks take the same elemental form of damage.

Sacred Sling Stone: The use of this finely wrought projectile in combat will add two (+2) points of sacred damage to a successful attack. This additional damage will not affect “good” aligned creatures. The additional two points are doubled for four (+4) against undead creatures.

Armor:

Bearing in mind the limitations of class, a player may use one item from each list below to increase his character's armor class:

<i>Shields</i>	<i>Armor (provided class allows)</i>		<i>Helm</i>
<i>Archer's Buckler</i>	<i>Leather</i>	<i>Footman Chain</i>	<i>Great Helm</i>
<i>Small Shield</i>	<i>Hill Dwarf</i>	<i>Troll Hide</i>	<i>Cassis</i>
<i>Dwarven Shield</i>	<i>Nixie Leather</i>	<i>Scalemail</i>	<i>Helm of Clear Thought</i>
<i>Sm. Fey Shield</i>	<i>L. Brigandine</i>	<i>Owl Totem Devil</i>	<i>Helm of the Boar</i>
<i>Sm. Dkwd. Shield</i>	<i>Eagle Totem</i>	<i>Crab</i>	<i>Dragonscale Helmet</i>
<i>Shield of Deflection</i>	<i>Animal Hide</i>	<i>Eelskin</i>	<i>Skull Helm</i>
<i>Dark Shield</i>	<i>Hide Armor</i>	<i>Mithral Chain</i>	<i>Elven Coif</i>
<i>Footman Shield</i>	<i>Studded Leather</i>	<i>L. Squametea</i>	<i>Mithral Cap</i>
<i>Large Shield</i>	<i>Reinf. Leather</i>	<i>Vile</i>	<i>Helm of the Eagle</i>
<i>Lg. Dkwd Shield</i>	<i>Fox Totem</i>	<i>Dragonhide</i>	<i>Helm of Retribution</i>
<i>Lg. Elven Shield</i>	<i>Mountain Dwarf</i>	<i>Dwarven Half Plate</i>	<i>Defender Helm</i>
<i>Dragonscale Shield</i>	<i>Winter Wolf</i>	<i>E. Ringmail</i>	<i>Templar Helmet</i>
<i>Faerie-Iron Shield</i>	<i>Crocodile Skin</i>	<i>Banded</i>	
<i>Tower Shield</i>	<i>Bone</i>	<i>Half Plate</i>	
<i>Shield of Redemption</i>	<i>Abalone</i>	<i>H. Pl. of Life</i>	
<i>Defender Shield</i>	<i>Leather Cuirass</i>	<i>Darkmail</i>	
<i>Templar Shield</i>	<i>Lorica Hamata</i>	<i>Oakspirit</i>	
	<i>Wolf Totem</i>	<i>Sharkskin</i>	
	<i>Chainmail</i>	<i>Shark Tooth</i>	
	<i>Elven Chainmail</i>	<i>Fey Plate</i>	
	<i>Fey Chainmail</i>	<i>El. Splintmail</i>	
	<i>Sea Turtle</i>	<i>C. Lorica</i>	
	<i>Dire Turtle</i>	<i>Segmenta</i>	
	<i>Sea Elf</i>	<i>Platemail of the</i>	
	<i>Ram Totem</i>	<i>Depths, Absorption,</i>	
	<i>Toad Totem</i>	<i>and Attack</i>	
	<i>Faerie Iron</i>	<i>Defender</i>	
	<i>Yeti Hide</i>	<i>Dragonscale</i>	
	<i>Divine</i>	<i>Full Plate</i>	
	<i>Armor of Lynx</i>	<i>Templar</i>	
	<i>Topaz Infused</i>		

A player may also use a combination of other items such as rings, bracers, necklaces, scrolls, and some potions to add additional points to her armor class.



Continued on next page...

	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Leather</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Leather Brigandine</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Animal Hide</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Hide Armor</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Nixie Vest</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Hill Dwarf</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Mountain Dwarf†</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Winter Wolf</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Fox Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Eagle Totem</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Crocodile Skin</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Bone</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Studded Leather</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Owl Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Devil Crab ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Nixie Leather</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Yeti Hide</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Reinforced Leather</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Leather Cuirass</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Lorica Hamata</i>		✓	✓	✓	✓			✓	✓	
<i>Sea Turtle</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Dire Turtle ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Topaz Infused</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Divine†</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Armor of the Lynx</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Wolf Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Toad Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Ram Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Fey Chainmail ***</i>	✓	✓	✓	✓	✓	✓				
<i>Elven Ringmail ***</i>	✓	✓	✓	✓	✓	✓		✓		
<i>Eelskin</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Footman Chainmail†</i>	✓	✓	✓	✓						
<i>Chainmail</i>	✓	✓	✓	✓						
<i>Lorica Hamata</i>	✓	✓	✓	✓						
<i>Elven Chainmail</i>	✓	✓	✓	✓	✓	✓				
<i>Sharkskin</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Faerie-Iron Armor ***</i>	✓	✓	✓	✓	✓	✓				
<i>Troll Hide Armor ***</i>		✓	✓	✓	✓			✓	✓	
<i>Scalemail</i>		✓	✓	✓						
<i>Mithral Chainmail†</i>	✓	✓	✓	✓	✓	✓				
<i>Lorica Squametea</i>		✓	✓	✓						
<i>Sea Elf</i>		✓	✓	✓						
<i>Dragonhide</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Vile</i>		✓	✓	✓						

	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Banded</i>		✓	✓	✓						
<i>Half Plate</i>		✓	✓	✓						
<i>Darkmail</i>		✓	✓	✓						
<i>Dwarven Half Plate</i>		✓	✓	✓						
<i>Abalone</i>		✓	✓	✓						
<i>Shark Tooth</i>		✓	✓	✓						
<i>Oakspirit Armor</i>		✓	✓	✓						
<i>Half Plate of Life</i>		✓	✓	✓						
<i>Fey Plate</i>		✓	✓	✓						
<i>Elven Splintmail</i>		✓	✓	✓						
<i>Commander's Lorica Segmenta ***</i>		✓	✓	✓						
<i>Dwarven Half Plate</i>		✓	✓	✓						
<i>Defender Platemail†</i>		✓	✓	✓						
<i>Dragonscale Armor†</i>		✓	✓	✓					✓	
<i>Plate Armor of Absorption ***</i>		✓	✓	✓						
<i>Platemail of the Depths</i>		✓	✓	✓						
<i>+1 Full Plate</i>		✓	✓	✓						
<i>Plate Armor of Attack</i>			✓							
<i>Templar†</i>		✓	✓	✓						

† **Set effect:** See Token Set Effects section ([page 12](#)) for information on set effects.

***** Special Features:**

Item	Special Effect
Armor of the Lynx	Reduces the damage from cold or cold based attacks by five (-5) points
Commander's Lorica Segmenta	adds +2 against attacks from projectiles
Devil Crab, Dire Turtle, and Sea Elf Armor	allow players to attack the first round while underwater
Divine Armor †	adds +1 to fortitude saves
Dwarven Half Plate	adds +2 to fortitude saves
Eelskin Armor, Sharkskin Armor, and Platemail of the Depths	allow the player to breathe underwater
Elven Ringmail	adds +5 to AC versus Orcs
Elven Splintmail	adds +8 to AC against Orcs
Faerie-Iron Armor	+2 against Fey creatures, -1 to Will saves
Fey Chainmail	adds +2 to reflex saves
Fey Plate	adds +2 to reflex saves
Fox Totem Armor	additional +2 to reflex saves
Half Plate of Life	adds +2 hit points
Owl Totem Armor	adds +1 to will saves
Plate Armor of Absorption	Reduce melee damage by one (-1)
Ram Totem Armor	adds immunity to being stunned
Shark Tooth Armor	Causes three (3) points of damage to monster upon successful melee attack from monster
Sharkskin Armor and Platemail of the Depths	decreases the wearer's reflex save attempts by one (-1) point
Toad Totem Armor	adds +1 to fortitude saves
Topaz Infused Armor	Reduces the damage from Darkrift based attacks by five (-5) points.
Troll Hide Armor	adds +4 to Fortitude saves
Wolf Totem Armor	additional +1 to reflex saves

† **Set effect:** See Token Set Effects section ([page 12](#)) for information on set effects.

Armor (Shields)



	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Small Shield*</i>	✓	✓	✓	✓				✓	✓	
<i>Small Darkwood Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Dwarven Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Small Fey Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Sea Turtle Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Archer's Buckler***</i>	✓	✓	✓	✓	✓			✓	✓	
<i>Nixie Shield***</i>	✓	✓	✓	✓				✓	✓	
<i>Large Darkwood Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Footman Shield†</i>	✓	✓	✓	✓				✓	✓	
<i>Dark Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Sea Elf Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Faerie-Iron Shield***</i>	✓	✓	✓	✓				✓		
<i>Large Shield</i>	✓	✓	✓	✓				✓		
<i>Large Elven Shield</i>	✓	✓	✓	✓				✓		
<i>Shield of Deflection</i>	✓	✓	✓	✓				✓		
<i>Defender Shield†</i>			✓	✓				✓		
<i>Tower Shield</i>			✓	✓				✓		
<i>+1 Tower Shield</i>			✓	✓				✓		
<i>Templar Shield†</i>		✓	✓	✓				✓		
<i>Dragonscale Shield†</i>	✓	✓	✓	✓				✓	✓	
<i>Shield of Redemption***</i>		✓		✓						

***Note:** The small shield is shown as metal but it is also made of wood and can be used by the Druid.

† **Set effect:** See Token Set Effects section (page 12) for information on set effects.

*****Special Features:**

Item	Special Effect
Archer's Buckler	only provides the AC bonus when used with a two handed ranged weapon.
Faerie-Iron Shield	adds an additional two points of protection (+2) for a total of four points total (+4) against Fey.
Nixie Shield	adds +1 to reflex saves
Shield of Deflection	Adds two (+2) to AC normally, provides a total of four points (+4) to AC against missile attacks
Shield of Redemption	allows a player, when killed, to heal all party members +7 HP.

Armor (Other)



	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Footman Cap†</i>	✓	✓	✓	✓	✓			✓		
<i>Great Helm</i>		✓	✓	✓				✓		
<i>Cassis</i>		✓	✓	✓				✓		
<i>Triton Helm</i>		✓	✓	✓				✓		
<i>Elven Coif</i>		✓	✓	✓				✓		
<i>Skull Helm</i>		✓	✓	✓				✓		
<i>Helm of the Boar</i>		✓	✓	✓				✓		
<i>Helm of the Eagle</i>		✓	✓	✓				✓		
<i>Helm of Clear Thought</i>		✓	✓	✓				✓		
<i>Defender Helm†</i>		✓	✓	✓						
<i>Dragonscale Helmet†</i>		✓	✓	✓				✓	✓	
<i>Mithral Cap †</i>	✓	✓	✓	✓	✓			✓		
<i>Helm of Retribution</i>					✓					
<i>Templar Helmet†</i>		✓	✓	✓				✓		

† **Set effect:** See Token Set Effects section (page 12) for information on set effects.

Footman Cap: Wearer cannot be surprised. See [page 12](#) for set effects.

Helm of Clear Thought: This beautifully worked helm adds +1 to the wearer's AC and allows +4 to saves versus the effect of charms or mental attacks.

Helm of the Boar: Adds two points (+2) to melee damage, however reflex saves are penalized by four points (-4).

Mithral Cap: Provides immunity to undead mind control. See [page 12](#) for set effects.

Armor (Modifiers)

All characters (except Monk) have a base Armor Class of 10 plus the modifiers listed below. To figure your character's Armor Class in the dungeon, add the character's Dexterity bonus to the number given on any Armor and Shield tokens you are using. Bear in mind that some characters (see bracers for limitations) can also use one Amulet of Armor token and one Bracers of Defense token, both of which are added to any Armor, Shield, or Dexterity bonus. A Mage Armor spell or scroll will also increase the caster's AC. The Dragonscale Shield and Armor will also protect the bearer from fire damage at -1 to damage for each item worn (i.e., effects stack). A monster must roll this final AC number (or higher) on a 20-sided die to hit your character (minus any bonus the monster may have).

Armor Modifier Table

<i>Armor Type</i>	<i>+ to AC</i>	<i>Armor Type</i>	<i>+ to AC</i>
<i>Leather</i>	<i>+2</i>	<i>Lorica Hamata</i>	<i>+5</i>
<i>Leather Brigandine</i>	<i>+2</i>	<i>Elven Chainmail</i>	<i>+5</i>
<i>Animal Hide</i>	<i>+2</i>	<i>Footman Chainmail†</i>	<i>+5</i>
<i>Hide Armor</i>	<i>+2</i>	<i>Sharkskin</i>	<i>+5 / Breathe Underwater/ +1 to Reflex Saves</i>
<i>Nixie Vest</i>	<i>+2</i>	<i>Faerie Iron</i>	<i>+5 / +7 vs. Fey -1 to Will saves</i>
<i>Hill Dwarf</i>	<i>+2</i>	<i>Troll Hide Armor</i>	<i>+5 / +4 to Fortitude saves</i>
<i>Fox Totem</i>	<i>+2 / +2 to Reflex Saves</i>	<i>Scalemail</i>	<i>+6</i>
<i>Eagle Totem</i>	<i>+3 / +1 to Reflex Saves</i>	<i>Mithral Chainmail†</i>	<i>+6</i>
<i>Crocodile Skin</i>	<i>+3</i>	<i>Lorica Squametea</i>	<i>+6</i>
<i>Bone Armor</i>	<i>+3</i>	<i>Sea Elf</i>	<i>+6 (1st Round Attack)</i>
<i>Studded Leather</i>	<i>+3</i>	<i>Banded</i>	<i>+6</i>
<i>Mountain Dwarf†</i>	<i>+3</i>	<i>Dragonhide†</i>	<i>+6</i>
<i>Winter Wolf</i>	<i>+3</i>	<i>Vile</i>	<i>+6</i>
<i>Owl Totem</i>	<i>+3 / +1 to Will Saves</i>	<i>Half Plate</i>	<i>+7</i>
<i>Devil Crab</i>	<i>+3 (1st Round Attack)</i>	<i>Abalone</i>	<i>+7</i>
<i>Nixie Leather</i>	<i>+3 / +4 Underwater</i>	<i>Shark Tooth</i>	<i>+7 / 3 points of damage to monster in melee</i>
<i>Reinforced Leather</i>	<i>+4</i>	<i>Oakspirit Armor</i>	<i>+7</i>
<i>Leather Cuirass</i>	<i>+4</i>	<i>Darkmail</i>	<i>+7</i>
<i>Sea Turtle</i>	<i>+4</i>	<i>Dwarven Half Plate</i>	<i>+7 / +2 to Fortitude Saves</i>
<i>Yeti Hide</i>	<i>+4</i>	<i>Half Plate of Life</i>	<i>+7 / +2 to HP</i>
<i>Dire Turtle</i>	<i>+4 (1st Round Attack)</i>	<i>Fey Plate</i>	<i>+7 / +2 to Reflex Saves</i>
<i>Wolf Totem</i>	<i>+4 / +1 to reflex Saves</i>	<i>Elven Splintmail</i>	<i>+7 / +8 vs. Orcs</i>
<i>Toad Totem</i>	<i>+4 / +1 to Fortitude Saves</i>	<i>Commander's Lorica Segmenta</i>	<i>+7 / +9 against missiles</i>
<i>Ram Totem</i>	<i>+4 and Immunity to Stun</i>	<i>Defender Platemail</i>	<i>+8</i>
<i>Fey Chainmail</i>	<i>+4 / +2 to Reflex Saves</i>	<i>Full Plate</i>	<i>+8</i>
<i>Elven Ringmail</i>	<i>+4 / +5 vs. Orcs</i>	<i>Platemail of the Depths</i>	<i>+8 / Breathe Underwater/ +1 to Reflex Saves</i>
<i>Wolf Totem</i>	<i>+4</i>	<i>Dragonscale Armor†</i>	<i>+8 / -1 to Fire Dam.</i>
<i>Eelskin</i>	<i>+4 / Breathe Underwater</i>	<i>Plate Armor of Absorption</i>	<i>+8 / -1 damage from Melee attack</i>
<i>Topaz Infused</i>	<i>+4 / -5 to Darkrift Energy Damage</i>	<i>Templar Armor†</i>	<i>+9</i>
<i>Divine†</i>	<i>+4 / +1 to Fortitude Saves</i>	<i>+1 Full Plate</i>	<i>+9</i>
<i>Armor of the Lynx</i>	<i>+4 / -5 to Cold and Cold attack Damage</i>	<i>Plate armor of Attack</i>	<i>+10</i>
<i>Chainmail</i>	<i>+5</i>		

† **Set effect:** See Token Set Effects section ([page 12](#)) for information on set effects.

Shield, Helm, and other AC Modifiers Table

<i>Shield Type</i>	<i>+ to AC</i>	<i>Helm Type</i>	<i>+ to AC</i>
<i>Small Shield</i>	<i>+1</i>	<i>Footman Cap†</i>	<i>+0</i>
<i>Sea Turtle Shield</i>	<i>+1</i>	<i>Helm of the Boar</i>	<i>+0</i>
<i>Small Fey Shield</i>	<i>+1</i>	<i>Great Helm</i>	<i>+1</i>
<i>Small Darkwood Shield</i>	<i>+1</i>	<i>Cassis</i>	<i>+1</i>
<i>Archer's Buckler</i>	<i>+1</i>	<i>Triton Helm</i>	<i>+1</i>
<i>Dwarven Shield</i>	<i>+1</i>	<i>Skull Helm</i>	<i>+1</i>
<i>Nixie Shield</i>	<i>+1 / +1 to Reflex Saves</i>	<i>Helm of Clear Thought</i>	<i>+1</i>
<i>L. Darkwood Shield</i>	<i>+2</i>	<i>Mithral Cap†</i>	<i>+1</i>
<i>Sea Elf Shield</i>	<i>+2</i>	<i>Elven Coif</i>	<i>+1 / +2 vs. Orcs</i>
<i>Large Shield</i>	<i>+2</i>	<i>Helm of the Eagle</i>	<i>+1 / +1 to hit with missile weapons</i>
<i>Footman Shield†</i>	<i>+2</i>	<i>Defender Helm†</i>	<i>+1 / +1 to saving throw attempts</i>
<i>Dark Shield</i>	<i>+2</i>	<i>Dragonscale Helmet†</i>	<i>+2 / -1 to Fire Dam.</i>
<i>Faerie-Iron Shield</i>	<i>+2 / +4 vs. Fey</i>	<i>Helm of Retribution</i>	<i>+2 / +2 damage vs. Favored Enemy</i>
<i>Large Elven Shield</i>	<i>+2 / +3 vs. Orcs</i>	<i>Templar Helmet†</i>	<i>+3</i>
<i>Shield of Deflection</i>	<i>+2 / +4 vs. Missiles</i>		
<i>Tower Shield</i>	<i>+3</i>	<i>Other Items</i>	<i>+ to AC</i>
<i>Shield of Redemption</i>	<i>+3</i>	<i>Bracers of Defense</i>	<i>+1</i>
<i>Defender Shield†</i>	<i>+3</i>	<i>Torc of Natural Armor</i>	<i>+2</i>
<i>Dragonscale Shield†</i>	<i>+3 / -1 to Fire Damage</i>	<i>Celestial Bracers†</i>	<i>+2</i>
<i>+1 Tower Shield</i>	<i>+4</i>		
<i>Templar Shield†</i>	<i>+4</i>		

† **Set effect:** See Token Set Effects section ([page 12](#)) for information on set effects.

Cloaks and Clothing:



Continued on next page...



Boots of Elvenkind: These dark grey, soft boots dampen the noise normally created by the wearer when moving. Wearable only by the Rogue, these enchanted boots allow the Rogue to perform his sneak attack, without the normal one round delay. Rogues without these boots must take one round to slowly move into position before making their special sneak attack.

Boots of Free Action: These soft supple boots grant the wearer immunity to Hold and Slow spells or effects, as well as spider's webbing or similar sticky substances.

Boots of the Leopard: Adding to the reflexes of the wearer, these boots allow the wearer to dodge the full effects from a mechanical trap. This means that the wearer will only take half damage (rounded up) from the effects of a trap of non-magical nature.

Boots of Might: These stout foot coverings will raise a character's constitution by two points (+2). This will result in a one point (+1) per character level increase to a character's maximum Hit Points. Thus, a 4th level character will gain 4 hit points. The Boots will also increase Fortitude saving throws by one point (+1). See [page 12](#) for set effects.

Boots of Snow Walking: These durable foot coverings enable the wearer to walk across snow and not fall through, slip, or incur movement penalties as a result of the unstable surface; only provides protection directly related to snow.

Boots of Sure Footing: These boots, made from the skin of some unknown exotic beast, improve the footing of the wearer such that they receive +2 to all Reflex save attempts.

Boots of Underdark: Worn by the Rogue only, these enchanted boots allow the Rogue to perform his sneak attack, without the normal one round delay, at plus two (+2) to hit.

Boots of Water Walking: Made from the hide of some mysterious aquatic beast, these boots will allow the wearer to walk upon water as if it were solid ground.

Boots of Warmth: These well insulated and sturdy boots will protect the wearer from cold and reduce the damage from a frost attack by half (50%).

Cap of the Owl: Wearing this small enchanted covering adds one point (+1) to the user's Will based saving throw attempts.

Catspaw Hat: When worn, the magic from this head covering allows the wearer to utter command words and invoke the verbal components of spells and scrolls without speaking while underwater. The effects do not grant the user the ability to breathe underwater, however. Note that scrolls will be immediately destroyed by an underwater environment before a scroll can be read unless magic is used to preserve the scroll.

Cloak of Curses: The wearer of this seemingly benign but wondrous covering will have a surprise in store for any would-be attacker. When a successful attack is made against the wearer, this cloak will deliver a curse to the attacker. Unless a save (Fortitude DC 12) is made, the attacker suffers a -2 penalty to its to-hit attempts. The effect remains for the duration of combat, and the -2 penalty is for all attacks against the player's group. This effect does not stack; therefore, the curse is not augmented by multiple attack attempts or multiple players wearing multiple Cloaks. This garment is not affected by the Scroll, Bane.

Cloak of the Devil Ray: Wearing this cloak made from the skin of this mysterious beast allows the wearer to attack in the first round while the character is underwater (that would normally impede the wearer's ability to attack or cause a loss in initiative).

Cloak of Elvenkind: This cloak is made out of a magical fabric that seems to camouflage the wearer if she stands still. Having her form obscured prevents the player from gaining the attention of an attacking monster as long as the player takes no action during combat. Thus, she cannot be the target of an attack. Note, however, that if the player is the last remaining party member in the room the monster will discover the character and attack normally.

Cloak of Gliding: This cloak slows the wearer's descent in a fall such that he will take no damage.

Cloak of the Mage: This wondrous arcane item can be worn by Wizards only and grants them the benefit of +3 points to their AC. Wearing the cloak also grants Wizards +2 to saving throws, like the Cloak of Resistance and its effect stacks with the AC bonus of the Robe of the Mage and Arch-Mage. It cannot be used with the Mage Armor spell, and its effects are negated/superseded by the Instant Safeguard Spell.

Cloak of the Phalanx: The wearer of this thick warm covering will have the benefit of one (+1) point added to her saving throw attempts. She also will have immunity to fear based attacks.

Cloak of Resistance (+2, +1): This exquisitely wrought cloak gives +2 (or +1) to saving throws while worn. (a.k.a. Wondrous +2 Cloak)

Dirtdazzy's Boots of Skipping: The wearer of these light and supple boots will take an automatic reduction of three points (-3) to the damage from any successful melee attack against her.

Dougal's Cloak of the Stars: This beautifully wrought cloak adds three points (+3) to all saving throw attempts.

Dragonbane Surcoat: This durable outer garment reflects physical attacks from dragonkind back at the attacker such that the attacking dragon will take ten (10) points of damage for every successful melee attack against the wearer. *Note: This item takes up a cloak slot and can not be worn with other cloaks.*

Dragonhide Boots: Wearing these rugged boots will grant the wearer an additional four (+4) points to her armor class when fighting dragons. See [page 12](#) for set effects.

Dragonhide Cloak: This supple yet amazingly strong hide covering will endow the wearer with four additional points (+4) to his saving throws against Dragon breath attack. This token was given as volunteer recognition for True Realm 2009. See [page 12](#) for set effects.

Dragonhide Shirt: Made from the tanned skin of what some believe is a red dragon, this durable shirt will protect the wearer from four (4) points of melee damage from dragons. This shirt can be worn under armor. See [page 12](#) for set effects.

Druid's Sacred Vestments: When worn, this fine shirt will enhance a Druid's ability to invoke healing magic adding an additional two points (+2) to each healing spell cast. Note this does not apply to scrolls. This shirt can be worn under armor.

Druid's Wild Vestments: This finely wrought raiment will neutralize the limitations brought on by the use of transformational or Polymorph magic. This means a Druid can speak, cast spells and transform back instantly while under the effects of such transformational magic (e.g., Potion of Polymorph (Otter)). This shirt can be worn under armor.

Fey Boots: These well-made comfortable footwear allow the wearer to walk on natural terrain and not leave any trace of passage.

Fey Cloak: This durable cloak gives +2 to Will saving throws while worn.

Hat of Escape: This subtle head covering causes a monster to make a Will based save (DC Check 12), in order to attack the wearer. If the monster succeeds with the save the player is attacked normally, otherwise, the monster will chose another target. Similar to the Sanctuary spell, the effect only works if there is more than one party member left; if there is one character left alive the monster will attack normally. In addition, if the wearer chooses to attack the monster, all effects of the Hat are negated for the rest of that combat.

Hat of Healing: The wearer of this hat will heal himself five HP (+5) for every natural 20 he slides during combat.

Mithral Boots: In addition to being one part of the Mithral set of items that when worn together have a combination effect, these incredibly light but mithral clad boots will add three points (+3) to a wearer's Dexterity which will increase the character's Reflex saving throws, AC, and missile to hit modifier. See [page 12](#) for set effects.

Mountain Dwarf Boots: These sturdy boots aid the wearer by granting two (+2) points to Reflex save attempts versus slips and falls. See [page 12](#) for set effects.

Nixie Cloak: The wearer of this Nixie wrought raiment negates one point (-1) of cold damage per room.

Robe of the Arch-Mage: Similar to the Robe of the Mage, this beautifully wrought garment provides +3 to the wearer's armor class. It also protects the wearer from the effects of Magic Missile spells. It is usable by the Wizards only and its effect stacks with the AC bonus of the Cloak of the Mage. It cannot be used with the Mage Armor spell or the Robe of the Mage, and its effects are negated/superseded by the Instant Safeguard Spell.

Robe of the Mage: This finely wrought garment provides +2 to the wearer's armor class. It is usable by the Wizards only and its effect stacks with the AC bonus of the Cloak of the Mage. It cannot be used with the Mage Armor spell, and its effects are negated/superseded by the Instant Safeguard Spell.

Shade Cloak: This Exalted transmuted item adds one point (+1) to the wearer's Armor Class, adds one point (+1) to all saving throw attempts, and allows the wearer (not party) to speak with dead at will.

Shadow Cloak: This mysterious cloak made from an inky black cloth grants the wearer one (+1) point to the characters overall Armor Class and one (+1) point to all saving throw attempts. This item is also a primary ingredient in making the Transmuted **Shade Cloak**.

Shirt of the Spiritward: If a character dies while wearing this shirt, he may continue to participate in combat by sliding an empty puck. The "dead" character cannot directly harm the monster as indicated by the empty slider, but can still help the adventuring team out by bumping combat sliders or being used as an obstacle on the combat board by other players. This shirt can be worn under armor.

Silkweave Shirt: This filmy cloth shirt hides a powerful protective magic that reduces the damage from missile attacks by one (-1) point per attack. This shirt can be worn under armor.

Silverweave Shirt: This iridescent garment is imbued with magic that will reduce the damage inflicted by a successful melee attack by one (-1) point per attack. This shirt can be worn under armor.

Spider Silk Shirt: This iridescent shirt wrought from the silk of giant spiders absorbs the damage from a successful spider attack. This shirt can be worn under armor and has no class limitations. The shirt will absorb damage from up to four successful spider attacks then will disintegrate.

Winter Shirt: The wearer of this warm tightly woven shirt is immune to the negative initiative modifiers caused by Cold Climate. This shirt can be worn under armor.

Wondrous Cloak of Displacement: Wearing this cloak allows the wearer some protection against the FIRST melee combat strike that would have normally hit him. The first time the DM rolls an attack that would normally hit the character, the DM then rolls a d20, and a result of 11-20 means that the attack fails. This item only works once per combat and only during the first potential combat strike aimed at the wearer. Regardless of whether the monster hits, this one-time-use-per-combat is expended.

Yeti Cloak: The wearer of this sturdy thick cloak is immune to non-magical Cold damage and immune to all Cold Climate penalties

Amulets, Crowns, and Necklaces:



Amulet of Armor: Wearing this amulet increases the character's Armor Class by one (+1) point.

Amulet of Mugwort: The simple necklace of beads will increase the wearer's maximum hit points by one (+1).

Amulet of Thorns: This amulet causes 4 points of damage to any monster that makes a successful melee attack against the wearer.

Amulet of Warding: Wearing this amulet grants ten (+10) additional points to all Fortitude saves against Death Magic such as the Finger of Death spell

Amulet of Wonder: This unique amulet has a different powerful effect each year. Please ask your trainer for information about the current effect. An example of this amulet's effect might be that the wearer gains one level of experience for the duration of the adventure.

Coronet of the Arch Druid: This crown allows the Druid to sacrifice (give up) two spells of 2nd level to transform into a Dire Bear. The player then can attack (with this token in the slider) as if they were the animal with its abilities. The Druid cannot use their spells or any physical items while transformed. They do, however, retain their respective Armor Class and Hit Points.

Circlet of Elemental Mastery: When worn, this headpiece allows the Wizards to transform the nature of an offensive spell (that causes damage) to a different elemental source (e.g., changing a fire attack to a cold attack). Only spells that are memorized by the player/character (i.e., on the character card) are eligible. The eligible power sources are fire, cold, and lighting.



Crown of Might: This headpiece grants the wearer an additional one point (+1) to melee attacks and damage.

Dragon Tooth Amulet: This wondrous constructed artifact made from the tooth of a conquered dragon grants the wearer a 50% chance to avoid combat damage cast from spells, spell-like abilities, scrolls, or wands only. If the resistance check succeeds, no damage is dealt. Combat Magic Resistance afforded by this item does not stack with any other form of protection; either the damaging magic works or it doesn't. That said, if the Combat Magic Resistance check fails and the spell works, any other damage-mitigating effects the wearer has could then be applied. It does not protect against spells which do not physically damage such as sleep, hold, etc. However, if a magical attack combines both damage and non-damage effects (e.g., sleep), and the resistance check succeeds, the character will suffer no effects from damage or other components (e.g., sleep.) It will not thwart magic emanating from traps, puzzles, nor any kind of "push" damage. It has no effect against breath weapon attacks.

Hand of Glory (Wondrous): This artifact, worn as an amulet, allows the wearer to place a ring on the artifact and gain the advantages of that ring as if worn on the hand, effectively allowing the player to wear 3 rings instead of the normal maximum of two.

Harpy Claw Amulet: This amulet will grant the wearer immunity to any magically created disease.

Horn of Plenty: This amulet grants the player three treasure tokens from a defeated monster's hoard or successful completion of a task. This will not grant the wearer three draws from disarmed traps or other found caches of loot. Be sure to show this token to your Coach at the beginning of the adventure, when the party card is being filled out. Note that not all monsters or puzzle challenges will have a treasure draw.

Medallion of Greyhawk: The wearer of this magnificent medallion is immune to the effects of poison, undead touch attacks, and petrification. The wearer also receives a permanent increase to his character's maximum hit points of +2.



Medallion of Nobility: This medallion has no magical effect. Rather, it is a symbol of the awarding of nobility by the High Council of Greyhawk to your person. Every player who attains the 5th level of experience receives one of these tokens.

Necklace of the Ash: Wearing this necklace will negate all special attacks that might directly damage the wearer's armor or weapons (e.g., Rust Monster attack).

Necklace of the Bay: The wearer of this mysterious arcane magic will be able to breathe underwater. Note: the ability to breathe underwater does not also grant the ability to talk or utter verbal components necessary to release the magic in a scroll or cast a spell.

Necklace of Biting: The wearer of this crude necklace will deliver one (+1) point of damage (to foe) in retribution for any successful melee attack against them.

Necklace of the Elm: Wearing this necklace will add two points (+2) to the wearer's AC against missile based attacks. The necklace's effects are negated/superseded by the Instant Safeguard Spell

Necklace of the Oak: Wearing this amulet will grant the character an additional (+2) points to his strength. This means an additional one (+1) point to hit and an additional one (+1) point to melee based damage.

Oakskin Medallion: This magical pendant grants the wearer plus three (+3) to the character's armor class, however there is a one (-1) point penalty for each saving throw attempt when worn.

Torc of Natural Armor: Wearing this Torc will increase the player's natural base armor class by two (+2) points. This can be worn with armor or worn by characters that are not allowed to wear armor (i.e., Monk and Wizards). It can be used in conjunction with other magical items and spells that increase the base armor class as long as they do not compete for the neck slot (i.e., cannot be necklaces, torcs, or amulets) The Torc's effects are negated/superseded by the Instant Safeguard Spell



Wondrous Necklace of Fireballs: This arcane necklace allows any player to cast a swarm of fireballs that will target every monster in the room. This spell automatically hits and causes 8 points of damage. Every monster is allowed a saving throw (DC 15) for half damage.

Wondrous Periap of Proof Against Poison: This spider-shaped amulet allows the wearer to gain an additional re-try should he miss a Fortitude saving throw verses poison. This permanent item may be used once per encounter (room). If the wearer misses the second saving throw he is then affected by the poison, but he may use another item or scroll to attempt to defeat the poison, if available.

Bracers, Bracelets, Girdles, Belts, and Gloves:

These items give additional Class bonuses to certain characters in combat, but do not necessarily add to a player's Armor Class.



Continued on next page...



Unless stated on the token, bracers, bracelets, belts, girdles, and gloves can be worn by all classes, tokens with specific restrictions are listed below.

	<i>Bard</i>	<i>Cleric</i>	<i>Fighters</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizards</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Bracelets of the Zephyr</i>	✓	✓					✓		✓	
<i>Caster's Gloves</i>	✓	✓		✓	✓		✓		✓	
<i>Monk's Belt</i>										✓

Ale Drinker's Belt: This stout belt enhances the wearer's Fortitude based saving throw attempts adding two (+2) points to each attempt.

Belt of Ogre Power: This durable belt will add two points (+2) to the wearer's strength adding one point (+1) melee and thrown weapon damage and one point (+1) to hit with melee attacks.

Belt of Retrieval: This belt, with many special pouches at the ready, allows the wearer to consume a potion as a free action once per combat. This belt does not work for other liquids like oils or salves. It must say "Potion" at the top of the token for it to work with this item. Note: only one free action is allowed per combat round.

Bracelets of Stunning: If a monster attacks the wearer of these bracelets and rolls a one (1) for its attack, the monster's turn is over regardless of how many attacks it might have had left. Usable by all.

Bracelets of Greater Stunning: If a monster attacks the wearer of these bracelets and rolls a one (1) for its attack, the monster's turn is over regardless of how many attacks it might have had left. In addition the monster will take six (-6) HP damage. Usable by all.

Bracelets of the Zephyr: Wearing this pair of bracelets allows a spell caster, once per combat, to immediately cast an additional unused spell within a combat round as a free action. Note: only one free action is allowed per combat round. Usable by the Bard, Cleric, Druid, and Wizards.

Bracers of Archery: When worn, this artifact effectively adds +2 damage to all missiles thrown, slung, or shot. It does not add damage to any scrolls or spells that have missile-like effects.

Bracers of Archery, Supreme: When worn, this artifact effectively adds +2 to the attacker's combat slide and +2 damage to all missiles thrown, slung, or shot. It does not add damage to any scrolls or spells that have missile-like effects, however it will augment the attack slide of spells (cast off the character card) that require a slide on the combat board to be successful.

Bracers of Defense, +1, +2 : These Bracers increase the player's AC by one or two (+1/+2) points. This token can be used with any other armor. The Bracer's effects are negated/superseded by the Instant Safeguard Spell.

Bracers of Deflection: Wearing these finely crafted devices will increase the wearer's armor class by +2 when defending against missile or magical ray attacks. The Bracer's effects are negated/superseded by the Instant Safeguard Spell

Bracers of Fire: These finely wrought devices allow the wearer to deal an additional two (+2) points of Fire based damage when used with a melee weapon or monk's open-hand attacks. These bracers have no effect on ranged attacks.

Bracers of the Nixie: Wearing these enchanted arm guards allows the user to use slashing weapons (e.g., axes and swords) while the character is underwater. Note: this only applies to weapons used in melee.

Bracers of Resolve: These sturdy bracers grant the wearer an additional two (+2) points to Will based saving throw attempts

Bracers of the Sea Elf: Wearing these imbued bracers allows the user to use blunt weapons (e.g., maces) while the character is underwater. Note: this only applies to weapons used in melee.

Caster's Gloves: These form fitting gloves provide warmth to the wearer preventing the 5% (1 on a d20 roll) spell failure chance caused by spell casting in a Cold Climate.

Dragonhide Belt: Made from dragonskin, this hide belt will imbue the wearer with additional bonuses of four points (+4) to hit and damage against a dragon in melee. See [page 12](#) for set effects.

Dragonhide Bracers: These arm coverings, made from the hide of a slain dragon, enhance the wearer's attacks to add four (+4) points to each ranged combat slide (attack) and an additional four (+4) points of damage with missile weapon attacks vs. dragons. These have no effect on non-dragons. See [page 12](#) for set effects.

Eel Skin Gloves: These supple gloves made from the skin of a shocking underwater dweller will charge any metal weapon held such that it will add two (+2) points of electrical damage for each successful melee attack. (See applicable weapons below) Note: The gloves can be used by a Monk for the "Flurry of Blows" attack, adding two (+2) points of electrical damage from shock, however no other bracer or weapon would be allowed due to magical incompatibility.

- Allowed: Daggers, Swords, Sickles, Maces, Hammers, Flails, Morningstars, Scepters (except Sylvan), Mauls, Sai, Scourges, Axes, and Mugs.
- Not Allowed: Spears, Tridents, Pilum, Staves, Clubs (both metal and wooden), Halberds, Scythes, Bucklers, and any kind of bracer that might have spikes and a damage wheel.

Gauntlets of Ogre Power: These armored hand coverings raise the wearer's strength +2 points. The player gets +1 to melee slider attacks and +1 to damage on these attacks while wearing these gauntlets. These hand coverings do not add to the wearer's AC.

Girdle of Dwarven Health: This durable waistband will grant the wearer an additional two (+2) Hit Points above the character's normal maximum.

Girdle of Fire Giant Strength, Surtr's: This broad band increases the wearer's strength by seven (+7) points, increasing the character's melee To Hit modifier and Damage with melee and thrown weapons. This item will stack with other strength enhancing items.

Girdle of Frost Giant Strength: Wearing this wide belt will increase the wearer's strength by five (+5) points, increasing the character's melee To Hit modifier and Damage with melee and thrown weapons. This item will stack with other strength enhancing items.

Girdle of Hill Giant Strength: This wide, strangely decorated, studded leather belt will increase the wearer's strength by three (+3) points, increasing the character's melee To Hit modifier and Damage with melee and thrown weapons. This item stacks with other strength enhancing items.

Girdle of Might: This stout leather cincher adds two points (+2) to a character's strength, which will increase a character's melee to hit by one (+1) point and melee and thrown weapon damage by one (+1) point. It will also add one (+1) point to all saving throw attempts. See [page 12](#) for set effects.

Gloves of Dexterity: Usable by any player, these gloves, made from the supple skin of some exotic beast, increase the wearer's dexterity by two points, which will add +1 to the character's missile to-hit rolls, armor class, and reflex saves.

Mithral Bracers, +2 and +3: These bracers, enhanced with mithral and wrought by Dwarven craftsman, enhance the wearer's armor class by two or three (+2/+3) points. See [page 12](#) for set effects.

Mithral Bracers, TaMor's +4: These ancient devices, wrought by the legendary TaMor, enhance the wearer's armor class by four (+4) points. See [page 12](#) for set effects.

Mithral Gauntlets: These light weight armored hand coverings raise the wearer's strength by four (+4) points. The player does an extra two (+2) points to damage on melee attacks and plus two (+2) to attacks while wearing these gauntlets. These hand coverings do not add to the wearer's AC. See [page 12](#) for set effects.

Monk's Belt: Wearable only by monks, this plain cloth sash will add five (+5) points to the wearer's AC.

Mountain Dwarf Mitts: These warm padded coverings protect the wearer from frigid climates allowing the wearer to be immune to the chance for dropping a weapon while fighting in a Cold Climate. See [page 12](#) for set effects.

Scrolls:

Scrolls are divided into categories corresponding to the energies with which they were created. Scrolls with “All” on their tokens can be used by any character with magical capability (Wizards, Cleric, Bard, Ranger, Druid, and Paladin). Scrolls with “Arcane” on the token can be used by the Wizards and Bards. Scrolls with “Divine” on the token can be used by Clerics, Druids, and Bards. Paladins and Rangers may not use Divine scrolls because their Wisdom scores are too low. A spell cast from a scroll lasts the duration of the room unless otherwise noted in its token description. In 2012 the designation “Arcane” and “Divine” (and “All”) was dropped in favor of just listing who could use the scroll. These scrolls will continue to be grouped in the established high level categories.

Note: Scrolls are magical energy long ago cast into the parchment of the scroll. At the time of casting all the reader does is release energy already cast. Therefore scrolls are not affected by any items or effects that might modify the caster’s chance to hit or damage. (e.g., Bard’s Song, Potion of Cat’s Grace). Scrolls also are not augmented by the caster’s skill test (if any). For example, a Wizard cannot increase the damage of Shocking Grasp by correctly performing her skill check.

Scrolls: All



Ball Lightning: The release of this magic causes a tight ball of electrical energy to be released from the caster's hand. The player must slide successfully on the combat board to hit an AC of 15. Doing so will cause four points of electrical damage.

Detect Magic: This scroll allows the caster to look for traces of magic, magical writing, and magical runes with a UV flashlight for 30 seconds. Magical Areas will be noted by special UV reactive paint that glows **BLUE**.

Detect Poison: This scroll will prompt the DM to tell the caster of any poison present in the room and reveal its location. This scroll has appeared as both an uncommon and common token.

Detect Secret Doors: This scroll increases the sight of the character, allowing him to detect the subtle tell-tale signs of secret doors. For 30 seconds the player will be given a UV light and allowed to search for secret doors or compartments, which will glow **RED**.

Detect Undead: This scroll allows the caster to assess the general direction of undead creatures or the presence of the undead in a specific area (e.g., a crypt). The spell lasts 30 seconds.

Endure Elements: This scroll grants the caster immunity to naturally occurring fire AND extreme cold. It has no benefit against magically created fire or cold.

Light: The use of this scroll caused the player to be given a special light source that lasted the entire adventure. **Because of changes to game mechanics, this token has been rendered obsolete.**

Protection From Evil: This scroll grants the person touched (or caster) +2 AC and +2 to saving throws against attacks made by evil creatures. The effect lasts for the entire encounter (room).



Read Magic: This scroll allows the caster to understand any magical text found within the current room of the dungeon. Note that this spell will not help the caster detect magical writings, only read them.

Soundburst: The magic contained within this scroll will cause a sonic blast to be released into the area of the caster. This blast will target all monsters in the room and cause three points of sonic damage.

Water Breathing: Releasing the stored magic in this scroll will allow the user to breath underwater. The effect lasts for an entire room (encounter). Note: the ability to breath under water does not also grant the ability to talk or utter verbal components necessary to release the magic in a scroll or cast a spell.

Scrolls: Arcane



Acid Spray: Casting this spell allows the user to project a stream of acid at a target. The caster must slide on the combat board to hit AC 15 regardless of the foe's true armor class. Upon successful hit the spray will do five (5 HP) hit points of damage to the monster. Bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace do not apply.

Blink: The reader of this scroll is constantly teleported a few feet in a random location every few seconds, making him harder to hit in combat. This effect operates much like the Mirror Image Scroll, as the monster must roll a 1-10 on a d20 to be able to attempt an effective attack against the reader. Note that unlike the Mirror Image scroll, the effect of this spell lasts for the entire room, not just one attack.

Burning Hands: This attack causes directed flames to travel from the caster's hands toward up to two monsters of the caster's choice, causing 5 points of fire damage to each. This attack automatically hits. **Note:** Older tokens indicate 6 points of damage; damage taken during combat will be what is indicated on the token.

Chain Lightning: This spell allows the caster to cause 12 HP electrical damage to all monsters in a room. This token is an automatic hit; however, the monsters may save versus DC 15 for half damage. Like all scrolls, this token is not augmented by skill tests.

Chill Touch: This stored magic causes six (-6) points of Cold damage to target when activated. The caster must successfully slide to hit AC 15 on the combat board to cause damage.

Color Spray: This spell allows the caster to project a fan of color out in the general direction of a foe. The monster will be dazzled by the swirling colors and be penalized two (-2) points for any saving throw attempt made (e.g., reflex) during combat. This spell lasts for the entire combat and the effects of casting the spell multiple times are not additive.

Comprehend Languages: This token allows the caster to understand any spoken language. It has no effect on written text.

Detect Glyph: Invoking this spell will reveal the presence of any magical glyph present in a room. Effect is limited to main open space of immediate room, subject to DM discretion, (i.e., the effect of the spell would not cover down a hallway into a connected room).



Dark Arrow: Releasing the magic stored in this scroll causes a concentrated pulse of Darkrift energy to be released inflicting six (-6) points of damage to a monster. The caster must successfully slide to hit AC 15 on the combat board to cause damage. Note: energy-draining undead are immune to Darkrift energy, other undead creatures (e.g., skeletons) are affected normally.

Dark Aura: When the magic in this scroll is activated and directed onto one party member (can be caster) that individual gains one (+1) point to their Armor Class. The effect only works in rooms devoid of natural daylight and the effect lasts for the entire encounter (room).

Darkrift Darts: The activating of this scroll causes small pulses of Darkrift energy to be released, seeking all monsters in the room and causing four (-4) points of damage to each monster. Note: energy-draining undead are immune to Darkrift energy, other undead creatures (e.g., skeletons) are affected normally.

Detect Illusion: The release of this magic will essentially dispel all illusions in the immediate area (room) but only to the spell caster. The effect lasts for an entire encounter (room).

Disrupt Undead: A beam of positive energy causes 3 points of damage to one undead creature of the caster's choosing in the room. This is a ranged attack that automatically hits.

Eelskin: When invoked the reading of this scroll will release magic to imbue the character with a magical aura that will deliver 3 points of shock damage to a monster that strikes the caster with a melee attack. The effect lasts for one room (encounter).

Feather Fall: This scroll slows the descent of the caster (or someone he targets) long enough to recover from a fall. If a character fails a saving throw (and say, falls off a bridge), using this scroll would allow him to automatically make it back to safety.

Fireshield: This spell surrounds the caster in a magical fiery barrier. The barrier will cause six points of damage to any foe who makes a successful attack against the spell caster. This spell works on the caster only, and lasts for an entire room (encounter).



Flame Arrow: This ranged attack does 12 points of fire damage to one creature of the caster's choice provided the caster hits an AC 15 or better. This spell is not augmented by the Wizards' skills test, and bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace, do not apply. (Note: Older wooden tokens caused 14 points of damage.)

Fly: Casting this spell allows the user to levitate and fly any distance. No check for success is required. The user is restricted to carrying only the equipment on their person. This spell surrounds the character with a magical field that will negate any external influences (e.g., wind).

Frostbolt: Invoking this magic will manifest a solid frozen shaft of ice which the caster may direct toward an enemy. The caster must successfully slide to hit AC 15 on the combat board to cause ten points of cold damage.

Frost Shield: Releasing this stored magic will create a region of extreme magical cold around the caster. The effect of this "shield" will cause six points of cold damage to any monster that successfully hits the caster in melee.

Gaze Reflection: This scroll will render the caster immune to gaze attacks. The effect will last one encounter (room).

Hypnotic Pattern: Like Color Spray, this spell's effect lasts for the entire combat, but can affect all monsters in the room. The caster projects a hypnotic pattern in front of the monster. The effect of which, is to penalize all monsters in the room, two (-2) points for any saving throw attempt.

Identify: This scroll revealed the command word needed to use any Wondrous Item or Wand tokens found in the dungeon during the adventure. Without using Identify, found Wondrous Item and Wand tokens could not be used until subsequent adventures.

Note: new game mechanics make this token obsolete.



Keen Edge: This scroll will give one melee weapon of the caster’s choice the ability to critically hit on a slider attack of 19 or 20 (instead of just 20) for the duration of one room. It must be cast on a bladed melee weapon but can be cast on the weapon of any character in the group. All critical hits deliver double the total normal damage. Note that all “Keen” weapons (e.g., the Keen Scimitar) are already imbued with this spell permanently, and are not further affected by this scroll.

Knock: This scroll will allow the caster to open a single locked chest or one sealed portal. It will work on both mechanically and magically sealed barriers. Use of this spell on a locked and trapped chest will set off the trap as well. This scroll does not affect the Rogue’s skill test in any way.

Lightning Strike: Releasing the stored magic in this scroll will cause a bolt of electricity to arc toward a monster, automatically hitting, and causing twelve (12) points of damage with no save possible for the monster. This scroll can be activated underwater without harm to the caster or the party.

Mage Armor: This spell creates a magical force around the caster. This force adds the equivalent of +4 to the caster’s AC for the entire adventure. The token is surrendered to the Coach during training and the effect is recorded on the party card. This spell cannot be used with armor nor can it be used with the Cloak or Robe of the Mage/Arch-Mage token. This AC bonus is temporarily superseded by the Instant Safeguard Spell.

Mage Hand: The reader of this scroll has the ability to move small objects inside one room for the length of the time he is in that room. The objects must be in sight, and must not weight more than 5 pounds. The controlled object can be slowly levitated and flown around the room to any location within sight in the room. Note that the spell allows only very simple manipulation of the object. For instance, a key could be grabbed from a table and brought to the caster; however, it would neither allow the reader to then magically insert the key into a keyhole nor turn the key.

Magic Missile: The caster conjures and fires a magical force bolt that automatically hits a monster of the caster’s choice and deals 4 points of damage. This is a ranged attack. A magic missile suffers no 50% miss chance against non-corporeal monsters like ghosts.



Melf's Acid Arrow: Casting this incantation causes a magical construct of a hollow arrow shaped structure filled with acid. The arrow is then directed to the enemy by the caster. The caster must be able to see the target and must slide on the combat board to hit a minimum armor class of fifteen (AC 15). If the attack is successful the missile will do eight hit points (-8 HP) of damage. Ranged bonuses to attack (not damage), such as from the Bracers of Archery or Cat's Grace, do not apply.

Mind Blank: Casting this spell dispels or prevents the effects of mind control magic or similar effects. The protection lasts for the entire room.

Mirror Image: This scroll creates a duplicate of the caster for the duration of the time spent in the room. Whenever a monster decides to attack the reader of this scroll, the DM must roll a d20. If the result is 1-10, then the monster will attack the actual caster. Any other roll indicates that the monster will swing at the false image. Note that, when attacked, the image is destroyed, and the next round the monster could normally attack the caster.

Ray of Enfeeblement: Invoking this spell will cause an invisible ray to emanate from the caster towards her target. She must slide on the combat board to hit AC15. A successful attack will so weaken the monster as to reduce its melee attack damage by one (-1) point of damage. The effect lasts for the entire combat.

Scorching Ray: Invoking this spell creates a beam of fire from the caster to the target. The caster must hit a score of AC 15 or better on the combat board. This spell is not augmented by a Wizard's skills test. The spell does 12 points of fire damage, and there is no save. Ranged bonuses to attack (not damage), such as from the Bracers of Archery or Cat's Grace, apply to this slide.

Shield: This scroll creates a magical barrier around the caster, increasing the caster's unmodified armor class by four points (+4). The delicate nature of the spell however will prevent it from working with any physical armor or magical armor class augmentation (e.g., Mage Armor). In addition, the unique web of this spell is a specific counter to magic missiles and will serve to protect the caster from such an attack.



Shockbolt: Releasing the stored magic in this scroll will cause a bolt of electricity to arc toward a monster causing nine (9) points of damage. The user must master control of the magic by sliding to hit AC-15 or above on the combat board. This scroll can be activated under water without harm to the caster or the party.

Shocking Grasp: This attack requires the player to hit AC 15 to discharge the effect. The spell lasts until the charge is dissipated through successful attack or the combat ends. Contact does 6 points of electrical damage. Ranged bonuses to attack (not damage), such as from the Bracers of Archery or Cat's Grace, do apply to this slide. **Note: this is one token where the text must hit AC 15 does not appear. It will be corrected in later versions of the token.**

Soul Spear: Releasing the energy stored in this scroll captures the soul force of a defeated monster and redirects it to deal 15 points of Force damage to another monster. Note there must be at least two monsters in the room and one must have been defeated in order to use this spell.

Stone to Flesh: This scroll will restore a character turned to stone back to flesh – to the same condition she was at the time of the petrification. No saving throw is needed. Note that this spell cannot be used on any other stone that was not formerly a living being. Created with the restoration of players in mind, this spell may be used on other formally living petrified beings, subject to your DM's discretion.

Scrolls: Divine



Bane: Casting this Divine enchantment brings a curse down upon an opponent unless the monster makes a Will save with a DC12. The curse will inflict a -2 to the monster's combat attacks. The effects last an entire combat, and only one Bane scroll may be in effect at one time. This scroll does stack with the effects of the Cloak of Curses.

Barkskin: This spell can be cast on the user or anyone in the party. The effect of which will toughen the skin of the affected player increasing the armor class by three (+3) points. There is time required for transformation, however, so the recipient will not be able to take an action for the next combat round as the transformation takes hold of the player. Barkskin's effects are negated/superseded by the Instant Safeguard Spell.

Bless: This spell provides +1 to the entire group's to-hit bonus until the group moves to the next room. This includes ranged weapons. The spell also adds +1 to any save versus Fear.

Call Lightning: The recitation of this scroll will bring down lightning upon a targeted foe. The subsequent electrical energy will cause eight points of damage. There is no save.

Cure Light Wounds (cures 5 pts): This spell heals the touched party member for 5 HP.

Cure Light Wounds: This spell heals the touched party member 8 HP.

Note: This token also exists in a version that will cure for 5 HP. The healing amount will match what is printed on the token.

Cure Moderate Wounds: Releasing the stored magic in this scroll will cure ten (10) points of damage for one player.

Dazzling Ray: The invocation of this blessed script causes a ray of divine energy to be released toward a chosen foe (one only). The monster must make a Reflex save DC12 or will lose the next attack. The effect lasts only one combat round.

Detect Life: Use of this scroll will reveal the presence of life within a room - even if hidden by magic.



Detect Poison: (Note: in 2009 this scroll became specified as **Divine** rather than **All**, older tokens can be used by any spellcaster, but this newer token can only be used by Clerics, Bards or Druids.) This scroll will prompt the DM to tell the caster of any poison present in the room and reveal its location. This scroll has appeared as an **uncommon** and common token.

Detect Undead: Use of this scroll will reveal the presence of undead creatures in the room – even those hidden from sight by walls or magic.

Faerie Fire This spell, when cast, will surround all invisible objects and creatures with a luminescent aura, revealing their presence and location. This effect lasts for an entire room (encounter).

Mass Cure Minor Wounds: When invoked, this spell cures all party members one HP up to their character's established maximum.

Magic Vestments: When invoked, this spell imbues the wearer's clothing with magical resistance to attacks from undead creatures. The effect will reduce the damage from a successful undead melee attack against the caster by half (50%). The effect will last for an entire encounter (room).

Nymph's Breath: Capturing the natural magic of a water nymph, releasing the magic stored in this scroll will allow the user to breath underwater. The effect lasts for one room (encounter). Note: the ability to breath under water does not also grant the ability to talk or utter verbal components necessary to release the magic in a scroll or cast a spell.

Obscuring Mist: When invoked, this spell causes a dense fog to fill a 10' cubic area which lasts for the duration of the encounter (room). It effectively renders all players and monsters in the area obscured from ranged attacks. The effects of this token reduce the chance to hit for both player and monster via a targeted ranged attack by -4 points. This means that all ranged weapons (i.e., bows, slings, or thrown weapons) and all targeted spells (e.g., Scorching Ray) receive a -4 penalty to the attack attempt. Melee attacks and spells that automatically hit (e.g., Magic Missile) do not receive a penalty.

Purify Food and Drink: The casting of this spell purifies any liquid or edible substance so as to allow its safe consumption. The scroll will allow the caster to purify up to 20 gallons of liquid and enough food for eight people.



Purify Water: The release of the magic in this scroll will remove any harmful material contamination from all water present in a room so that the water is fresh and clear.

Remove Curse: The casting of this spell removes a curse or allows a player to drop a cursed magic item. This token appears as both an **uncommon** and **rare** token.

Remove Disease: The casting of this spell cures one player of a single disease. The caster does not have to know what the disease is. If the target is inflicted with multiple diseases, this scroll removes the most potent first. This token appears as both an **uncommon** and **rare** token.

Remove Paralysis: As the name implies, casting this spell negates the effects of paralysis (e.g., from a Ghoul attack or paralyzing poison).

Sanctuary: This invocation causes a protective aura to be placed around the caster that lasts for the entire room. Any monster attempting to attack someone in Sanctuary must make a Will save with a DC of 12. If the monster makes the save, it attacks normally. If it misses the save, it will pass up the player and attack someone else. The monster may make a save attempt each combat round. The caster may not take offensive action, (anything that causes direct damage or requires a saving throw) while in Sanctuary, or the spell is negated. Healing spells, however, may be used without ending Sanctuary.

Siphon Spirit: Activating this scroll heals a party member (or caster) eight (+8) points of damage if a monster in the room has been defeated. This spell does not function in rooms with no monster (non combat) or if a monster has not been defeated. In rooms with more than one monster, only one monster must be defeated in order for the spell to function.

Slow Poison: This scroll slows the effect of poison that is currently in a character's system, and it allows the inflicted party member to seek a cure after the end of the adventure. Once this spell is cast on a poisoned character, he receives no negative effects from that specific poisoning.

Speak with Dead: This scroll allows the party to talk with a deceased party member following along as a ghost. That party member can speak with the party to help solve puzzles. This effect lasts for the entire room.



Summon Insects: when cast this spell summons a swarm of insects that will swarm around the chosen target. The target must save (DC 15 versus Fortitude), in order to be capable of attacking. If the saving throw is failed, the monster will not be able to attack for one combat round.

Sunray: Releasing the energy stored in this scroll causes a ray or beam of light to impact a target monster causing seven (-7) points of Sacred damage. The caster must successfully slide to hit AC 15 on the combat board to cause damage. Note: Sacred damage is doubled for fourteen (-14) points when used against undead creatures.

Urgent Health: This scrolls stored magic will heal a party member (or caster) eight (+8) points of damage. In the event the target of this healing has their total Hit Points reduced to 15 total points or less, the spell will heal a total of twelve (+12) points of damage up to the target's maximum.

Potions, Elixirs, Salves, Oils, and Liquids:

Potions are similar to scrolls in that they are vessels for transporting magical energies. The advantage to potions is that any character, regardless of character class, can use them. The disadvantage is that they can only affect the person who drinks them. Like scrolls, potion tokens must be surrendered to the DM when used.



Anti-toxin: When consumed, this allows the player to re-roll a saving throw versus poison. Only one Anti-Toxin may be used per character per encounter (room). If the second attempt fails, the poison takes effect.

Barkskin: Just like the scroll, consuming this potion will grant the user incredibly tough skin like the bark of a stout tree. The effect essentially adds three points (+3) to the user's Armor Class. This effect lasts the entire room (encounter), however the user will be incapacitated for one combat round while undergoing the transformation. Barkskin's effects are negated/superseded by the Instant Safeguard Spell

Blessed Brandy: This potent concoction will cure five (+5) Hit Points of damage (up to a character's maximum). Consuming this drink also removes the effects of undead touch attacks.

Bottle of Bubbles: Serving as a reserve air supply, this small container will allow the user to breath air in a water filled environment. However the bottle must be held to the user's mouth taking up the use of one hand. The bottle's effect lasts for one room (encounter). Note: the ability to breath under water does not also grant the ability to talk or utter verbal components necessary to release the magic in a scroll or cast a spell.

Bull's Strength: This potion temporarily adds +4 to any character's strength, thus giving +2 to hit with melee weapons and +2 damage with melee and thrown weapons. The effect lasts for the entire encounter (room). **Note:** Older tokens (prior to 2007) indicated +2 to strength (+1 to hit and +1 to damage); if an older token is used, the effect will be equivalent to the text on the token.

Cat's Grace: Drinking this potion will improve a character's dexterity by +4 points. This will grant the player +2 points to the character's AC, +2 points to attacks made with missile weapons, +2 to spells cast from the character card that require a slide to hit on the combat board, and +2 points to Reflex saves. The effects will last for an entire room.



Creeper Vine Extract: Made from the sap of Creeper Vine Tendrils, swallowing this bitter liquid will temporarily increase the user's dexterity by two points (+2). This will increase the chance to hit with ranged weapons and spells requiring a to hit slide during combat by one point (+1) and increase reflex saves by one point (+1). This will also increase the drinker's AC one point (+1). This effect lasts for one encounter (room) and can only be used once per room due to the nauseating effects of the liquid.

Cure Light Wounds: This potion heals 5 HP when consumed.

Cure Light Wounds: This potion heals 10 HP when consumed.

Cure Minor Wounds: This potion heals 1 HP when consumed.

Darkvision: This potion was one of the few that lasted the entire adventure so it was advisable to drink it before the adventure began. The player who consumed this potion was given a small lighting device that represented their enhanced seeing capabilities. The special light was returned at the end of the adventure.

Note: due to changes in game mechanics, this token is obsolete.

Death's Door: This potion restores a dead player to life. The player is resurrected with only 1 HP and will need further healing. The resurrected player will not gain back any expended spells or feats. This elixir must be used within the encounter (room) where death occurred.

Death Draught: This wondrous liquid will remove the special effects of undead touch attacks, but will not heal any physical (HP) damage.

Detect Magic: Similar to the scroll and spells called Detect Magic, this potion allows the player to search the room for traces of magic, magical writing, and magical runes. This potion lasts 30 seconds, during which a player will be given a UV light to search for traces of magic, which will glow **BLUE**.

Detect Secret Doors: Consumption of this potion increases the sight of the character, allowing him to detect the subtle tell-tale signs of secret doors. For 30 seconds the player will be given a UV light and allowed to search for secret doors or compartments, which will glow **RED**.



Drow Blade Venom: This midnight black liquid will cause an additional +5 HP damage for the first successful attack when applied to the player’s weapon. This takes one combat round to apply. The afflicted monster will be able to make a Fortitude saving throw attempt (DC 15) for no effect. This is a one-time use item.

Dwarven Ale: This thick strong ale will cure 5 HP of damage. However the after-effects are strong and the player will suffer -2 to his Armor Class in combat. The effects last for the entire room, but the healing effect permanent. Negative effects are stacked if multiple ales are consumed in a room.

Dwarven Dapplebock: This refined thick beverage will imbue the character with an additional six (+6) points to their strength, however it will reduce their Armor Class by two (-2) points, the effect lasts for an entire room. Only one may be consumed per person per room.

Dwarven Draught: This restorative drink will increase a player’s Fortitude Saving Throw attempts by six (+6) points. Only one may be consumed per person per room.

Dwarven Mead: This hardy wine will imbue the player with immunity to charm, fear or sleep. The effect lasts one room.

Dwarven Pilsner: The strength of this light brew is often overlooked. Consuming the beverage will heal a character five (+5) Hit Points. However, the consequences are that the player is stunned for one round.

Elixir of Life: This potent drink allows the character to cheat Death. When used, it effectively sends Death away by resurrecting a recently deceased party member. This elixir must be used within the encounter (room) where the death occurred. This elixir will restore a player to life with full hit points if it is administered to the dead character by another living character. The elixir can also be used by a living player to restore himself to full hit points. Note: The Elixir does not restore spells or other limited use feats (e.g., Paladin healing).

Elixir of Vitality: When consumed at the beginning of the adventure, this constructed elixir will add an extra one hit point to the player’s maximum total. Only one of these may be used per adventure.



Endure Elements: This potion gives the character immunity to naturally occurring fire AND extreme cold. It has no benefit against magically created fire and cold. The effect lasts the entire encounter (room).

Essence of Figwort: This elixir gives an additional 2 points (+2) to Fortitude based saving throws and the effect lasts for the entire room (encounter).

Essence of Mandrake: This tincture is crafted to provide an additional two (+2) to Will based saving throw attempts and lasts for the entire room (encounter).

Essence of Mistletoe: This extract provides an additional 2 points (+2) to Reflex based saving throw attempts and lasts for the entire room (encounter).

Faerie Water: This water from a secret mystical source will purify any liquid, up to one cubic yard in volume.

Fire Resistance: This potion imbues the drinker with resistance to all types of fire. The potion negates half the damage caused by exposure to heat or fire regardless of source. The potion lasts for the entire room.

Flask of Survival: With three doses of elixir total, consuming a dose from this durable flask will render the character immune to naturally occurring cold and fire. The effects of this magic will last for an entire encounter (room).

Frost Resistance: This potion imbues the drinker with resistance to all types of cold. The potion negates half the damage caused by exposure to cold or cold attacks, regardless of the source. The potion lasts for the entire room.

Haste: This potion allows the player, if she wishes, to “take a mulligan” and re-slide one attack per combat round. The effect of this potion lasts for only one encounter (room). Rangers and Monks under the effect of this potion can only re-slide one attack of their choice.

Invisibility: For the duration of one room, this potion renders the drinker totally invisible. This may allow the character to avoid detection by a monster that relies on its sense of sight to detect enemies. If used by a Rogue, the potion will also duplicate the effect of a Boots of Elvenkind token and will allow the Rogue to immediately make a sneak attack instead of waiting one round to set it up. Note that if the drinker makes an attack (or casts an offensive spell) then the invisibility effect is broken.



Jewel Weed Extract: The juice of this well-known woodland plant is used to remedy many ills, but when brewed into this special extract the effect of consuming a vial of this liquid will heal the user one (+1) hit point.



Leaping Attack: Drinking this potion will allow the player to attack a flying or levitating monster with a melee weapon. The potion does not imbue the character with the ability to fly or levitate, rather it allows them to leap upward, strike a flying target with a melee weapon, and return to their original location. The effect lasts for an entire encounter (room).

Monk's Mead: Brewed by the monks of Pelor, this delicate wine will cure the imbiber +3 hit points of damage and imbue the player with immunity to mental type attacks. The immunity effect lasts one room, but the healing is permanent.

Nixie Mead: Quaffing this beverage will cure one hit point of damage for the imbiber.

Nymph's Tears: Consuming this potion will cure the player of eight (+8) hit points of damage, however the consumption will weaken the player such that he cannot attack for the rest of the room (encounter).

Oil of Ghost Touch: This oil takes one round to apply to a weapon. The effect of the oil, which lasts for the entire combat, negates the potential 50% chance to miss during combat against a non-corporeal being.

Oil of Holiness: This blessed oil can be applied to a weapon to cause an extra +3 points of damage against evil monsters. This takes one combat round to apply and there is no save. This is a one-time use item, but the effect lasts for an entire encounter (room).

Oil of Smiting: When applied to a blunt weapon this oil has the same effect as a Keen Edge spell would have on a sharpened blade. The weapon now scores a critical hit, thus doing double damage, on an attack score of either 19 or 20.

Oil of the Yeti: When applied to a melee weapon, this mysterious oil adds the effect of three points (+3) cold damage to each successful melee attack. The effect lasts for the entire combat.

Orcish Stout: This thick bitter brew heals the drinker +8 points of damage; however, the lasting effects of the alcoholic mix reduce the player's AC by -2 points. The effect on AC does last for the duration of the room, but the healing is permanent.

Owl's Wisdom: Drinking this potion provides the Cleric or Druid with added insight and allows the player to re-try her healing class skill immediately. This involves picking the correct prayer bead or identifying the correct leaf named by the DM.



Pelor's Piety: Consumption of this blessed concoction will add four points (+4) to a character's Will based saving throw attempts. The effect will last for an entire room (encounter).

Pelor's Rage: Consumption of this blessed liquid will grant the imbiber one point (+1) to each melee attack and one point (+1) damage when fighting undead monsters. The effect lasts for one encounter (room).

Pelor's Resolve: Consumption of this blessed potion will grant the imbiber immunity to fear effects or fear based magics. The effect lasts for an entire room (encounter).

Phial of Conflagration: When the phial is thrown it breaks and it fills a 3' diameter area with alchemical fire causing 16 points of fire damage to one creature within the area. To hit the monster, the player must hit AC 15. If hit, the foe gets a Reflex save of DC 15 to take half damage. If the creature is somehow forced to remain in the area, it will continue to take damage each round. The fire from this device will continue to burn for the entire encounter (room).

Polymorph (Cave Bear): Usable by the Druid and Wizards only, this magical blend will transform the player into a Cave Bear. The effect lasts for the entire room and the token is used in the combat slider for attacks. The Druid or Wizards cannot use their spells or any physical items while physically transformed. They do, however, retain their respective Armor Class and Hit Points. This token must be turned in to the DM before moving to the next room. The player may assume their natural form at any time, but it takes one round to change back to the character's normal form.

Polymorph (Bear): Usable by the Druid and Wizards only, this blend of oils and alchemy will transform the player into a bear. The effect lasts for the entire room and the token is used in the combat slider for attacks. The Druid or Wizards cannot use their spells or any physical items while physically transformed. They do, however, retain their respective Armor Class and Hit Points. This token must be turned in to the DM before moving to the next room. The player may assume their natural form at any time, but it takes one round to change back to the character's normal form.



Polymorph (Otter): Usable by the Druid and Wizards only, this concoction will change the player into an otter. The effect lasts for the entire room and the token is used in the combat slider for attacks. The character is also bestowed with the swimming ability of that small study creature. The Druid or Wizards cannot use their spells or any physical items while physically transformed. They do, however, retain their respective Armor Class and Hit Points. This token must be turned in to the DM before moving to the next room. The player may assume their natural form at any time, but it takes one round to change back to the character's normal form..

Polymorph (Shark): Usable by the Druid and Wizards only, this concoction will change the player into a shark. The effect lasts for the entire room and the token is used in the combat slider for attacks. The character is also bestowed with the swimming ability and ferocity of the terror of the deep as well as the ability to function (breath) underwater. The Druid or Wizards cannot use their spells or any physical items while physically transformed. They do, however, retain their respective Armor Class and Hit Points. This token must be turned in to the DM before moving to the next room. The player may assume their natural form at any time, but it takes one round to change back to the character's normal form. In most cases, this potion is only effectively useable underwater.

Polymorph (Viper): Usable by the Druid and Wizards only, this magical blend will transform the player into a viper. The effect lasts for the entire room and the token is used in the combat slider for attacks. The Druid or Wizards cannot use their spells or any physical items while physically transformed. They do, however, retain their respective Armor Class and Hit Points. This token must be turned in to the DM before moving to the next room. The player may assume their natural form at any time, but it takes one round to change back to the character's normal form.

Rue Extract: When consumed, this herbal extract will cure the consumer from the effects of paralysis. This potion must be administered by another character.

Salve of Restoration: This blessed salve removes any effects of undead touch attacks (such as a Ghoul's paralyzing touch attack). This token must be turned in to use and takes one round to apply.



Salve of Shadowvein: Application of this salve renders the user immune to any special attack powers (such as level drain or paralyzation) employed by undead creatures. The effect lasts for an entire room. This token must be turned in to use and takes one round to apply.

Salve of Stoneskin: Application of this salve renders the user immune to the first successful melee attack against the player during combat. Only one Salve of Stoneskin may be used per combat per player. The effect only lasts for the duration of a room and the token must be turned in to the DM. The Salve takes one round to apply.

See Invisibility: As suggested, consumption of this potion allows the character to see persons, monsters, or items that normally would be invisible to the naked eye. The potion lasts for the entire encounter (room).

Siren Wine: This rare infusion will heal the drinker three (+3) hit points and removes the effects of Charm.

Truefoil Extract: Made from the liquid carefully extracted from this sought after plant, consuming this vial will both cure three hit points (+3) and remove the effects of Stun. This potion must be administered by another character.

Universal Solvent: This wondrous liquid will dissolve any sticky substance to free a player.

Water Breathing: Consuming this liquid allows the imbiber to breath normally under water. The effect lasts for one entire encounter (room).

Wolfsbane Extract: Consuming this herbal extract will allow the user to re-roll a saving throw attempt versus magical disease. Due to the toxic nature of the plant, the potion may only be used once per encounter (room).

Yew Bark Extract: This extract made from the inner bark of a Yew tree will temporarily increase a user's strength by two points (+2) which will increase melee damage by one (+1) point and increase attack attempts ("to hit") by one (+1) point. This effect will last one encounter (room) and only one potion may be consumed.

Miscellaneous Items:



Brawler's Mug: Usable by all but the Ranger, holding this mug in the character's off-hand while attacking with a one handed weapon grants the wielder an additional two (+2) points of damage during melee. There are two tokens with this name, one common (weapon with damage wheel) and one **rare** (augmenting damage). **Only the rare version augments damage.**

Censer of Sacrifice: As the token indicates the sacrifice of 100GP in gems and the ignition of the censor's magic will remove most curses. The gems must be turned in when used but the Censer is a permanent item.

Dust of Appearance: This fine silvery powder will reveal all invisible people, monsters, and items within a room. This token must be turned in to the DM to use.

Earcuff of Energy: This decorative ear piece when worn by a spell caster will allow the player to recast a 1st level spell in the very next round. The recast spell is evoked as a scroll (thus subject to no modifiers or skill tests) and must be cast in the very next round in order to use the effect. This can be used once per encounter (room).

Earcuff of Salvation: Wearing this decorative earpiece protects the player from becoming an undead monster in the event of character death during an adventure.

Ektdar's Tinkering Tool: Use of this amazing relic will allow a Rogue to start a skill challenge from the midway point through the challenge instead of at the start. This may only be used once per disarm attempt (room or encounter), and it cannot be used in conjunction with a Masterwork Thieves' Tool (together at the same time). However, it is possible for a Rogue to use her Masterwork Thieves' Tool after she uses the Ektdar's Tinkering Tool. This second chance would start at the beginning of the skill challenge.

Figurine of Power: Owl: Usable by the Druid and Ranger, carrying this small figurine allows the owner to negate the damage from one melee or missile attack. The damage is absorbed by the figurine and the action can be taken only once per adventure. The figurine does not absorb damage from spells, traps, or "push" damage taken when moving to the next room.

Gem of Blinding: Speaking a command word will release a blinding flash from within this beautifully crafted gem. The effect of the flash will cause a monster to fight at -4 to hit for one round. The monster is allowed a Reflex save against a DC 15 for no affect. This item can be used 4 times before it cracks and turns to a pile of ash.



Gem of Healing: When crushed, the energy released will heal all party members +5 HP. This is a one-time use item.

Goblet of Healing: Pouring two flasks of Faerie Water (i.e., turn in two tokens) into this goblet and consuming the liquid from the goblet will grant the imbiber three (+3) points of healing.

Holy Symbol of Pelor, Greater: Wearing this holy relic doubles the damage normally caused by any successful attempt to turn undead. This symbol cannot be worn with any other Holy Symbol.

Holy Symbol of Pelor: Wearing this holy relic adds +2 damage to any successful attempt to turn undead. This symbol cannot be worn with any other Holy Symbol.

Horn of Blasting: Sounding this finely wrought horn, as your action during combat, will cause two (2) points of force damage to all monsters in the room. This horn may be used only once per encounter (room). Multiple horns may be used in a party, but only one per player per room.

Hourglass of Imprisonment: This wondrous item will entrap a monster in extradimensional space for three combat rounds. There is no save. Once used, the item will vanish.

Lenses of Accuracy: These constructed eyepieces made from the finest quartz lenses enhance the long vision of the wearer granting plus one (+1) to ranged attacks, including spells cast from the character card that require a slide on the combat board to hit.

Lenses of Clear Sight: Wearing these finely wrought goggles will allow the character to see through or past the effects of invisibility, displacement magic, and mirror image effects. The effect lasts as long as the lenses are worn.

Lens of the Hawk: Wearing this eyeglass will grant the player an additional one (+1) to attack attempts with non-magical ranged weapons. Magical projectiles (arrows, bolts, bullets) launched from non-magical weapons are not affected by this lens. However alchemical weapons (e.g., Thunderstone) are compatible with this device.

Libram of Looting: The knowledge contained within this much coveted text will allow a Rogue to both discover information about his environment (read the clue) and discover amazing treasures (treasure token draw) each time the Rogue Skill Test is successfully performed.



Masterwork Holy Symbol: This enhanced holy relic adds +1 damage to any successful attempt to turn undead. This symbol cannot be worn with any other Holy Symbol.

Masterwork Thieves' Tools: This superior set of picks, files, and other fine instruments allows the player to re-try disarming a trap if it has been triggered during a disarming attempt. This item only allows one such re-try per game and must be shown to the DM to use. Only one of copy of this item (token) may be used per adventure; in other words, a Rogue may only carry one of these tokens. This item is a permanent item and does not have to be surrendered to the DM when used. If a player has both Masterwork Thieves' Tools and Ektdar's Tinkering Tool, Ektdar's Tool must be used first for re-attempt. The two cannot be used together, (i.e., ETT cannot be used with MWT to start over at the midpoint).

Minotaur Horn of Alert: Sounding this roughly shod instrument will dispel the effects of natural or magically induced sleep and allow the party to engage immediately in combat.

Pearl of the Planes: Crushing this pearl releases magics that allow Wizards to make two selections instead of one for the Wizard's challenge. If one of the two is correct, the Wizard will get the full bonus for a successful selection. This item must be turned in before the skill test is attempted.

Pearl of Prayer: Usable by the Cleric and Druid, crushing this small blessed pearl will enhance the effects of a cast spell (not scroll) by three (+3) points.

Pearl of the Sirine: Crushing this enchanted pearl and consuming it will allow the user to utter command words, invoke the verbal components of spells and scrolls, and/or perform Bardsong underwater. The effects last for one room (encounter) and do not also grant the user the ability to breathe underwater. Note that scrolls will be immediately destroyed by an underwater environment before a scroll can be read unless magic is used to preserve the scroll.

Pouch of Tulz: Responding to the will of the wearer, the organizational properties of this seemingly normal pouch will allow the wearer to instantly retrieve any Potion, Oil, or Salve in their possession and use it as a free action once per combat encounter.

Quiver of Anointment: This magical container effectively stores any weapon-based enchanting oil and will allow the owner to apply that oil as a free action to an appropriate missile weapon. This device will function as effectively underwater.



Smokestick: Ignition of this device fills a 10' cubic area with dense hazy smoke which lasts for the duration of the encounter (room). It effectively renders all players and monsters in the area obscured for ranged attacks. The effects of this token reduce the chance to hit for both player and monster via a targeted ranged attack by -4 points. This means that all ranged weapons (i.e., bows, slings, or thrown weapons) and all targeted spells (e.g., Lightning Strike) receive a -4 penalty to the attack attempt. Melee attacks and spells that automatically hit (e.g., Magic Missile) do not receive a penalty.

Sniper Spectacles: Wearing these eye coverings will grant the player three (+3) points to ranged attack attempts, including spells cast from the character card that require a slide on the combat board to hit.

Spectre's Spectacles: Wearing these lenses will grant the player ten (+10) points to their saving throw attempts against "gaze" type attacks (e.g., a Medusa's petrification)

Tanglefoot Bag: If this item is successfully used in a missile attack, the monster is covered in a thick and sticky glue. For the rest of the combat the monster is -2 to its AC. The effect of this device will stack with one Weighted Net, but multiple Tanglefoot Bags and Weighted Nets will not have a stacking effect. As a physically thrown item, its chance to hit is augmented by items that grant bonuses by increased dexterity, (e.g., Potion of Cat's Grace).

Triton Horn: Sounding this horn causes two (2) points of sonic damage to all monsters in the room.

Wil's Dragonheart: This intriguing charm, created by powerful enchanting magic inspired by the legend of the famous Dragon Slayer, will increase the possessor's maximum Hit Points by four (+4).

Wondrous Jar of Courage: This deep blue dye is infused with rare faerie magic to grant the wearer +2 to all Will saving throws. The paint is applied to the character's face at the start of the adventure, and the effect lasts the entire dungeon. The jar is attuned to (and usable by) one character only, and it has 5 charges before it is emptied.

Wondrous Savior Stone: Evocation of this stone's stored energy allows a player to undo the action that would have resulted in death. This token is a one-time use.

Bard's Instruments

Bards have the ability to perform to inspire their party. This performance grants one point (+1) to attacks and one point (+1) to damage (+2 to each if 5th level). It is assumed the Bard is performing with a simple lute that requires both hands. The various instruments available add additional bonuses or actions above this standard bonus. The total listed on each token is added to the base bonus of the character, depending on level. See the chart on [page 159](#) for more information.



Briano's Blessed Bodhrán: When used by the bard to perform his inspirational song for the party, this finely constructed instrument, will enhance the effects of Bardsong with an additional two points (+2) of damage (+3 total). Playing this instrument will also allow the bard to cast spells (not scrolls) while performing.

Lyre of Echoes: When the Lyre of Echoes is used by the bard to perform for the party, the bard can stop performing and switch back to engaging in combat with the effects of Bardsong lingering for one additional combat round after the Bard stops playing.

Lyre of Luck: When used by the Bard to perform his inspirational song for the party, this magical instrument also grants an additional one point (+1) to all saving throws, in addition to the normal Bardsong effects to hit and damage.

Lyre of Rage: When the Bard uses this enchanted instrument to inspire the party, the intense emotions brought forth will further enhance the Bardsong bonus increasing the normal party damage bonus from plus one/two (+1/+2) to hit and plus one/two (+1/+2) damage, to plus two/three (+2/+3) to hit and plus one (+1) damage (both melee and ranged). The effect lasts as long as the Bard maintains his performance.

Lyre of the Siren: The use of this enchanted instrument allows the Bard to perform underwater to inspire the party. Note: this does not allow the Bard to breathe underwater.

Magnificent Bard's Instrument: When this instrument is used by the Bard to perform for the party, an additional two (+2) points of damage (+3 total) is added to both melee and ranged attacks (different from **Masterwork Bard's Instrument** which is melee only).



Masterwork Bard's Instrument: This beautifully crafted musical instrument enhances the Bard's combat singing power. In addition to the normal +1 to damage (4th level Bard), every party member gets to add an additional two points (+2) to their damage beyond Bardsong effects (+3 damage total). Essentially the token reflects the addition of two points (+2) to the normal Bardsong effect for damage (this extra damage applies to melee only). This is a permanent item, which can be used anytime throughout the adventure, and it is not turned into the DM unless destroyed during the adventure. **The extra damage bonus only applies to melee weapons.**

Widseth's Mystical Lute: The famed bard Widseth received this instrument from famed Elven woodworkers in appreciation of a feat of extreme bravery on behalf of the Elves of the Western Forest. The lute is enchanted to play itself, and thus any bard who possesses this exquisitely made instrument will be able to perform manual feats during combat as the instrument literally plays itself. This means the Bard can make a melee or missile attack, but they cannot cast a spell or do anything else that requires the Bard to stop singing. Widseth's Lute adds +2 to the damage effect of the Bard's singing for a total of plus three (+3) damage. The extra damage bonus applies to both melee and ranged attacks.

Ioun Stones



Ioun Stone – Beryl Prism: When released this crystal will circle the player’s head. This Ioun Stone will grant the player an additional one point (+1) to the player’s saving throw attempts. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone – Black Pearl: When released this crystal will circle the player’s head. This Ioun Stone will negate MOST magical bonuses to hit, that an opponent may have when attacking the owner. The following to-hit bonuses are not affected by the Black Pearl:

- Natural strength for melee attacks
- Natural dexterity for missile attacks
- Effects of Bardsong
- Effects granted by the character card (e.g., Fighter’s weapon focus ability)

This Stone is a permanent item; however, when employed, as with any item, circumstances within the dungeon could cause its destruction or removal. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone – Coral Cube: When released this cube will circle the player’s head. This Ioun Stone will grant the player the ability to activate the magic contained in scrolls and wands without actually uttering the command word out loud. This does not apply to spell casting or Bardsong. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack. This item only works underwater.

Ioun Stone – Coral Sphere: When released this sphere will circle the player’s head. This Ioun Stone will grant the player the ability to use scrolls underwater. However it does not also grant the ability to talk or utter verbal command words/components necessary to release the magic stored in a scroll. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack. This item only works underwater.

Ioun Stone – Emerald Prism: When released this sphere will circle the player’s head. This Ioun Stone will remove any underwater hindrances from the use of weapons by the player. Thus, a character could use a slashing weapon, for example, without penalty. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack. This item only works underwater.



Ioun Stone - Faceted Amber: When released this gem will circle the player's head. This Ioun Stone will grant the player protection from missile attacks or magical spells cast at the player. The effect will reduce the spell or missile's damage by -2 hit points. This Stone is a permanent item; however when employed, as with any item, circumstances within the dungeon could cause its destruction or removal. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone - Iridescent Spindle: When released this crystal will circle the player's head. This Ioun Stone will allow the player to survive in an environment where no air would be present (e.g., vacuum or underwater). This Stone is a permanent item; however, when employed, as with any item, circumstances within the dungeon could cause its destruction or removal. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone - Lavender Ellipsoid: When released this crystal will circle the player's head. This Ioun Stone will grant the player immunity to the side effects of all undead touch attacks (e.g., paralysis, poison, curse, etc.) This immunity does not extend to the effect of a physical attack (i.e., damage from bludgeon). This Stone is a permanent item; however, when employed, as with any item, circumstances within the dungeon could cause its destruction or removal. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone - Mithral Pyramid: When released this small metallic pyramid will circle the player's head. This Ioun stone will grant the player an extra two (+2) points to saving throw attempts against undead touch attacks. This Stone is a permanent item; however, when employed, as with any item, circumstances within the dungeon could cause its destruction or removal. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone - Topaz Sphere: When released this small blue sphere will circle the player's head. This Ioun stone will protect the player such that any Darkrift energy attacks will be reduced by ten (-10) points of damage. The effects of this stone stack with those of the **Topaz Trilliant**. This Stone is a permanent item; however, when employed, as with any item, circumstances within the dungeon could cause its destruction or removal. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.



Ioun Stone – Topaz Trilliant: When released this faceted gem will circle the player’s head. This Ioun stone will grant the player an additional two (+2) points to saving throw attempts and protect the player such that any Darkrift energy attacks will be reduced by ten (-10) points of damage. The effects of this stone stack with those of the **Topaz Sphere**. This Stone is a permanent item; however, when employed, as with any item, circumstances within the dungeon could cause its destruction or removal. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone – Violet Prism: When released this crystal prism will circle the player’s head. This Ioun stone will absorb one spell cast at the user, per charge expended (the spell can be up to third level). The actions of this Ioun stone are controlled by the will of the player/character. If the player chooses not to expel a charge, one will not be marked off automatically. This also negates the stone interfering with any wanted magic directed towards the player (such as healing)

IOUN STONE ITEM OF NOTE: (Attacking an Ioun Stone):

Only these tokens (and spells) automatically hit an Ioun Stone:

- 1) Magic Missile (spell, scroll and wand)
- 2) Ring of the Ram

No other magic effect will damage an Ioun Stone as they are highly resistant to magic (other than "force damage"). Because Ioun Stones move so fast, it is impossible for a character to grab a stone with their hand or any other device (like a Mage Hand). It can only be struck with a weapon that lands touching the Ioun Stone area on a combat board. No to hit bonuses affect this slide. You must land on the Ioun Stone area on the combat board to damage it with a melee or missile attack.

Charms



Cadaver Charm: This charm heals the holder two (+2) Hit Points (up to character's maximum) when the first (or only) monster is defeated in a room.

Charm Necklace: While not a charm itself, this unique necklace (does consume the necklace slot) allows the player to have three additional charms (for six total) in play during the adventure.

Charm of Awareness: The holder of this small silver charm will never be surprised and will also add one point (+1) to the party's initiative role. This addition to the party's initiative roll can be increased for each player who carries one thus increasing the party's initiative role by up to ten (+10) points.

Charm of Final Repose: The holder of this charm is able to affect critical hits on undead creatures and if the player is the Rogue, allowed to perform a Sneak Attack on undead creatures. (Normally undead are immune to critical hits and sneak attack bonuses.)

Charm of the Urchin: The retributive magic of this charm will deliver four (4) points of damage to a monster if the charm's owner is killed during the monster's melee attack.

Charm of Spell Swapping: This charm allows spell casters to recast a used spell that either heals or causes damage in exchange for a higher level spell. The charm cannot be used if the player does not have any higher level spells available (not used) to sacrifice. This charm does not work on spells that do not either heal or cause damage in combat (e.g., Instant Safeguard).

Charm of Synergy: This unique charm grants one (+1) Hit Point to the character's maximum Hit Points for the adventure plus one (+1) additional Hit Point for every other member of the party who holds their own Charm of Synergy up to a maximum of ten (+10) points.

Draco-Lich Claw Charm: This Transmuted charm adds an additional two (+2) points of damage to every successful physical (non-magical) melee and ranged attack.



Questor's Charm of Luck: With this tiny silver charm, the player adds one point (+1) to all saving throw attempts (regardless of type). You are also allowed a re-roll if the saving throw attempt is a roll of one (1), even if consecutive rolls of one (1) are made.

Wicked Charm: This charm grants the holder an additional one (+1) point to the character's strength (along with applicable bonuses). However, the consequences of holding this charm penalizes is player one (-1) point on all saving throw attempts.

Herbs and Food (with additional effect)



Belladonna: When this bitter herb is consumed it will allow the player to re-attempt one failed saving throw versus poison. This can only be used one time per person per room and must be turned in when used.

Dwarven Rations: When consumed, these unique iron rations will heal the player +1 HP if they are below 10 HP to begin with. This special Dwarven staple will also bolster the player's Fortitude saves +1. The fortitude effect lasts for the entire room.

Fermented Frostberry: Consuming this small fruit will heal the player one (+1) point of damage.

Fey bread: These thin wafers will provide three (+3) points of healing and will cure many curses, subject to DM discretion and encounter design. Only one may be consumed per person per room.

Gill Leaf: Consuming this wondrous herb allows the character to breath underwater. However, the effects weaken the individual such that they suffer a two point reduction (-2) to their attack attempts. The effect lasts for one room (encounter). Note: the ability to breath underwater does not also grant the ability to talk or utter verbal components necessary to release the magic in a scroll or cast a spell.

Good Fruit: Consuming this soft red fruit will heal the player three (+3) points of damage and will cure many diseases, subject to DM discretion and encounter design. Only one may be consumed per person per room.

Goodberry: Consuming this sweet berry will heal the player two (+2) points of damage up to the character's maximum.

Greater Mistletoe: Usable by the Druid only, when carried, adds one point (+1) of damage to all successful offensive spells cast by the Druid. This is a permanent item and multiple copies do not stack.



Orcish Rations: While tough to chew and a bit of a challenge to the palate, consuming these rations will cure +1 hit point of damage. However, the player will attack at -2 to hit in combat for the rest of the room (due to the internal struggle to digest the “food”).

Consuming multiple rations will have a stacking effect both in healing and in impaired attacks. The negative effects last for an entire room, but the healing is permanent.

Skunkweed: Consumption of this awful smelling herb grants the player immunity from sleep. Use must be declared prior to effects of magic inducing sleep are fully engaged. This is a one-time use item and must be turned in when utilized.

Runestones

Runestones are single use items that are turned in at the beginning of the adventure to your coach. The effects will be added to your overall stats. Only one Runestone may be used per adventure. However, up to two additional Rare Runestones can be attached to one weapon, or one runestone each on two different weapons (per adventure) if the player possesses a **Runestone Fitting Base** (per runestone) and presents it at the beginning of the adventure with the additional rare runstone(s) of choice. Attaching the Rare Runestone still requires the player to turn in the Rare runestone token, but the **Runestone Fitting Base** token is not turned in.



Air Runestone: Allows ranged weapons to function underwater.

Autumn Runestone: Adds one point (+1) Sonic damage to melee weapons.

Chaos Runestone: Adds one point (+1) Acid damage to missile weapons.

Darkrift Runestone: Adds one point (+1) Darkrift damage to missile weapons. It is the primary component for Eldritch Runestone transmutation.

Eldritch Runestone: This transmuted token's effect is different each year. Inquire with your coach at the beginning of the adventure for this year's effect.

Faerie Runestone: If this runestone is implemented, a successful melee attack against a monster will negate any ability natural or magical to appear or become invisible. The effect on the monster lasts for the entire combat after a successful attack.

Ferret Runestone: Adds one point (+1) to character's Reflex saving throw attempts.

Fire Runestone: Adds one point (+1) Fire damage to missile weapons.

Frost Runestone: Adds one point (+1) Cold damage to missile weapons.

Good Runestone: Adds one point (+1) to a Cleric or Druid's memorized healing spells cast upon the user of this runstone.



Law Runestone: If this runestone is implemented, a successful melee attack against a monster will negate any ability, natural or magical, of the monster to regenerate. The effect on the monster lasts for the entire combat after a successful attack.

Lightning Runestone: Adds one point (+1) electrical or Shock damage to missile weapons.

Oak Runestone: If a monster is struck with a melee weapon and this runestone is in play, the monster may not fly for one round (if applicable).

Owl Runestone: Adds one point (+1) to character's Will saving throw attempts.

Spirit Runestone: Implementation of this runestone negates the 50% chance to miss against noncorporeal monsters.

Spring Runestone: Adds one point (+1) Shock damage to melee weapons.

Summer Runestone: Adds one point (+1) Fire damage to melee weapons.

Sun Runestone: Adds one point (+1) Sacred damage to melee weapons.

Toad Runestone: Adds one point (+1) to character's Fortitude saving throw attempts.

Water Runestone: Allows slashing and blunt weapons to be used underwater.

Winter Runestone: Adds one point (+1) Cold damage to melee weapons.

Yew Runestone: Adds one point (+1) to character's total maximum hit points.

Runestone Fitting Base: This allows up to two additional rare (red print) runestones to be used during an adventure by linking it with a specific weapon. Up to two additional Rare Runestones can be attached to one weapon, (or one runestone on two different weapons), if the player possesses a Runestone Fitting Base (per runestone). [Up to two additional runestones per adventure] Attaching the rare runestone still requires the player to turn in the rare runestone token, but the Runestone Fitting Base token is not turned in.

Rings:

Rings are considered worn and therefore “on” at all times when displayed in a player’s GEN CON™ badge holder or other means of displaying tokens visibly to the room’s DM. Rings are permanent items. That is, they do not have to be surrendered to the DM when used. **Note:** As with any other utilized item, rings can be destroyed under extreme circumstances during the adventure.



Feedback Loop: This token allows the player to re-slide once in a combat round. Any tokens displaced due to the original slide, remain in their new final location and are not moved back to their places before the slide; only the player’s combat slider is affected. For characters (Ranger and Monk) that attack with two attack sliders, both sliders must be re-slid. Note: this ring has two charges (consumable).

Khing’s Ring of Supreme Evasion: This magnificent artifact grants the wearer six points (+6) to Reflex saving throw attempts and Improved Evasion per the 5th-level monk ability (If the player makes a successful Reflex saving throw against any attack that normally deals half damage on a successful save, take no damage instead. If the saving throw fails, take half damage instead of full.)

Ring of Air Elemental Command: Wearing this ring will reduce the damage effect from electrical/shock based attacks by five (-5) points. During combat it will also cause two (+2) points of electrical/shock damage to any foe that makes a successful melee attack against the wearer.

Ring of Brilliance: This ring adds three (+3) additional points of Sacred damage to a successful melee attack with a two-handed melee weapon. (Note: Sacred damage is doubled vs. undead)

Ring of the Deep: Allows the wearer to breathe underwater and speak normally, allows the use of command words, and spell casting. A Bard wearing this ring will also be able to use Bardsong to inspire the party.



Ring of Earth Elemental Command: Wearing the ring will reduce the damage from sonic based attacks five (-5) points. During combat, wearing the ring will also cause two (+2) points of sonic damage to any foe who makes a successful melee attack against the wearer.

Ring of Enervation: Wearing this ring when fighting with a two-handed melee weapon will cause an additional two (+2) points of Darkrift damage upon a successful attack (Note: energy-draining undead are immune to Darkrift energy)

Ring of Evasion: Wearing this ring allows the user to take **NO DAMAGE** from all attacks, spell effects, or traps that allow a normal Reflex save for one-half damage. Similar to a 4th level Monk, if the wearer makes her save, the wearer takes no damage instead of one-half damage. If the player fails a save while wearing the ring, the player take full damage as if not wearing the ring at all.

Ring of Evasion, Improved: Wearing this ring allows the user to take **HALF** or **NO DAMAGE** from all attacks, spell effects, or traps that allow a normal Reflex save for one-half damage. Similar to a 5th level Monk, if the wearer makes her save, the wearer takes no damage instead of one-half damage. If the player fails a save while wearing the ring, the player takes only half damage.

Ring of the Eye: Wearing this ring prevents the player from being surprised.

Ring of Feather Fall: The wearer of this ring is effectively immune to falling dangers. The wearer's rate of descent is slowed, allowing the player an easy recovery from any fall.

Ring of Fire Elemental Command: Wearing this ring will reduce the damage effect from fire based attacks by five (-5) points. During combat it will also cause two (+2) points of fire damage to any foe who makes a successful melee attack against the wearer.

Ring of Fire Resistance: Wearing this ring will reduce the damage effect from any kind of fire by half (50%).

Ring of Focus: Wearing this ring adds +1 to a player's healing related (Cleric or Druid) or combat related (Wizards or Druid) spells. It does not apply to scrolls or other artifacts.

Ring of Fortitude: Wearing this ring adds +4 to a player's Fortitude Saving Throw attempts.



Ring of Frost: Wearing this ring will add two points (+2) of cold damage to any melee weapon.

Ring of Frost Resistance: Wearing this ring will reduce the damage effect from any kind of cold by half (50%).

Ring of Gaea: Wearing this ring will protect the wearer by reducing damage from elemental attacks (i.e., fire, cold, and electrical shock), the ring will reduce damage by one (-1) point.

Ring of Intrusion: Some monsters can resist a portion of physical damage inflicted upon them. This ring allows the wearer's first successful melee or missile attack to ignore that Damage Reduction. Thus, if a monster possesses Damage Reduction/10 (DR-10), the first physical (not spell) attack that strikes the monster will NOT be reduced by 10 points of damage. This effect functions once per room per player wearing this ring.

Ring of Iron Will: Wearing this ring adds +4 to a player's Will Saving Throw attempts.

Ring of Iuz: Wearing this ring protects the wearer by reducing damage from undead physical attacks by half (50%).

Ring of Pelor: Wearing this ring adds two points (+2) to damage for melee attacks against undead creatures.

Ring of Protection +1 and +2: Wearing this ring adds +1 or +2 to the wearer's Armor Class. These ring's effects are negated/superseded by the Instant Safeguard Spell

Ring of the Ram: This intricately wrought platinum ring summons a bolt of force that will cause 6 points of force damage to one monster automatically, and it can be used once per combat round. It allows the combatant a guaranteed hit against non-corporeal (e.g., ghost) undead, so the 50% miss chance does not apply. After 5 uses the ring quickly rusts into dust. This ring is usable by all characters, but does take up one ring slot.



Ring of Reflexes: Wearing this ring adds +4 to a player's Reflex Saving Throw attempts.

Ring of Regeneration: When worn, this ring heals the character 1 hit point for each room entered. This healing is performed at the beginning of each room. Healing only applies to the ring wearer. This token has only been given out as a special thank you to True Dungeon Volunteers.

Ring of Riches: If this enchanted ring is worn, the player is given three additional Treasure Coins at the end of the adventure. These coins can be redeemed for additional draws for the Treasure Boxes, or they can be used to obtain TD merchandise. This ring is a permanent item and is not surrendered to activate.

Ring of Sanctuary: The wearer of this ring is protected by a powerful magic. Any monster attempting to attack the ring wearer must make a Will save with a DC of 12. If the monster makes the save, it attacks normally. If it misses the save, it will pass up the player and attack someone else. The effect of this ring no longer works if the wearer attacks or casts a damage causing spell, makes an attack, or casts a spell causing the monster to make a saving throw on the monster at any time during the combat.

Ring of the Serpent: Wearing this ring will add +1 to the damage determined for any non-magical (non-plus or magically enhanced) weapon. This effect applies to Masterwork weapons.

Ring of Shock Resistance: Wearing this ring will reduce the damage from the effects of an electrical based attack (shock), the ring will reduce total damage from a successful attack by half (50%).

Ring of Sonic Resistance: Wearing this ring will reduce the damage effect from sound by half (50%).

Ring of Stunning Fist: Wearing this ring allows a re-slide of a Stunning Fist attempt. Usable by the Monk only.



Ring of Three Wishes: When worn, the player has the ability to request three wishes. Wishes can be used at any time during the adventure. Similar to wands, the wish grantor (DM or TD Admin) will mark off wishes used. Token must be turned in after the last of the three wishes is requested. Only four of these rings are known to exist, and none have ever been used in the dungeon. Three of the four tokens were given out to special volunteers in 2004.

Ring of Water Elemental Command: Wearing the ring will reduce the damage from cold based (and natural elements) attacks five (-5) points. During combat, wearing the ring will also cause two (+2) points of cold damage to any foe who makes a successful melee attack against the wearer.

Ring of Wizardry: This ring, usable by the Wizard classes only, increases a Wizard's prowess when casting a spell that requires a slide (successful hit) on the Combat Board to be made. This ring adds +2 to hit for these spells, and any natural "20" will do double the indicated damage. Note this does not work with spells cast from scrolls, only on spells inherent to the character (i.e., on the character card).

Ring of the Wolf: This ring, when worn, adds one point (+1) to hit attempts to any non-magical weapon (Masterwork weapons included). It does not increase the weapon's damage.

Ring of the Woodworker: Legend tells of man who had such affinity for the natural magic contained within the structure of all forms of wood, that he was able to craft such wondrous tools, weapons, and other items from this raw material better than any other. It was the weapons (staves and clubs) crafted by his skill that are long sought after. It is said that they are so crafted as to release the natural energy within the wood to increase the normal damage by an additional two points (+2) beyond a normal attack. In the twilight of his days he is said to have collaborated with a mysterious man of many forms of magic to craft a band of gold, ebony, and diamond imbued with the power of augmenting any wooden weapon to increase its damage effect. The wearer of this ring will temporarily enhance any wooden weapon by increasing its damage by two points (+2).



Supreme Ring of Elemental Command: When worn, this wondrous construct will reduce the damage from cold, fire, sonic, and electrical damage by ten (-10) points. In addition, the ring will deliver three (+3) points of Eldritch (divine Druid magic) damage to any monster that hits the wearer in melee combat. Given that Eldritch magic is a very rare and ancient form of magic lost to the ages, and only very ancient elder magic can conjure it, there is no known resistance to its effects.

Wish Ring: The user that invokes the power of this ring may cause one of several effects to occur. Once the ring is used, the magic dissipates leaving the user with a 1000 GP value ring. The possible powers which can be invoked include:

- 1) Heal entire party to full hit points
- 2) Resurrect/restore player killed and whose body is lost
- 3) Allow 1 player to have two neck slots for adventure
- 4) Allow player to draw out 25 tokens from 1 treasure box
- 5) Give 1 player +5 to damage for entire combat

This ring is handed out as a special token of gratitude from the organizers of the event.

Wands:

Each wand has a number of charges which are indicated on the token as small circles or boxes. This is a total for the life of the wand, and can be used across multiple adventures. The DM will mark one charge circle/box on the token every time the wand is used. Once all charges are used the token must be surrendered to the DM. Each of these wands require a spoken word to activate and thus cannot be used in areas of magical silence or while sneaking.

	<i>Bard</i>	<i>Cleric</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Wizards</i>	<i>Druid</i>
<i>Fey Wand</i>					✓	✓
<i>Scepter of the Dead</i>		✓				
<i>Wand: Cure Light Wounds</i>	✓	✓				✓
<i>Wand: Detect Magic</i>	✓	✓	✓	✓	✓	✓
<i>Wand: Eel</i>					✓	✓
<i>Wand: Forcebolts</i>					✓	
<i>Wand: Frost</i>					✓	
<i>Wand: Illumination</i>	✓	✓	✓	✓	✓	✓
<i>Wand: Life Stealing</i>					✓	
<i>Wand: Lightning Bolt</i>					✓	
<i>Wand: Magic Missiles</i>					✓	
<i>Wand: Melf's Acid Arrow</i>					✓	
<i>Wand: Shock</i>					✓	
<i>Wand: Slow</i>					✓	
<i>Wand: Snowballs</i>					✓	
<i>Wand: Tentacles</i>					✓	✓
<i>Wand: Tide</i>					✓	✓
<i>Wand: Waves</i>					✓	✓



Fey Wand: Each charge expelled from this wand will reduce a monster's saving throw ability by three (-3) points. Note this wand can only be used once per monster engaged in combat.

Scepter of the Dead: This holy relic allows all dead players in a party to talk for one encounter (room). These ghost players may not interact physically but can assist verbally in strategy and puzzle solving. Be warned, however, use of this relic comes with a price. At each activation, once per room, the Cleric will endure the price of 5 HP of damage for breaching the veil between the living and dead.

Wand of Cure Light Wounds: Touching an injured party member with this wand will heal 5 HP for each charge used.

Wand of Detect Magic: Similar to the Scroll and Spell, activating a Wand of Detect Magic allows the player to search the room for traces of magic, magical writing, and magical runes. Each charge lasts 30 seconds, during which a player will be given a UV light to search for traces of magic, which will glow **BLUE**.

Wand of the Eel: Releasing the magic of this wand causes four (4) points of shock damage to a monster.

Wand of Forcebolts: Activating the magic of this wand will cause four (4) points of Force damage to all monsters in room.

Wand of Frost: This wand, when activated, sends a narrow bolt of cold at a selected monster. That monster will take 7 points of cold damage with no save. May be used once each combat round.

Wand of Illumination: When released, the magic of this wand causes an emanation of sacred light to fill the room and all undead creatures in room will suffer a two point (-2) reduction to their Armor Class. Multiple uses of this wand do not stack.

Wand of Life Stealing: This enchanted rod can be used to steal +6 HP away from a target monster and will heal the Wizard up to the same amount. The monster may make a fortitude save DC 12 to negate the effects of the wand.



Wand of Lightning Bolt: This artifact discharges a bolt of lightning when activated. This bolt will automatically hit and cause 12 HP of electrical damage to any single identified target. Note that a monster that makes a successful Reflex save (DC 15) will take 6 points of damage only. This wand can be activated underwater without harm to the caster or the party.

Wand of Magic Missiles: Each charge from this wand releases a magical ranged projectile, causing an automatic 6 HP (Note: old wooden token, damage was 5 HP) damage to the target of the user's choice.

Wand of Melf's Acid Arrow: Each charge of this wand creates a special hollow arrow filled with acid that flies at a target of the user's choice. This projectile does 8 points of acid damage if the wielder hits an AC 15 on the combat board.

Wand of Shock: Speaking the activation command releases a bolt of electricity that causes two points of damage. This wand can be activated underwater without harm to the caster or the party.

Wand of Slow: Activation of this wand causes a monster to become magically encumbered. The monster must make a Will save against DC 12 or lose its next action (combat included). May be used once each combat round.

Wand of Snowballs: Releasing the magic of this wand will cause the target to suffer a two point (-2) reduction to their Armor Class for one round if the target fails DC 12 Reflex save.

Wand of Tentacles: Releasing the magic of this wand causes the monster to be held by a magical force in the form of tentacled ropes of energy. If the monster fails to make a Reflex save (DC-12) the monster will be held for one round. This prevents the monster from physically attacking and grants plus four (+4) to all physical attack attempts by the party during that one round.

Wand of the Tide: Releasing the magic of this wand causes wave motion in a watery environment that will reduce a monster's underwater to hit by four (-4) points unless the monster makes a reflex save (DC-12). The effect lasts for one combat round.

Wand of Waves: Releasing the magic of this wand causes wave motion in a watery environment that will reduce a monster's next underwater to hit by two (-2) points unless the monster makes a reflex save (DC-12). The effect lasts for one combat round.

Rumors:

All characters may use Rumor tokens. Rumors increase in potential usefulness and probability of being correct as the classification increases. **Note: due to changes in game structure, these tokens are obsolete.**



Rumor - Minor: This token can be turned in to receive a rumor at the start of your event when you get your character. This rumor represents some overheard conversation you heard as you made your way through the tavern. A rumor obtained with a Minor Rumor token has a 50% chance of being correct. Whether the rumor is very valuable to the adventure is another matter. This token appears as both a **common** and **uncommon** token.

Rumor - Medium: This token can be turned in to receive a rumor at the start of your event when you get your character. This rumor represents some overheard conversation you heard as you made your way through the tavern. A rumor obtained with a Medium Rumor token has a 60% chance of being correct. This rumor has a greater chance of being valuable to the adventure.

Rumor - Major: This token can be turned in to receive a rumor at the start of your event when you get your character. This rumor represents some overheard conversation you heard as you made your way through the tavern. A rumor obtained with a Major Rumor token has a 75% chance of being correct. This rumor has a high probability of being valuable to the adventure.

Lore:

2010:

Introduced to True Dungeon tokens in 2010, lore tokens appeared in each pre con ordered pack of 10 tokens. These special lore tokens allowed the collector to log on to www.truedungeon.com and discover special hints about that year's adventure and insights into other things like the formula for combo tokens. Pictured below is an example with the code/clue obscured. Lore tokens are currently obsolete, but may be of value to collectors.



Special:



Special: These “mystery” tokens are redeemed during the training phase of the adventure with the Party Coach, and only at that time will a player discover its properties. Players are forewarned that not everything they find may be beneficial.

Constructed (Combo) Tokens:

These tokens are “constructed” by the player. During specified times and at specified locations, players can exchange a set of tokens (Ingredient list) for one of these special Combo Tokens. Tokens may be made only in the year they are offered. These tokens can be used in the game and have the functionality and restrictions listed. These tokens are printed in a special blue ink to indicate their origin as a constructed or Combo Token. Each of these tokens bears a (or set of) cauldron symbol(s). These symbols indicate rarity of the item (similar to the color class of normal tokens) and the difficulty to create it.

2006



Masterwork Silver Dagger: This chisel pointed, extremely sharp weapon is supremely crafted for strength and sharpness. It can be used as a melee or missile weapon. It may be more effective against certain monsters with vulnerability to silver weapons.

Ingredients: 3x Daggers, Amber (gem), and 40x GP worth of gold and/or gems.

Masterwork Spear: This exceptional weapon is forged for maximum durability and sharpness. While it does not add any bonus to attack, it does +1 points of damage. The weapon can be used as either a melee or missile weapon by the wielder.

Ingredients: Quarterstaff, Dagger or Short Sword, and 40x GP worth of gold and/or gems.

Wondrous Jar of Courage: This deep blue dye is infused with rare faerie magic to grant the wearer +2 to all Will saving throws. The paint is applied to the character's face at the start of the adventure, and the effect lasts the entire dungeon. The jar is attuned to (and usable by) one character only, and it has 5 charges before it is emptied.

Ingredients: Turquoise or Aquamarine (gem), Pearl (gem), and 20x GP worth of gold, or Coral (gem), and 10x GP worth of gold.

Phial of Conflagration: When the phial is thrown it breaks and it fills a 3' diameter area with alchemical fire causing 16 points of fire damage to one creature within the area. To hit the monster, the player must hit AC 15. If hit, the foe gets a Reflex save of DC 15 to take half damage. If the creature is somehow forced to remain in the area, it will continue to take damage each round. The fire from this device will continue to burn for the entire encounter (room). This is a onetime use item.

Ingredients: 1x Garnet, 3x Scrolls of Burning Hands, and 100x GP in gold and/or gems.

Ring of the Ram: This intricately wrought platinum ring summons a bolt of force that will cause 6 points of force damage to one monster automatically, and it can be used once per combat round. It allows the combatant a guaranteed hit against non-corporeal (i.e., ghost) undead, so the 50% miss chance does not apply. After 5 uses the ring quickly rusts into dust. This ring is usable by all characters.

Ingredients: 3x Heavy Mace, 3x Small Shield, 1x Small Steel Mirror, 2x Scroll of Shocking Grasp, 1x Potion of Bull's Strength, 1x Thunder Stone, and 200x GP worth of gold and/or gems.

Wondrous Periapt of Proof Against Poison: This spider-shaped amulet allows the wearer to gain an additional re-try should he miss a Fortitude saving throw verses poison. This permanent item may be used once per encounter (room). If the wearer misses the second saving throw he is then affected by the poison, but he may use another item or scroll to attempt to defeat the poison, if available.

Ingredients: Scrolls of Cure Light Wounds (+8), Purify Food and Drink, Slow Poison, 4x Potion of Cure Minor Wounds (1), 1x Anti-toxin, and 300x GP in gold and/or gems.

2007



Dagger of Throwing: This double bladed weapon returns to the caster when thrown, which means the player does not have to wait until combat is over to retrieve the weapon after throwing. It is also allowable to use this weapon in melee. However, the player does not gain any advantage in melee from the multiple blades (i.e., two attacks).

Ingredients:

Version 1: 7x bladed weapons, 1x Scroll of Keen Edge, and 40x GP in gold and or gems

Version 2: 7x bladed weapons and 1x Stone Spider Fang

Gem of Blinding: Speaking a command word will release a blinding flash from within this beautifully crafted gem. The effect of the flash will cause a monster to fight at -4 to hit for one round. The monster is allowed a Reflex save against a DC 15 for no affect. This item can be used 4 times before it cracks and turns to a pile of ash.

Ingredients:

Version 1: 1x Thunder Stone, 1x Pyrite, 1x Sardonyx, 2x Small Steel Mirrors, 1x Potion of Fire Resistance, 2x Scroll of Shocking Grasp, and 100x GP in gold and or gems.

Version 2: 1x Thunder Stone, 1x Pyrite, 1x Sardonyx, 2x Small Steel Mirrors, 1x Potion of Fire Resistance, 2x Scroll of Shocking Grasp, and 1x Ghoul Tongue.

Spider Silk Shirt: This iridescent shirt wrought from the silk of giant spiders absorbs the damage from a successful spider attack (or any monstrous spider attack). This shirt can be worn under armor and has no class limitations. The shirt will absorb damage from up to four successful spider attacks, then will disintegrate.

Ingredients:

Version 1: 3x Fluorite, 1x Jade, 1x Mortar and Pestle, 1x +1 Cloak of Resistance, 3x Leather Armor, 1x Universal Solvent, 1x Anti-toxin, 1x Scroll of Slow Poison, and 300x GP in gold and or gems.

Version 2: 3x Fluorite, 1x Jade, 1x Mortar and Pestle, 1x +1 Cloak of Resistance, 3x Leather Armor, 1x Universal Solvent, 1x Anti-toxin, 1x Scroll of Slow Poison, 1x Dryder Silk.

2008



Boots of Sure Footing: These boots made from the skin of some unknown exotic beast improve the footing of the wearer such that they receive +2 to all Reflex save attempts.

Ingredients:

Version 1: 2x Hammer and Spike, 2x Grappling Hook, 1x Leather Armor, 1x Silver Bell, 1x Holy Water, and 50x GP gold and/or gems.

Version 2: 2x Hammer and Spike, 2x Grappling Hook, 1x Leather Armor, 1x Silver Bell, 1x Holy Water, and 1x Shambler Slime.

Staff of Striking (+1): This enhanced staff adds an additional +3 HP damage to a successful attack when fighting constructs.

Ingredients:

Version 1: 10x Quarterstaff, 1x Bless, 2x Remove Disease, 1x Knock, 1x Potion of Bull's Strength, 1x Potion of Cat's Grace, 2x Silver Blessing Charm, 1x Holy Water, and 100x GP in gold and/or gems.

Version 2: 10x Quarterstaff, 1x Bless, 2x Remove Disease, 1x Knock, 1x Potion of Bull's Strength, 1x Potion of Cat's Grace, 2x Silver Blessing Charm, 1x Holy Water, and 1x Ectoplasm.

Bracelets of the Zephyr: Wearing this pair of bracelets allows a spell caster, once per combat, to cast an additional spell within a combat round as a free action. Note: only one free action is allowed per combat round.

Ingredients:

Version 1: 1x Thunder Stone, 3x 50' Twine, 1x Blood Opal Charm, 1x Scroll Mind Blank, 2x Potion of Owl's Wisdom, 2x Scroll Read Magic, 1x Holy Water, 2x Silver Blessing Ring, 3x Vial of Ink, and 300x GP in gold and/or gems.

Version 2: 1x Thunder Stone, 3x 50' Twine, 1x Blood Opal Charm, 1x Scroll Mind Blank, 2x Potion of Owl's Wisdom, 2x Scroll Read Magic, 1x Holy Water, 2x Silver Blessing Ring, 3x Vial of Ink, and 1x Quicksilver.

Medallion of Greyhawk: The wearer of this magnificent medallion is immune to the effects of poison, undead touch attacks, and petrification. The wearer also receives a permanent increase to their character's hit points of +2.

Ingredients:

Note, only one version: *1x Potion of Death's Door, 1x Oil of Ghost Touch, 2x Salve of Restoration, 1x Gold Blessing Rod, 1x Each of Stone Spider Fang, Ghoul Tongue, Dryder Silk, Shambler Slime, Ectoplasm, and Quicksilver, and 1x any ingredient from 2008.*

2009



Morning Star: This wicked little bludgeon is amazingly still considered a blunt weapon.

Ingredients:

Version 1: 3X (any mix) Cudgel or Shillelagh, 1X Mortar and Pestle, 2X Aquamarine, and 30X GP (value) in gold, gems, and/or treasure.

Version 2: 3X (any mix) Cudgel or Shillelagh, 1X Mortar and Pestle, and 1X Mindflayer Ooze

(Note: 5X any projectile (arrow, bolt, and/or stone) was accepted in place of the Mortar and Pestle)

Shortbow, Orchorn, +1: This laminate bow crafted from strips made from the horns of vanquished foe, is a highly powerful but compact weapon, just don't tell any half-orc barbarians where the material came from.

Ingredients:

Version 1: 7X Masterwork Arrow, 2X Sling, 1X Cap of the Owl, 2X Spyglasses, 1X Flint Nodule, 1X Potion-Essence of Mistletoe, and 80X GP (value) in gold, gems, and/or treasure.

Version 2: 7X Masterwork Arrow, 2X Sling, 1X Cap of the Owl, 2X Spyglasses, 1X Flint Nodule, and 1X Outsider Feather.

Scepter of the Stirge, +1: This weapon was alchemically crafted using Stirge Spittle during the quenching process. When wielded, each successful attack (hit) will cure the user one hit point (+1) to health up to the player's normal maximum.

Ingredients:

Version 1: 1X Faerie Iron Warhammer, 1X Oil of Smiting, 2X Fireseed-Hollyberry, 1X Scroll of Acid Spray, and 150X GP (value) in gold, gems, and/or treasure.

Version 2: 1X Faerie Iron Warhammer, 1X Oil of Smiting, 2X Fireseed-Hollyberry, and 1X Stirge Spittle.

2010



Elixir of Vitality: When consumed at the beginning of the adventure, this constructed elixir will add an extra one hit point to the player's maximum total.

Version 1: 2x Citrine Gem, 1x Potion of Yew Bark Extract, 2x Turkey Legs, 1x Faerie Water, and one of these: Ogre Tusk or Satyr Wine.

Version 2: 2x Citrine Gem, 1x Potion of Yew Bark Extract, 2x Turkey Legs, 1x Faerie Water, and 30 GP in gold and/or gems.

Lenses of Accuracy: These constructed eyepieces made from the finest quartz lenses enhance the long vision of the wearer and will increase the effect of a ranged attack by one (+1) point (to hit).

Version 1: 100x Silver Pieces, 2x 10GP Quartz Gem, 1x Scroll Gaze Reflection, 1x Faerie Runestone, 1x Archers Buckler, and one of these: Mimic Slime or Harpy Talon.

Version 2: 100x Silver Pieces, 2x 10GP Quartz Gem, 1x Scroll Gaze Reflection, 1x Faerie Runestone, 1x Archers Buckler, and 60 GP Gold and/or gems.

Ring of Frost: Wearing this ring will add two points (+2) of cold damage to any held melee weapon.

Version 1: 2x Arrow of Frost, 2x Scroll of Frost Bolt, 2x Obsidian Gem, and one of these: Skeleton Tooth or Creeper Thorn.

Version 2: 2x Arrow of Frost, 2x Scroll of Frost Bolt, 2x Obsidian Gem, and 250 GP in gold and/or gems.

Dragon Tooth Amulet: This wondrous constructed artifact made from the tooth of a conquered dragon will grant the wearer a 50% chance to completely avoid combat damage cast from spells, spell-like abilities, scrolls, or wands only.

1x Sunstone Gem, 1x Bloodstone Gem, 1x Fire Topaz, 1x of each 2009 ingredient, 1x Dragon Tooth, 1x any 2010 ingredient

2011



Wicked Spear: When wielded in battle, any successful attack that results in a natural twenty (20) as an attack slide will weaken the monster as to reduce the damage it can deliver during melee attacks by two (-2) points. This effect only can be applied twice, regardless of how many spears are used or how many natural twenty (20) slides are made for a total reduction of four (-4) points.

Version 1: 2x Cutlass, 1x Innkeeper's Club, and one of these: Chain Devil Ichor or Dragon's Tooth.

Version 2: 2x Cutlass, 1x Innkeeper's Club, and 40 GP in gold, gems, and/or treasure.

Minotaur Horn of Alert: Sounding this roughly shod instrument will dispel the effects of natural or magically induced sleep and allow the party to engage immediately in combat.

Version 1: 1x Ship's Bell, 2x 10 GP Pearl, 1x Air Runestone, and one of these: Minotaur Horn or Gelatinous Slime

Version 2: 1x Ship's Bell, 2x 10 GP Pearl, 1x Air Runestone, and 80 GP in gold, gems, and/or treasure.

Shield of Deflection: This finely constructed small shield adds two (+2) points to the bearer's Armor Class. It will also provide an additional two (+2) points of Armor Class protection for a total of four (+4) against missile attacks.

Version 1: 2x Wand of Waves, 1x Sea Elf Shield, 1x Cask of Rum, and one of these: Orc Ear or Ice Demon Tongue.

Version 2: 2x Wand of Waves, 1x Sea Elf Shield, 1x Cask of Rum, and 250 GP in gold, gems, and/or treasure.

Constructed Trade (Combo) Tokens:

These tokens are “constructed” by the player. During specified times and at specified locations, players can exchange a set of tokens (see Ingredient list) for one of these special Combo Tokens. Trade Combo tokens also contain Trade Items in the ingredient list. These combos will also be available while quantities last for mail in trade (i.e., not just at True Adventures events.), but can be made in the year they were issued only. These tokens can be used in the game and have the functionality and restrictions listed. These tokens are printed in a special blue ink to indicate their origin as a constructed or Combo Token. Each of these tokens bears a single anvil symbol.

2009



Orb of Pelor: This thrown weapon will cause blunt force damage only to evil creatures. It is retrievable to be used again, but the effect only occurs once per combat.

Ingredients:

1X Dwarven Steel, 1X Minotaur Hide, 1X Darkwood Plank, 2X Sling Bullet of Fire, 1X Scroll of Color Spray, 50X GP (value) in gold, gems, and/or treasure.

+1 Keen Hand Axe: This weapon, similar to the regular Hand Axe, is permanently imbued with the Keen Edge spell. This means that when used a player will cause a critical wound on scores of 19 or 20. This weapon is not subject to further effect from the Scroll: Keen Edge.

Ingredients:

2X Dwarven Steel, 1X Darkwood Plank, 1X Scroll of Acid Spray, 2X Agate Gems, 50X GP (value) in gold, gems, and/or treasure.

2010



+1 Morningstar of Smiting: This enhanced blunt weapon has the effect of a permanent smiting spell cast on it to allow the wielder to affect a critical hit from a slide of 19 or 20 on the combat board. Note: Oil of Smiting will not further enhance this weapon.

Ingredients:

2x Scroll Ray of Enfeeblement, 1x Scroll Sunburst, 3x Dwarven Steel, 1x Bismuth.

Dragonbane Surcoat: This durable outer garment reflects physical attacks from dragonkind back at the attacker such that the attacking dragon will take ten (10) points of damage for every successful attack against the wearer. Note: This item takes up a cloak slot and cannot be worn with other cloaks.

Ingredients:

1x Scroll Shield, 1x Scroll Magic Vestments, 3x Minotaur Hide, 1x Oil of Enchantment.

Frost Short Bow: The magic imbued into this bow causes the damage delivered by common arrows to be considered from the effects of cold rather than just impact or piercing.

Ingredients:

3x Elven Shortbow, 1x Ring of the Wood Worker, 3x Darkwood Planks, 1x Yew Bark Extract.

2011



Flask of Survival: With three doses of elixir total, consuming a dose from this durable flask will render the character immune to naturally occurring cold and fire. The effects of this magic will last for an entire encounter (room).

Ingredients: 1x Alchemist's Ink, 2x Potion of Frost Resistance, 1x Bolt of lightning.

Eel Skin Gloves: These supple gloves made from the skin of a shocking underwater dweller, will charge any metal weapon held such that it will add two (+2) points of electrical damage for each successful melee attack.

Ingredients: 2x Minotaur hide, 1x Oil of Enchantment, 2x Wand of Shock, and 1x Scroll of Shockbolt.

Silver Rapier (+1): With a finely forged blade of the purest silver, enchanted to be as durable as steel, this exceptionally balanced blade is said to be devastating in the hands of a master swordsman. Being made from silver, it may also have an effect against monsters susceptible to silver weapons.

Ingredients: 1x Claymore, 1x Darkwood Plank, 1x Elven Bismuth, 1x 250 GP Silver Bar (or 250 GP worth of gold, gems, or treasure).

Transmuted Tokens

Taking the Combo and Trade Combo concept one step further, starting in 2012 the combo concept will be turned into token transmutation. Instead of taking abstract ingredients and making a wholly new item, existing items (noted on tokens) from the standard year's set are enhanced or transmuted into a more powerful item. The item to be transmuted is one of the primary ingredients in the transmutation and that item is turned in as part of the process. The tokens are printed with a three, four and five pointed star symbol to indicate their designation, rarity, and relative power. Go to this link for additional information: <http://www.truedungeon.com/transmuted>.

- ▲ **Enhanced:** These tokens can be thought of as Uncommon + or a rarity and power somewhere between an Uncommon and Rare regular token.
- ◆ **Exalted:** These tokens can be thought of as Rare + or a rarity and power somewhere between a Rare and Ultra Rare token.
- ★ **Relic:** These tokens can be thought of as Ultra Rare + or a rarity and power somewhere greater than an Ultra Rare token.

2012



Scythe of Reaping: (Enhanced) This augmented weapon could be devastating in the right hands. In addition to higher damage per strike, if the wielder successfully sides a natural 20 (no modifiers) on the combat board, the wielder is healed three (+3) Hit Points (up to maximum).

Ingredients: To make this wondrous item, you will need: one Sacred Slingstone, one Scythe (from any year), and one of the following: Astral Stalker Blood, Lich Finger, or 80 GP (in gold, gems, or treasure).

Eldritch Runestone: (Exalted) This transmuted token's effect is different each year. Inquire with your coach at the beginning of the adventure for this year's effect.

Ingredients: To make this wondrous item, you will need: one Sun Runestone, one Eldritch Dust, one Spirit Runestone, one Shirt of the Spiritward, and one of the following: Rust Monster Antenna, Lich Finger, or 250 GP (in gold, gems, or treasure).



Shade Cloak: (Exalted) This cloak adds one point (+1) to the wearer's Armor Class, adds one point (+1) to all saving throw attempts, and allows the wearer (not party) to speak with dead at will.

Ingredients: To make this wondrous item, you will need: one Shadow Cloak, one Silverweave Shirt, one Scroll: Speak With Dead, one Ioun Stone: Mithral Pyramid, and one of the following: Dire Squid Ink, Gargoyle Fang, or 250 GP (in gold, gems, or treasure).

Draco-Lich Claw Charm: This Transmuted charm adds an additional two (+2) points of damage to every successful physical (non-magical) melee and ranged attack.

Ingredients: To make this wondrous item, you will need: one Darkrift Runestone, one Scroll: Siphon Spirit, one Dire Squid Ink, one Gargoyle Fang, one Rust Monster Antenna, one Lich Finger, one Astral Stalker Blood, one Draco-Lich Claw (2012), one additional 2012 Monster Trophy (any), and one Philosopher's Stone.

Mithral Bracers, +3: (Relic) These beautifully worked bracers, laced with Mithral, provide enhanced protection of an additional three (+3) points to the wearer's Armor Class.

Ingredients: To make this wondrous item, you will need: one +2 Mithral (or Celestial) Bracers, one Mithral Cluster, one Bracers of Smiting, one Bracers of Fire, and the following trade items: 1x Aragonite, 1x Oil of Enchantment, 2x Elven Bismuth, 2x Alchemist's Ink, 4x Alchemist's Parchment, 5x Enchanter's Munition, 4x Mystic Silk, 4x Darkwood Plank, 2x Philosopher's Stone, 8x Dwarven Steel, 5x Minotaur Hide, and 3,000 GP (in gold, gems, reserve bars, or treasure).

Girdle of Frost Giant Strength: (Relic) Wearing this wide belt will increase the wearer's strength by five (+5) points, increasing the character's melee To Hit modifier and Damage with melee and thrown weapons.

Ingredients: To make this wondrous item, you will need: one Girdle of Hill Giant Strength (any year), one Armor of the Lynx, one Topaz Infused Armor, one Potion of Polymorph (Cave Bear), one Girdle of Dwarven Health, and the following trade items: 2x Aragonite, 2x Oil of Enchantment, 1x Elven Bismuth, 2x Alchemist's Ink, 2x Alchemist's Parchment, 4x Enchanter's Munition, 8x Mystic Silk, 2x Darkwood Plank, 2x Philosopher's Stone, 7x Dwarven Steel, 8x Minotaur Hide, and 2,000 GP (in gold, gems, reserve bars, or treasure).



Ring of Improved Evasion: (Relic) Wearing this ring allows the user to take HALF or NO DAMAGE from all attacks, spell effects, or traps that allow a normal Reflex save for one-half damage. Similar to a 5th level Monk, if the wearer makes her save, the wearer takes no damage instead of one-half damage. If the player fails a save while wearing the ring, the player takes only half damage.

Ingredients: To make this wondrous item, you will need: one Ring of Evasion (any year), one Potion of Leaping Attack, one Ring of Brilliance, one Ring of Intrusion, one Silkweave Shirt, and the following trade items: 1x Aragonite, 2x Oil of Enchantment, 1x Elven Bismuth, 2x Alchemist's Ink, 3x Alchemist's Parchment, 3x Enchanter's Munition, 5x Mystic Silk, 2x Darkwood Plank, 2x Philosopher's Stone, 10x Dwarven Steel, 5x Minotaur Hide, and 5,000 GP (in gold, gems, reserve bars, or treasure).

Supreme Ring of Elemental Command: (Eldritch Relic) When worn, this wondrous construct will reduce the damage from cold, fire, sonic, and electrical damage by ten (-10) points. In addition, the ring will deliver three (+3) points of Eldritch (divine Druid magic) damage to any monster that hits the wearer in melee combat. Given that Eldritch magic is a very rare and ancient form of magic lost to the ages, and only very ancient elder magic can conjure it, there is no known resistance to its effects. [Note: this token will be printed with a green token back, and has black print in the title unlike other transmuted tokens]

Ingredients: To make this wondrous item, all four elemental command rings (air, earth, fire, water) plus one each of the following trade items (Dwarven Steel, Minotaur Hide, Elvin Bismuth, Oil of Enchantment, Darkwood Plank, Alchemist's Parchment, Aragonite, Alchemist's Ink, Mystic Silk, Enchanter's Munition, and Philosopher's Stone) must be turned in.

Legendary Tokens

2012



Khing's Ring of Supreme Evasion: This magnificent artifact grants the wearer six points (+6) to Reflex saving throw attempts and Improved Evasion per the 5th-level monk ability. (If the player makes a successful Reflex saving throw against any attack that normally deals half damage on a successful save, take no damage instead. If the saving throw fails, take half damage instead of full.)

Ingredients: To make this wondrous item, you will need: one Ring of Improved Evasion, one Earcuff of Salvation, and the following trade items: 2x Aragonite, 2x Oil of Enchantment, 2x Elven Bismuth, 4x Alchemist's Ink, 10x Alchemist's Parchment, 6x Enchanter's Munition, 10x Mystic Silk, 16x Darkwood Plank, 4x Philosopher's Stone, 18x Dwarven Steel, 10x Minotaur Hide, 1x Golden Fleece, one 25,000 GP Eldritch Bar, and either a Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Surtr's Girdle of Fire Giant Strength: This broad band increases the wearer's strength by seven (+7) points, increasing the character's melee To Hit modifier and Damage with melee and thrown weapons.

Ingredients: To make this wondrous item, you will need: one Girdle of Frost Giant Strength, one Bracers of Fire, and the following trade items: 2x Aragonite, 3x Oil of Enchantment, 2x Elven Bismuth, 5x Alchemist's Ink, 8x Alchemist's Parchment, 5x Enchanter's Munition, 20x Mystic Silk, 14x Darkwood Plank, 4x Philosopher's Stone, 12x Dwarven Steel, 18x Minotaur Hide, 1x Golden Fleece, one 25,000 GP Eldritch Bar, and either a Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

TaMor's Mithral Bracers, +4: These ancient devices, wrought by the legendary TaMor, enhance the wearer's armor class by four (+4) points. See [page 12](#) for set effects.

Ingredients: To make this wondrous item, you will need: one +3 Mithral Bracers, one Ioun Stone: Topaz Sphere, and the following trade items: 3x Aragonite, 3x Oil of Enchantment, 3x Elven Bismuth, 2x Alchemist's Ink, 6x Alchemist's Parchment, 8x Enchanter's Munition, 6x Mystic Silk, 12x Darkwood Plank, 4x Philosopher's Stone, 18x Dwarven Steel, 12x Minotaur Hide, 1x Golden Fleece, one 25,000 GP Eldritch Bar, and either a Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Monster Trophies (Ingredients):

Monster Trophies (Ingredients): Special items will be available only in random treasure generators found at the end of each adventure, and these items will be printed in brown/black (common) and may feature the open cauldron symbol. These items will have limited use during adventures; however, they will be used as part of the creation of Transmuted/Combo Tokens. Items may include mundane things such as trophies collected from monsters (e.g., hide), statuary, herbs, and raw material (e.g., metals or minerals).

2006



2007



2008



2009 True Realm - 2003 Retro



2009 True Dungeon (Indy)



2010 True Dungeon (Indy)



2011 True Dungeon (Indy)



2012 True Dungeon (Indy)



Special Charity Tokens:

When we can arrange it, True Dungeon will create special Charity tokens. These tokens will be either sold individually or, auctioned off with the proceeds going to a charity of the sponsor's or True Adventures naming.

2007

Our Super Hero of residence Feedback (a.k.a., Matthew Atherton) approached us to see if there was a way we could help with something that would generate proceeds for the Make a Wish Foundation and Recording for the Blind and Dyslexic. Our response was the "Feedback Loop." Sold only at the Feedback Autograph booth, online, and through special fan proxy, all the proceeds from the sales of this token went to Matthew's charities.



Feedback Loop: This token allows the player to re-slide once in a combat round. Any tokens displaced due to the original slide, remain in their new final location and are not moved back to their places before the slide; only the player's combat slider is affected. For characters (Ranger and Monk) that attack with two attack sliders, both sliders must be re-slid.

Trade Ingredient and Reserve Tokens:

Reserve Bar Tokens: In order to make True Dungeon wealth more portable and to aid in collection and counting of gold during auctions, we introduced Special Reserve Tokens. These tokens are not printed with a year marker and the name and border are printed in special dark red or burgundy ink. There are currently five denominations of Reserve Tokens represented by bars of precious metals. These tokens will not be part of any year's collection.



Note: the 250 and 500 GP denominations were retired in 2012 to promote trading amongst players. They will no longer be available for mail-in or trading during the con, but existing tokens in circulation will still be honored at face value for sponsored transactions (e.g., auction) and the making of transmuted tokens.



Trade Item Tokens: In order to supply the ongoing demands of the militia, (and to allow collectors another trade avenue for more common tokens), Greyhawk has opened up the coffers of strategic reserve materials and instructed commissioned traders to trade for common and uncommon weapons and armor the following tokens:

For 25 of any common Weapon^a - specially refined **Dwarven Steel**

For 25 of any common Armor^b - resilient **Minotaur Hide**

For 25 of any uncommon Weapon^a - crystalline **Elven Bismuth**

For 25 of any uncommon Armor^b - exceptional **Oil of Enchantment**

For 25 of any rare Armor^b and/or Weapon^a - extraordinary **Aragonite**

For 25 units^c of any gear, item, instrument, runestone, or herbs^d - durable **Darkwood Plank**

For 25 units^c of any scroll - mysterious **Alchemist's Parchment**



^a For these trades, weapons do not include: arrows, bolts, bullets, and Holy Water (specifically, trades will be limited to tokens listed in the Weapons section of the token guide).

^b Armor includes any token listed in the Armor section of the token guide.

^c Trades can be made with any combination of token rarity with the following relative values: Common = 1 unit, Uncommon = 3 units, Rare = 6 units [e.g., 4 rare and 1 common or 2 rare, 4 uncommon, and 1 common].

^d Gear and Items include any token listed in the Gear or Miscellaneous Item sections of the token guide and/or anything from the Bard's Instruments, Runestones, Charms, Ioun Stones, and the Herbs sections.



For 25 units^C of any Potions, Elixirs, Salves, Oils, and/or Liquids - mysterious **Alchemist's Ink**

For 25 units^C of any Projectile (Arrow, Bolt, Bullet, or Stone) - durable **Enchanter's Munition**

For 25 units^C of any Cloaks, Clothing, Bracers, Bracelets, Girdles, Belts, and/or Gloves - luxurious **Mystic Silk**

For 25 units^C of any Wands, Rings, Amulets, Necklaces, Bracelets, Circlets, Crowns, and Earrings - radiant **Philosopher's Stone**

For 10 of any Ingredient (Monster Trophy) - legendary **Golden Fleece**

^C Trades can be made with any combination of token rarity with the following relative values: Common = 1 unit, Uncommon = 3 units, Rare = 6 units [e.g., 4 rare and 1 common or 2 rare, 4 uncommon, and 1 common].

Truecraft Tokens

Truecraft tokens are special game pieces used exclusively at the Truecraft event inside True Dungeon's storyscape. Each token can be turned in at a different station for the opportunity to undertake a crafting challenge. If successful, the player gains a prize themed to the challenge.

2012



Non Game Collectables:

Special Honorarium

A series of honorary guild tokens and title collectibles.

2007



Presented to each player in 2007, regardless of level of completion, at the end of their adventure, this token can be collected or turned in for a free day's admission to the True Dungeon Tavern. Sláinte, Cheers, and Huzah!

2008



Presented to each player in 2008, regardless of level of completion, at the end of their adventure, this token can be collected or turned in for a free day's admission to the True Dungeon Tavern.

Special TD Mug Tokens



Mug will contain the token in a special compartment.



Introduced in 2005, special collectable mugs were sold in the True Dungeon Fantasy Tavern. These tokens do not have value in the game, but are meant to be a fun addition to your True Dungeon Experience. There may be ways an inventive player can utilize these mug tokens in the Fantasy Tavern. These tokens had the 2005b or Dragon symbol on the back.



Given only to volunteers in 2005 were mugs with the token “**Bucknard’s Everfull Mug**” in the base.

True Dungeon Token Collector's Kit

In 2005 True Dungeon released the Token Collector's Kit. This imprinted three ring binder included special pages to store your token collection, and included a special promotional **Bag of Holding** token.



Special Ticket Tokens:

The Golden Ticket 2008

True Adventures created special tokens that were inserted in 16 random first run packs of True Dungeon tokens for sale in 2008. The lucky recipients of a Golden Ticket Token were allowed into a special event run of the 2008 Gen Con Indy event. There were many surprises for those lucky players.



The Silver Ticket 2008

Due to the incredible popularity of the Golden Ticket token, True Adventures introduced the Silver Ticket token. Eight special tokens were randomly distributed among the second run of tokens. The lucky recipients of a Silver Ticket Token was invited to play in a special TD round that of the 2008 Gen Con Indy event.



The Golden Ticket 2009



True Adventures created special tokens that were inserted in 16 random first run packs of True Dungeon tokens for sale in 2009. The lucky recipient of a Golden Ticket Token was allowed into a special event run at 9:00am on Thursday of the 2009 Gen Con Indy event. There were many surprises in store for those lucky players.

The Golden Ticket 2010



True Adventures created special tokens that were inserted in 24 random first run packs of True Dungeon tokens for sale in 2010. The lucky recipient of a Golden Ticket Token was allowed into a special event run at 9:00am on Thursday of the 2010 Gen Con Indy event. There were many surprises in store for those lucky players.

The Golden Ticket 2011



True Adventures created special tokens that were inserted in 24 random first run packs of True Dungeon tokens for sale in 2011. The lucky recipient of a Golden Ticket Token was allowed into a special event run at 6:30 PM on Thursday of the 2011 Gen Con Indy event. There were many surprises in store for those lucky players.

The Golden Ticket 2012



True Adventures created special tokens that were inserted in 30 random first run packs of True Dungeon tokens for sale in 2012. The lucky recipient of a Golden Ticket Token must verify its authenticity and will be allowed into a special event run on Thursday of the 2012 Gen Con Indy event. There will be many surprises in store for those lucky players. For complete details, please go to this link: www.truedungeon.com/ticket

Unique and Special Gratitude Tokens

In gratitude to the token collectors, without who's support True Dungeon would be a lot less cool.

Rod of Seven Parts



Rod of Seven Parts: The rod of seven parts is a mystical construct. Each part has its own unique properties and can be used in the game as is. Carrying the individual parts will be enough to benefit from their effects. These must be shown to your Coach at the beginning of the adventure to gain the benefits. The effect of assembling all seven parts is currently unknown.

Rod of Seven Parts - Part 1 (2008): Increases the character's maximum hit points by one (+1).

Rod of Seven Parts - Part 2 (2009): Adds one point (+1) to a player's Reflex saving throw attempts.

Rod of Seven Parts - Part 3 (2010): Adds one point (+1) to a player's Fortitude saving throw attempts.

Rod of Seven Parts - Part 4 (2011): Adds one point (+1) to a player's Will saving throw attempts.

Rod of Seven Parts - Part 5 (2012): Adds one point (+1) to a player's Strength.

Rod of Seven Parts - Part 6 (2013): Future

Rod of Seven Parts - Part 7 (2014): Future

Rod of Seven Parts - Complete: Future

Arcane Recipe

As a special quest, three of these unique tokens were made available to players and collectors in 2009, 2010, and 2011*. Two were auctioned off, and one was randomly placed in one of the treasure boxes for a lucky player to find. The owner of an Arcane Recipe token has the special privilege (if they choose) to negotiate with the Master Trader to have a special one of a kind token crafted for them. The Arcane recipe token along with an agreed amount of Trade Items and Gold equivalents must be turned in prior to October 24 each calendar year in order to have the item crafted. Only one copy of the item will be made, and that item will be “soul bound to the player” (i.e., only the player can use in the game). Tokens may be held from year to year until the proper resources are collected to turn in.

*In 2011 a fourth token was granted during auction for ten total released in the three year period.



Artifacts Created By Arcane Recipe

2010:



Gearon's Blessed Cloak: This pristine clerical cloak is said to provide Gearon with a closer contact with his deity, granting him seemingly extraordinary domination over evil. All gifts come with a balancing price however, and the zeal with which he engages his enemies may betray a higher purpose.

Bonuses: +3 to all saving throw attempts (for everyone in party), +2 to wearer's AC, Fly (as with spell) at will, Permanent Bless ability (+1 to hit and +1 to saves vs Fear for everyone in party)

Side Effect: The cloak is so attuned to positive energy that any successful attack by an undead foe will cause an explosion of energy (good vs. evil) causing the wearer to take double damage from all successful undead attacks. A natural attack roll of "20" from the attack of an undead foe will reduce the number of hit points of the wearer to one (1HP).

Smakdown's Charm of Camaraderie: This wondrous charm seems to provide the party Smakdown adventures with some powerful beneficial bonds, at a terrible cost to Smakdown himself...

Bonus: All members of the party gain one (+1) to their character level.

Side Effect: Having such a strong connection to all the party members causes the holder of this charm to suffer half the damage of the first party member to be attacked in any combat.

Widseth's +2 Dancing Sword: What the infamous bard Widseth is doing with such a beautifully wrought rapier, for his inspirational song is considered more valuable to fellow adventurers than his battle prowess, is often the topic of hushed whispers in the taverns of Greyhawk. It is said the blade is heavily imbued with powerful magic, but everyone knows such powers always exact an equal sometimes costly toll...

Bonus: Besides the normal bonuses for being a Mithral item (set bonus) and a +2 sword, the sword will fight by itself as long as it's owner is within 30 feet of the sword. While the sword engages in combat, the owner can fight with another weapon, cast spells, or inspire the party with Bardsong. The sword cannot chase and fight flying creatures, but can be extended (within the 30' range) to fight a foe that might be separated by some physical barrier such as a chasm. The bearer of this sword is also under the effect of the Horn of Plenty amulet without having to wear one.

Side effect: At the beginning of each adventure the bearer must sacrifice a large ruby to activate the magic stored within.

2011:



Caitlin's Charm: This intricately wrought charm truly bestows upon the wearer a split personality. Enabling the powers and benefits of two characters, this charm is powerful indeed, its magic is powerful enough to negate all other charms, however.

Bonus: *The possessor of this Charm is allowed to play a multi-class character. He picks two classes from any of remaining character cards (after everyone has picked theirs) and he carries both cards with him during the adventure. The character can use any spells or special powers from either character and use any magic item (other than armor) usable by both. As a dual-class wizard he could wield a sword but not wear armor. The character's hit points are equal to the sum of both classes, and all armor restrictions still apply. Saving throws are compared from both classes and the highest is used.*

Side Effect: *User cannot wear any other Charms*

Gertz's Radiant Backpack: This alchemically transformed rucksack allows the wearer to place magical items (no weapons or armor) inside, and instead of the effects of the item just affecting the wearer, the magical effects apply to the entire party. Use of the backpack is costly, however.

Bonus: *Gertz can put up to five permanent magic items (no potions, scrolls, weapons, or armor) into the pack. The magical effects of these five items are shared with Gertz and his party members. Also, the pack imbues Gertz with the Ring of the Eye effect (cannot be Surprised). Only permanent magic items (other than weapons & armor) which can be worn by all classes can be put inside.*

Side effect: *All items put into the backpack are utterly destroyed. These tokens are handed over to Jeff and he will immediately destroy them.*

Golden Apple of Eris: The possessor of this godly fruit grants the power of an Amulet of Wonder to himself and his entire party. However, what the gods grant, they always balance with a toll. It seems the goddess of fate weighed in with a hefty price... of chance.

Bonus: *Grants the power of an Amulet of Wonder to himself and his entire party. In addition, each party member can roll the AoW cube twice and select the effect they like best between the two.*

Side Effect: *Any time the possessor rolls a one (1) on a saving throw, he must roll the d20 again.*

Result:

- *1: Possessor dies*
- *2-10: Possessor loses 5 hit points*
- *11-19: Possessor Healed 5 hit points*
- *20: Possessor fully healed and all dead party members are immediately resurrected to full hit points.*

2012:



Kubu's Coin of Coincidence: This ancient coin said to be imbued with fey enchantment providing its owner with wealth, luck, and a certain direct line to the Powers That Be. Such as Luck and Divine Intervention is a key part of this magic, bad luck could spell disaster. Coin takes a charm slot.

Bonus: Adds three points (+3) to all saving throw attempts. Adds an additional ten (10) treasure tokens to the total earned each adventure. Allows player to play as the highest level character available. *Divine Intervention* - Once per Adventure holder is allowed to beseech his deity to aid him in his endeavors. A coin toss (50/50) will determine if the message has been received. If the toss is successful the Powers That Be (Director) will determine what or how much aid is given. If the toss is a failure, the opportunity is wasted for the rest of the adventure.

Side Effect: If at any time the holder slides a 13 on the combat board, all effects of the coin (except the character level promotion) are negated for the remainder of the adventure.

Lazlo's Bag of Looting: This fantastic little bag is a wonder of enchantment. It seemingly morphs into whatever form necessary to allow the use of additional items beyond what one normally should be able to utilize. The owner seems to always succeed at challenges fit for a Rogue, and in the end manages to garner more treasure than most think possible. As you would expect, an item of nefarious reputation would never be seen in the presence of a Holy Warrior.

Bonus: It can be employed as an extra free slot for any item, allowing the holder to use additional items beyond normal limits. Its magic also extends outward, aiding the party in automatically defeating any Rogue challenge. It adds an additional ten (10) treasure tokens to the total earned each adventure and ensures the holder always earns at least three treasure stamps per adventure.

Side Effect: The owner may never play a Paladin Character.

War Maul of the Ancients: This legendary weapon is shrouded in mystery to this day. Its attributes and even a clear description blinded to even the wisest of sages. Its existence is certain, but little else is known about this truly mysterious weapon. Perhaps when it reemerges in the hands of its current owner to battle some legendary foe, more information will be revealed for this tome...

Bonus: unknown.

Side Effect: unknown.

20??:

One still exists out there to be made, only time will tell?



TD Token FAQ v. 3.0:

(Some additional questions of interest)

1. **Token looting: what is TD's stance?**

It is up to individual players to decide if they want to give up none, some, or all of their tokens should their character die in the dungeon. The tokens are their property, and no player should feel any compulsion to allow them to be looted.

2. **How will the various Heavy Crossbows be handled in combat?**

Similar to D&D, a heavy crossbow takes one combat round to load after being fired. Therefore, a player using any type of heavy crossbow (mundane, magical, Dwarven, etc.) will only be able to attack every other round. Even if a player has multiple heavy crossbow tokens, the cumbersome nature of this weapon—changing from heavy crossbow to heavy crossbow—will still incur a combat round penalty. Thus, carrying multiple heavy crossbows will have no net benefit (besides being realistically unfeasible). Heavy crossbows are the only weapons to have such a penalty. A Heavy Repeating Crossbow does not have the penalty of reload time and can be fired every round.

3. **Are we allowed to shoot a bow or other ranged weapons in melee?**

Yes. Ranged attacks are treated like melee (hand-to-hand) attacks in most cases—including Bless benefits. The main difference is that characters don't add their Strength bonuses (if any) to the To Hit slide or to Damage. They do add their Dexterity bonus to the To Hit rolls—but not to Damage. Note that in some cases a person carrying a missile weapon will get a chance to attack while the monster is closing to attack and may get a free attack before melee attacks start.

4. **Can axes and daggers be thrown?**

It depends. All daggers and dirks can be used in melee or be thrown. Light/hand axes can be thrown, but heavy axes may not. Spears, javelins, pila, or any weapon with "Throwing" in its name can also be thrown—regardless of how heavy it is. Two-handed weapons are too heavy and unwieldy to be thrown. Weapons capable of being used either in melee or thrown are known as Compound Weapons.

Unless the token's text specifically says so, thrown weapons do not magically return to the thrower's hand. Characters with multiple thrown weapon tokens may throw one each round, but once it's been used, that particular weapon token may not be re-used that combat and will be held by the DM until the end of combat. Essentially, once a weapon has been thrown, it cannot be re-used until combat is over and the weapon is collected.

5. **Is there a spell penalty for armor?**

No. TD restricts armor by class. The items spellcasters are allowed to wear do not affect their ability to cast spells. For instance, Wizards cannot use any armor or shield, and a Bard cannot wear any armor better than chainmail.

6. **How are weapon (both melee and missile) tokens used in the adventure?**

Melee and Ranged tokens are slid on the combat board. The highest numbered area the token touches determines the Armor Class hit. (Think of it as a substitute for a d20 roll.) If the AC “hit” is high enough to affect the monster, the number around the circumference of the token that points closest to the special indicator on the battle board determines the damage dealt.

7. **Is there a difference between scroll tokens and spells on the character card?**

Yes. Clerics, Druids, and the Wizards can use their class skill to augment the effect done by some spells they have “memorized” (the ones listed on their character card), but they cannot do so with any spells cast from scroll tokens. Scrolls just do the damage that is printed on the token.

Incidentally, Bards, Paladins, and Rangers do not have the ability to boost the spells they cast, so those characters do not have spell skill tests.

Finally, spells or scroll tokens that mimic weapons (or indicate a certain AC value must be attained) must be slid on the combat board like a regular weapon. When this is called for, place the scroll token in your weapon puck before making the slide. If it is a spell (and thus has no token associated with it) slide an empty puck. If you have a bonus to your ranged attacks, it will be added to your slide result. **(Note: This is a new rule as of 2012. Previously, bonuses to ranged attacks did not affect spells.)**

8. **What does “cast as a scroll” mean?**

It means the spell or spell-like effect generated may not be modified in any way.

9. **What classes can cast which scrolls?**

Only “spellcasting” classes may use scrolls. The spellcasting classes are: Bard, Cleric, Druid, Elf Wizard, Paladin, Ranger, and Wizard. Bards can cast any kind of scroll. Bards, Clerics, and Druids can cast “Divine” scrolls. Bards, Elf Wizards, and Wizards can cast “Arcane” scrolls.

Note: Even though some scrolls are designated for “All”, this does NOT mean every class can cast it. Unless a scroll token specifically allows it, Barbarians, Dwarf Fighters, Fighters, Monks, and Rogues cannot cast scrolls.

This table illustrates exactly who can use what type of scroll.

Scroll Type	BRD	CLR	DRU	EWZ	PAL	RNG	WIZ
Arcane	Yes	No	No	Yes	No	No	Yes
Divine	Yes	Yes	Yes	No	No	No	No
All	Yes	Yes	Yes	Yes	Yes	Yes	Yes

10. **Can “Gauntlets of Ogre Strength” and “Bracers of Defense” be worn together?**

Yes. Gauntlets are a hand slot item and bracers are a wrist slot item.

11. **Can a “Cloak of Elvenkind” be used to scout ahead (pre-melee), thus eliminating the chance of surprise?**

No. In most cases, this action would divide the party and there would be other required factors that would be necessary to enable this.

12. Can a “Cloak of Elvenkind” be used to search the room during combat?

No. While this should be similar to sneaking around and or removing oneself from combat, it is not permitted. We are preventing this because the division of time required on the DM’s part to manage and run both the combat and the search for the person wearing the cloak. This has the potential of slowing down combat and preventing the party from completing the room in the allotted time. Since not all parties may be on the “party vote” system, this prevents the actions of one person ruining the chances of the entire party to succeed with a room.

13. Which tokens are no longer usable?

All weapon tokens printed before 2005 may not be used because they do not have damage wheels. Darkvision potions are no longer relevant because all players are issued a light source. The scroll of light is also no longer relevant. Neither Rumor nor Lore tokens are being used anymore.

14. What do I use gold or other GP value tokens for?

The primary purpose of GP value tokens is to either purchase items in the TD auction (traditionally held after TD is over on the last day of Gen Con) or to create Transmuted tokens. For details on Transmuted tokens, please visit <http://truedungeon.com/transmuted>

15. What am I supposed to do with these weird things like Bedroll, Belt Pouch, or Turkey Leg?

The use of miscellaneous gear like this is left to the creativity of the players. If you can think of a clever way to use a gear token in the dungeon, tell them DM what you want to do with it and you may be able to overcome an obstacle.

16. Can I change any of my equipment while in the dungeon? If so, which equipment?

Only hand-held items like weapons, shields, and wands maybe switched on the fly. All other worn equipment including armor, rings, gloves, ioun stones, charms, etc. may not be swapped once the adventure begins.

17. Can a character revived with “Potion Death’s Door” take an action the same round they were revived?

It depends. If the revived character has not already taken an action that round, yes. If the character has performed an action then dies, the character can be revived the same round but may not take another action until the next round. Free actions may be taken at any time during your turn.

18. Can I drink a potion as a free action using the “Belt of Retrieval” and coat my weapon as a free action with an oil using “Pouch of Tulz” in the same round?

No. No matter how many items or spells you have which could potentially be used as a free action, you may only perform one free action per round.

19. Do ring effects stack (i.e., wearing more than one of the same ring multiplying the effect)?

No. Wearing more than one copy of the same (i.e., identical) ring will not increase the effect. Wearing multiple rings with similar effects will stack and is permissible.

20. Do the “Ring of Protection +1” and “Ring of Protection +2” stack?

Yes. They are two different rings.

21. **Does “Scroll Mage Armor” stack with other items or armor?**
No. Mage Armor does not work any other item that modifies Armor Class, including cloaks and robes.
22. **Does the Flaming Short Bow have any illumination properties?**
No. Unless otherwise specified, all flaming weapons’ effects occur upon successful impact with a monster (already added into its damage wheel) and do not provide illumination.
23. **Does the Bag of Holding have any in-game effect?**
No. It was a promotional token with no in-game value.
24. **Can a Monk use two bracer weapons (one in each open handed combat slider)?**
Yes. You can also mix and match them. E.g., you could wear a “+1 Bracer of the Dragonfist” on one hand and a “Bracer of Smiting” on the other. A “Bracer of Quivering Palm” may be used in conjunction with a different bracer weapon, but you may not wear two “Bracer of Quivering Palm” as the token’s text specifically forbids this.
25. **Since Monk bracer weapons (e.g., “Bracer of Smiting”) are a single item, can other bracers (e.g., “Bracers of Defense”) be worn with them?**
No. Non-weapon bracers take up both wrists. Note that Monk-weapon bracer tokens have a damage wheel and have singular names. Non-weapon bracer tokens do not have a damage wheel and have plural names.
26. **Does the “Ring of Focus” bonus work with scrolls or other tokens?**
No. The ring works with memorized (cast from the character card) spells only.
27. **Does “Potion Owl’s Wisdom” work for offensive spells as well as healing?**
No. It only allows a retry of a healing spell check.
28. **If I keep failing the heal check, can I use multiple “Potion Owl’s Wisdom” tokens on the same check?**
No. Even if you have a stack of these potions, you may only use one per spell being cast.
29. **Which weapons can be used by the Ranger in the off-hand slot?**
The Ranger can only use weapons in their off-hand if the weapon is usable by both the Ranger and Rogue.

30. Please clarify what TD means by a token's "destruction" or "removal."

If the item is a consumable (i.e., one time use or has charges), TD will ask that the item be surrendered after use. Single-use tokens (e.g., scrolls) must be handed over to the DM upon use. Items with charges, such as wands, will be punched each time a charge is used, but returned to the player if the item has remaining charges. Once the final charge is used, the token will be punched and collected.

There is always potential for a non-consumable item to be damaged or destroyed during an adventure. Items can suffer physical and magical damage. On occasion, players may have the option to "sacrifice" a token. Players often ask to use common "permanent" items in unique ways. This is encouraged, but may also result in that item's destruction and again the DM would ask that the item be surrendered as if it were a one-time use item. For example, the Cleric wants to cut her 50' rope into three sections to tie up each of the three "prisoners" the party has captured. The DM will warn the Cleric that doing so will result in the item's destruction and she will have to turn in the token to use the rope in this way.

In addition, TD will not request that players hand over permanent items (e.g., armor and weapons) as they are not typically "used up" and can have great perceived value to players and collectors. These items can however be "damaged" or "destroyed." In this case, a player would not be allowed to use that item for the rest of his adventure, but would be allowed to keep the token (item) to use in future adventures. Special cases, such as a weapon's "destruction" will be noted on the Party Card so that each subsequent DM knows that the player has lost the use of that item.

31. Do the side effects of Dwarven Ale (-2 AC) and Dwarven Rations (+1 to Fortitude) stack if you consume multiple Ales or multiple Rations?

Yes and no, the AC penalties add up but the Fortitude save bonus is not cumulative.

32. Are you able to apply multiple oils at the same time or do they somehow interfere with each other? Could I apply Oil of Ghost Touch, Oil of Holiness, and Drow Blade Venom all on the same weapon?

Yes. But it takes one round to apply each unique coating.

33. Can I cast "Scroll Keen Edge" on a Keen weapon and gain further potential for critical wounds (e.g., 18-20 is a crit)?

No. Keen weapons (e.g., +1 Keen Hand Axe) are permanently imbued with the Keen Edge spell. This means that when used, a player will score a critical hit when they slide a natural 19 or 20. These weapons cannot have their crit ranges further expanded.

34. How does the Smokestick work?

The Smokestick fills an approximately 10' cubic area with a hazy smoke. All ranged attacks (i.e., bows, slings, and thrown weapons) suffer a -4 To Hit penalty due to the reduced visibility. Any aimed magic, i.e., magic that requires hitting a score on the battle board, also falls under this penalty. Magic that automatically hits and melee combat are unaffected by this item. Note: when unstoppable underwater, a Vial of Ink has a similar effect.

35. Would an Ioun Stone Iridescent Spindle protect me from poison gas?

Yes. But it does not work against contact poisons or anything which can infect via the skin.

36. Do Clerics need to have any kind of holy symbol token to Turn Undead?

No. All Clerics are assumed to have a basic holy symbol—much like how all Bards are assumed to have a basic lute. The various holy symbol tokens merely enhance the base damage done by Turn Undead.

37. How do a “Dragon Tooth Amulet” and “Combat Magic Resistance” function?

Example 1: A monster casts lightning strike at a player wearing a DTA and a Ring of Air Elemental Command. The CMR roll fails so the lightning bolt hits the player, but the RoAEC reduces the damage taken by 5.

Example 2: Same equipment as above, but the CMR check succeeds. The Ring’s shock damage reduction doesn’t matter because the spell didn’t affect the player at all.

Example 3: Same player is walking down a hallway and springs an electrical trap. The DTA does not help because this is not Combat Magic cast from a spell, scroll, or wand..

38. What are all the equipment slots and what are the maximum number of items can I wear in each slot?

Head	1
Eyes	1
Neck	1
Back	1
Shirt	1
Armor	1
Wrist	1 (Monks may equip up to 2 bracer weapons in lieu of a wrist item)
Hand	1
Fingers	2 (3 if you’re wearing a “Hand of Glory”)
Waist	1
Feet	1
Loon	5
Runestone	1 (up to 3 with Runestone Fitting Base[s])
Charm	3 (6 if you’re wearing a “Charm Necklace”)

39. Is the “Dragonbane Surcoat” a shirt slot item?

No. It goes in the back slot.

40. How do we handle Bard instruments? Can they also carry weapons and shields at the ready?

All Bard instruments are assumed to be two-handed (the default is a lute); therefore, the Bard cannot carry a shield at the ready and play an instrument at the same time. This does not mean Bards cannot carry the shield strapped to their backs and switch to the shield to engage in melee. There is no time penalty to switch from inspiring music mode to melee combat mode. Bards must declare their intent at the beginning of the round and either drop or stow their instrument then draw or pick up a melee weapon before engaging in combat.

41. Is there a delay if a Bard wants to switch from singing/playing to casting a spell or reading a scroll?

No. There is no delay (i.e., 1 combat round) for a Bard to switch from singing/playing to cast a spell inherent to the Bard’s abilities. The use of scrolls and wands, however, requires at least one free hand, a verbal component, and time. If a Bard wants to switch from singing to casting a scroll or using a wand, the party will not gain the *bardsong* bonus for that combat round. The Bard must declare this intent at the beginning of the combat round (i.e., cannot cast a spell and have the party receive the bonus).

42. How does the Bard Instrument work?

A Bard’s performance with the default lute inspires the party, adding +1 to attack attempts and +1 HP to damage (4th Level Bard). Other bard instruments have different effects, see below. If the Bard uses a “Masterwork Bard’s Instrument”, ONLY the damage modifier is increased by two for a total of +3 HP damage. The attack modifier stays at +1. Damage modifiers only affect melee attacks (e.g, no bows). If the Bard uses a “Magnificent Bard’s Instrument”, the damage modifier is increased by two for a total of +3 HP damage, but attacks with ranged weapons are also affected. Damage spells which require a slide may also benefit from this bonus.

	Instrument	Melee		Saving Throws	Ranged	
		To Hit	Damage		To Hit	Damage
4 th -Level Bard	default lute	+1	+1		+1	+1
	BRIANO’S	+1	+3		+1	+3
	ECHOES	+1	+1		+1	+1
	LUCK	+1	+1	+1	+1	+1
	MAGNIFICENT	+1	+3		+1	+3
	MASTERWORK	+1	+3		+1	+1
	RAGE	+2	+1		+2	+1
	SIREN	+1	+1		+1	+1
	WIDSETH’S	+1	+3		+1	+3

	Instrument	Melee		Saving Throws	Ranged	
		To Hit	Damage		To Hit	Damage
5 th -Level Bard	default lute	+2	+2		+2	+2
	BRIANO’S	+2	+4		+2	+4
	ECHOES	+2	+2		+2	+2
	LUCK	+2	+2	+1	+2	+2
	MAGNIFICENT	+2	+4		+2	+4
	MASTERWORK	+2	+4		+2	+2
	RAGE	+3	+2		+3	+2
	SIREN	+2	+2		+2	+2
	WIDSETH’S	+2	+4		+2	+4



Glossary of Specific Tokens:

If you do not see a specific token in the lists below, it is likely that it is represented in the first few sections under the following categories:

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GEMS, JEWELRY, and TREASURE:	15
GEAR:	18
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IOUN STONES:	96
RUNE STONES:	103
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AMULET OF ARMOR (+1):	61
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AMULET OF THORNS:	61
AMULET OF WARDING:	61
AMULET OF WONDER:	61
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BALL LIGHTNING (SCROLL):	70
BANE (SCROLL):	78
BARKSKIN (POTION):	82
BARKSKIN (SCROLL):	78
BELLADONNA:	101
BELT OF OGRE POWER:	66
BELT OF RETRIEVAL:	66
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SLING STONE OF CHAOS:	42
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Glossary of Specific Tokens (concluded)

YEW BARK EXTRACT (POTION)

89

Appendix A: Collector's Matrix:

The following tables represent each token available over the years since the True Dungeon tokens made their debut in the fall of 2003. Each field has an "X" to indicate that the token was printed in that particular year, along with a colored background to indicate the rarity of the token in that particular print run. Tokens may change rarity from year to year.

Combo (only made at event)	X
Common	X
Rare (prior to 2007 – a.k.a., Very Rare)	X
Transmuted: Legendary	X
Uncommon (prior to 2007 – a.k.a., Rare)	X
Very Rare (prior to 2007 – a.k.a., Ultra Rare)	X
Yearless (not part of a year's collection)	X

Gold	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
1	X	X	X	X	X	---	---	---	---	---	---	---	---
2	X	X	X	X	---	---	---	---	---	---	---	---	---
3	X	X	---	---	X	---	---	---	---	---	---	---	---
4	X	X	---	---	---	---	---	---	---	---	---	---	---
500 CP (5GP)	---	---	---	---	---	---	---	X	---	---	---	---	---
50 SP (5GP)	---	---	---	---	---	---	---	---	X	---	---	---	---
5	X	X	X	X	X	X	---	---	---	X	---	---	---
6	X	X	---	---	---	---	---	---	---	---	---	---	---
7	X	X	---	---	---	---	---	---	---	---	---	---	---
8	X	X	X	X	---	---	---	---	---	---	---	---	---
9	X	X	---	---	---	---	---	---	---	---	---	---	---
10	X	X	X	---	X	X	---	---	---	---	---	---	---
5 EP (10GP)	---	---	---	---	---	---	X	---	---	---	---	---	---
1 MP (10GP)	---	---	---	---	---	---	---	---	---	---	X	---	---
100 SP (10GP)	---	---	---	---	---	---	---	---	X	---	---	---	---
11	X	X	---	---	---	---	---	---	---	---	---	---	---
12	X	X	---	---	---	---	---	---	---	---	---	---	---

Gold (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
13	X	X	---	---	---	---	---	---	---	---	---	---	---
14	X	X	---	---	---	---	---	---	---	---	---	---	---
15	X	X	X	X	X	X	---	---	---	X	---	---	---
20	X	X	---	X	X	X	---	---	---	X	---	---	---
10 EP (20GP)	---	---	---	---	---	---	X	---	---	---	---	---	---
2 MP (20GP)	---	---	---	---	---	---	---	---	---	---	X	---	---
25	X	X	X	---	---	X	---	---	---	X	---	---	---
15 EP (30GP)	---	---	---	---	---	---	X	---	---	---	---	---	---
50	---	---	---	X	X	---	---	---	---	---	---	---	---
5 MP (50GP)	---	---	---	---	---	---	---	---	---	---	X	---	---
5 PP (50GP)	---	---	---	---	---	X	---	---	---	---	---	---	---
15 MP (150GP)	---	---	---	---	---	---	---	---	---	---	X	---	---

Gems , Jewelry, and Objects (# indicates GP value)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
5 Crystal	X	X	---	---	---	---	---	---	---	---	---	---	---
5 Geo	X	X	X	X	---	---	---	---	---	---	---	---	---
5 Quartz	X	X	X	X	---	---	---	---	---	---	---	---	---
5 Pearl	---	---	---	---	X	---	---	---	---	---	---	---	---
5 Silver Blessing Charm	---	---	---	---	---	---	X	---	---	---	---	---	---
10 Amber	---	---	---	---	X	---	---	---	---	---	---	---	---
10 Ancient Gold Ring	---	---	---	---	---	---	---	X	---	---	---	---	---
10 Citrine	X	X	---	---	---	---	---	---	---	---	---	---	---
10 Flint Nodule	---	---	---	---	---	---	---	X	---	---	---	---	---
10 Flourite	---	---	---	---	---	X	---	---	---	---	---	---	---
10 Loadstone	X	X	X	X	---	---	---	---	---	---	---	---	---
10 Pearl	---	---	---	---	---	---	---	---	---	X	---	---	---
10 Quartz	---	---	---	---	---	---	---	---	X	---	---	---	---
10 Silver Blessing Ring	---	---	---	---	---	---	X	---	---	---	---	---	---
15 Ancient Gold/Silver Ring	---	---	---	---	---	---	---	X	---	---	---	---	---
15 Aquamarine	---	---	---	---	X	---	---	X	---	---	---	---	---
15 Citrine	---	---	---	---	---	---	---	---	X	---	---	---	---
15 Gold Earring	---	---	---	---	---	---	---	---	---	X	---	---	---

Gems , Jewelry, and Objects (# indicates GP value) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
15 Hematite Ring	---	---	---	---	---	---	---	---	X	---	---	---	---
15 Pewter Flask	---	---	---	---	---	---	---	---	---	X	---	---	---
15 Pyrite	---	---	---	---	---	X	---	---	---	---	---	---	---
15 Silver Bell	---	---	---	---	---	---	X	---	---	---	---	---	---
15 Silver Candlestick	---	---	---	---	---	---	X	---	---	---	---	---	---
15 Turquoise	X	X	X	X	---	---	---	---	---	---	---	---	---
20 Agate	X	X	---	---	---	---	---	X	---	---	---	---	---
20 Azurite	X	X	---	---	---	---	---	---	---	---	---	---	---
20 Copper Torc	---	---	---	---	---	---	---	X	---	---	---	---	---
20 Crystal Decanter	---	---	---	---	---	---	X	---	---	---	---	---	---
20 Ghoul Agate	---	---	---	---	---	---	---	---	---	---	X	---	---
20 Hematite	X	X	X	X	---	---	---	---	---	---	---	---	---
20 Ivory Pipe	---	---	---	---	---	---	---	---	---	X	---	---	---
20 Sardonyx	---	---	---	---	---	X	---	---	---	---	---	---	---
20 Silver Bracelet, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
20 Spinel	---	---	---	---	---	---	---	---	X	---	---	---	---
25 Gold Blessing Rod	---	---	---	---	---	---	X	---	---	---	---	---	---
25 Lapis Lazuli	X	X	X	X	---	---	---	---	---	---	---	---	---
25 Malachite	X	X	---	---	---	---	---	---	---	---	---	---	---
25 Mithral Geode	---	---	---	---	---	---	---	---	---	---	X	---	---
25 Ship's Bell	---	---	---	---	---	---	---	---	---	X	---	---	---
25 Zombie Loadstone	---	---	---	---	---	---	---	---	---	---	X	---	---
30 Ancient Gold/Garnet Ring	---	---	---	---	---	---	---	X	---	---	---	---	---
30 Cask of Rum	---	---	---	---	---	---	---	---	---	X	---	---	---
30 Coral	---	---	---	---	X	---	---	---	---	---	---	---	---
30 Obsidian	X	X	---	---	---	---	---	---	X	---	---	---	---
30 Tiger Eye	X	X	X	X	---	---	---	---	---	---	---	---	---
35 Bloodstone	X	X	X	X	---	---	---	---	---	---	---	---	---
35 Topaz	---	---	---	---	X	---	---	---	---	---	---	---	---
40 Ancient Gold/Tiger Eye Ring	---	---	---	---	---	---	---	X	---	---	---	---	---
40 Bloodstone	---	---	---	---	---	---	---	---	X	---	---	---	---
50 Ancient Gold/Lapis Ring	---	---	---	---	---	---	---	X	---	---	---	---	---
50 Gold Candelabra	---	---	---	---	---	---	X	---	---	---	---	---	---

Gems , Jewelry, and Objects (# indicates GP value) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
50 Gold Chalice	---	---	---	---	---	---	X	---	---	---	---	---	---
50 Golden Plate	---	---	---	---	---	---	---	---	---	X	---	---	---
50 Jade	---	---	---	---	---	X	---	---	---	---	---	---	---
50 Jasper	---	---	---	---	---	X	---	---	---	---	---	---	---
50 Moonstone	X	X	X	X	---	---	---	---	---	---	---	---	---
50 Nixie Necklace	---	---	---	---	---	---	---	---	---	X	---	---	---
50 Onyx	X	X	X	X	---	---	---	---	X	---	---	---	---
50 Silver Torc	---	---	---	---	---	---	---	X	---	---	---	---	---
50 Sunstone	---	---	---	---	---	---	---	---	X	---	---	---	---
60 Ghost Agate	---	---	---	---	---	---	---	---	---	---	X	---	---
70 Wight Agate	---	---	---	---	---	---	---	---	---	---	X	---	---
75 Amethyst	X	X	X	X	X	X	---	X	---	---	---	---	---
75 Blood Opal Charm	---	---	---	---	---	---	X	---	---	---	---	---	---
75 Fire Topaz	---	---	---	---	---	---	---	---	X	---	---	---	---
100 Blood Opal Ring	---	---	---	---	---	---	X	---	---	---	---	---	---
100 Garnet	X	X	X	X	X	X	---	---	---	---	---	---	---
100 Ruby	---	---	---	---	---	---	---	---	X	---	---	---	---
150 Emerald	---	---	---	---	---	---	---	---	X	---	---	---	---
150 Golden Goblet	---	---	---	---	---	---	---	---	---	X	---	---	---
200 Ancient Ruby Ring	---	---	---	---	---	---	---	X	---	---	---	---	---
200 Blood Opal Necklace	---	---	---	---	---	---	X	---	---	---	---	---	---
200 Darkwood Acorn	---	---	---	---	---	---	---	X	---	---	---	---	---
200 Giant Pearl	---	---	---	---	---	---	---	---	---	X	---	---	---
200 Mithral Cluster	---	---	---	---	---	---	---	---	---	---	X	---	---
200 Mummy Scarab	---	---	---	---	---	---	---	---	---	---	X	---	---
200 Peridot	---	---	X	X	X	X	---	---	---	---	---	---	---
200 Platinum Ring	---	---	---	---	---	---	X	---	---	---	---	---	---
200 Ruby Circlet	---	---	---	---	---	---	---	---	---	X	---	---	---
200 Ruby Ring	---	---	---	---	---	X	---	---	---	---	---	---	---
200 Sapphire	---	---	---	---	---	---	---	---	X	---	---	---	---
250 Black Lotus	---	---	---	---	---	---	---	X	---	---	---	---	---
250 Diamond	---	---	---	---	---	---	---	---	X	---	---	---	---
250 Eldritch Dust	---	---	---	---	---	---	---	---	---	---	X	---	---

Gems , Jewelry, and Objects (# indicates GP value) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
250 Kraken Tear	---	---	---	---	---	---	---	---	---	X	---	---	---
250 Star Sapphire	---	---	---	---	---	---	X	---	---	---	---	---	---
300 Ruby	---	---	---	X	---	---	---	---	---	---	---	---	---
400 Sapphire	---	---	---	X	---	---	---	---	---	---	---	---	---
500 Emerald	---	---	---	X	---	---	---	---	---	---	---	---	---
750 Diamond	---	---	---	---	X	---	---	---	---	---	---	---	---
1000 Sapphire Necklace	---	---	---	---	---	X	---	---	---	---	---	---	---

GEAR	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
1 Day's Hard Ration	---	---	---	---	---	---	---	X	---	---	---	---	---
10 Ft. Wooden Pole	---	---	---	---	---	---	---	X	---	---	---	---	---
5 ft. Iron Chain	---	---	---	---	---	---	---	X	---	---	---	---	---
50' Rope	X	X	X	X	X	X	X	---	---	---	---	---	---
50' Twine	---	---	---	---	---	---	X	---	---	---	---	---	---
100' Silk Rope	---	---	---	---	---	---	---	---	---	---	X	---	---
Bedroll	---	---	---	---	---	---	---	---	---	---	X	---	---
Belt pouch	---	---	---	---	---	---	---	---	---	---	X	---	---
Bone Map/Scroll Case	X	X	---	---	---	X	X	---	---	X	---	---	---
Bottle of Rum	---	---	---	---	---	---	---	---	---	X	---	---	---
Crystal Vial	---	---	---	---	---	---	---	---	X	---	---	---	---
Flint and Steel	X	X	X	X	X	---	---	---	---	---	---	---	---
Grappling Hook	---	---	---	X	X	X	X	---	---	---	---	---	---
Hammer & Spike	---	---	---	X	X	X	X	---	---	---	---	---	---
Leather Backpack	---	---	---	---	---	---	---	---	X	---	---	---	---
Mortar and Pestle	---	---	---	---	---	X	---	---	---	---	---	---	---
Pewter Mug	---	---	---	---	---	---	---	---	---	---	X	---	---
Sm. Steel Mirror	X	X	X	X	X	X	---	---	---	---	---	---	---
Spyglass	---	---	---	---	---	---	---	X	---	X	---	---	---
Steel Flask	X	X	X	X	---	---	---	---	---	---	---	---	---
Tankard	---	---	---	---	---	---	---	---	X	---	---	---	---
Tinderbox	---	---	---	---	---	X	X	---	---	---	---	---	---

GEAR (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Tindertwig	---	---	---	---	---	---	---	X	---	---	---	---	---
Torch	---	---	---	---	---	---	---	---	---	X	---	---	---
Treasure Map Fragment	---	---	---	---	---	---	---	---	---	X	---	---	---
Turkey Leg	---	---	---	---	---	---	---	---	X	---	---	---	---
Vial of Ink	---	---	---	---	---	---	X	---	---	---	---	---	---
Waterskin	X	X	X	X	---	X	X	---	---	---	---	---	---
Alchemist Pouch	---	---	---	---	---	X	---	---	---	---	---	---	---
50' Elven Rope	---	---	---	---	---	---	---	---	X	---	---	---	---
Sea Dragon Scroll Tube	---	---	---	---	---	---	---	---	---	X	---	---	---
Treasure Map	---	---	---	---	---	---	---	---	---	X	---	---	---

Unique Stuff (Items)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Amulet of Armor (+1)	X	X	X	X	X	---	---	---	---	---	X	---	---
Amulet, Dragontooth	---	---	---	---	---	---	---	---	X	---	---	---	---
Amulet, Harpy Claw	---	---	---	---	---	---	---	X	---	---	---	---	---
Amulet of Mugwort	---	---	---	---	---	---	---	---	X	---	---	---	---
Amulet of Thorns	---	---	---	---	---	X	---	X	---	---	---	---	---
Amulet of Warding	---	---	---	---	---	---	---	---	---	X	---	---	---
Amulet of Wonder	---	---	---	---	---	---	X	---	---	---	---	---	---
Belladonna	---	---	---	---	---	---	---	X	---	---	---	---	---
Belt, Ale Drinker's	---	---	---	---	---	---	---	---	---	---	X	---	---
Belt, Dragonhide	---	---	---	---	---	---	---	---	X	---	---	---	---
Belt of Ogre Power	---	---	---	---	---	---	---	---	X	---	---	---	---
Belt of Retrieval	---	---	---	---	---	---	X	---	---	---	X	---	---
Boots, Dragonhide	---	---	---	---	---	---	---	X	---	---	---	---	---
Boots of Elves/Elvenkind	X	X	X	X	X	X	---	---	---	X	---	---	---
Boots, Fey	---	---	---	---	---	---	---	---	X	---	---	---	---
Boots, Mountain Dwarf	---	---	---	---	---	---	---	---	---	---	X	---	---
Boots of Free Action	---	---	---	---	---	X	---	---	---	X	---	---	---
Boots of Sure Footing	---	---	---	---	---	---	X	---	---	---	---	---	---
Boots of the Leopard	---	---	---	---	---	---	X	---	---	---	---	---	---
Boots of Might	---	---	---	---	---	---	---	---	---	X	---	---	---
Boots of Snow Walking	---	---	---	---	---	---	---	---	---	---	X	---	---

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Boots of the Underdark	---	---	---	---	---	---	---	X	---	---	---	---	---
Boots of Warmth	---	---	---	---	---	---	---	X	---	---	---	---	---
Boots of Water Walking	---	---	---	---	---	---	---	---	X	---	---	---	---
Bottle of Bubbles	---	---	---	---	---	---	---	---	---	X	---	---	---
Bracelets of Stunning	---	---	---	---	---	---	---	---	X	---	---	---	---
Bracelets of Greater Stunning	---	---	---	---	---	---	---	---	X	---	---	---	---
Bracelets of the Zephyr	---	---	---	---	---	---	X	---	---	---	---	---	---
Bracers, Dragonhide	---	---	---	---	---	---	---	---	---	---	X	---	---
Bracers, Mithral (+2)	---	---	---	---	---	---	---	---	---	---	X	---	---
Bracers, Mithral (+3)	---	---	---	---	---	---	---	---	---	---	X	---	---
Bracers Defense (+1)	X	X	X	X	X	---	---	---	X	---	---	---	---
Bracers Defense (+2)	---	---	---	---	---	X	---	---	---	---	---	---	---
Bracers of Archery	X	X	X	X	X	---	X	---	---	---	---	---	---
Bracers of Fire	---	---	---	---	---	---	---	---	---	---	X	---	---
Bracers of Resolve	---	---	---	---	---	---	---	---	---	---	X	---	---
Bracers of Supreme Archery	---	---	---	---	---	---	---	---	X	---	---	---	---
Bracers of the Nixie	---	---	---	---	---	---	---	---	---	X	---	---	---
Bracers of the Sea Elf	---	---	---	---	---	---	---	---	---	X	---	---	---
Brian's Blessed Bodhran	---	---	---	---	---	---	---	---	---	---	X	---	---
Brawler's Mug	---	---	---	---	---	---	---	---	---	X	---	---	---
Cap of the Owl	---	---	---	---	---	---	---	X	---	---	---	---	---
Catspaw Hat	---	---	---	---	---	---	---	---	---	X	---	---	---
Censer of Sacrifice	---	---	---	---	---	---	---	X	---	---	---	---	---
Charm, Cadaver	---	---	---	---	---	---	---	---	---	---	X	---	---
Charm, Draco-Lich Claw	---	---	---	---	---	---	---	---	---	---	X	---	---
Charm, Wicked	---	---	---	---	---	---	---	---	---	---	X	---	---
Charm of Awareness	---	---	---	---	---	---	---	---	X	---	---	---	---
Charm of Final Repose	---	---	---	---	---	---	---	---	---	---	X	---	---
Charm of Spell Swapping	---	---	---	---	---	---	---	---	---	---	X	---	---
Charm of Synergy	---	---	---	---	---	---	---	---	---	---	X	---	---
Charm of the Urchin	---	---	---	---	---	---	---	---	---	X	---	---	---
Charm Necklace	---	---	---	---	---	---	---	---	---	---	X	---	---
Circlet of the Arch Druid	---	---	---	---	---	---	---	X	---	---	---	---	---
Circlet of Elemental Mastery	---	---	---	---	---	---	---	X	---	---	---	---	---

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Cloak of Curses	---	---	---	---	---	---	X	---	---	---	---	---	---
Cloak of the Devil Ray	---	---	---	---	---	---	---	---	---	X	---	---	---
Cloak of Displacement	---	---	---	X	X	---	---	---	---	---	---	---	---
Cloak, Dragonhide	---	---	---	---	---	---	---	X	---	---	---	---	---
Cloak of Elves/Elvenkind	X	X	X	X	X	X	---	---	---	X	---	---	---
Cloak, Fey	---	---	---	---	---	---	---	---	X	---	---	---	---
Cloak of Gliding	---	---	---	---	---	---	---	---	X	---	---	---	---
Cloak of the Phalanx	---	---	---	---	---	---	---	X	---	---	---	---	---
Cloak of Resistance (+1)	X	X	X	X	X	X	---	---	---	---	---	---	---
Cloak of Resistance (+2)	X	X	X	X	X	X	---	---	---	X	---	---	---
Cloak of the Mage	---	---	---	---	---	X	X	---	---	---	---	---	---
Cloak, Shade	---	---	---	---	---	---	---	---	---	---	X	---	---
Cloak, Shadow	---	---	---	---	---	---	---	---	---	---	X	---	---
Cloak, Yeti	---	---	---	---	---	---	---	---	---	---	X	---	---
Crown: Might	---	---	---	---	---	---	---	X	---	---	X	---	---
Dirtdazzy's Boots of Skipping	---	---	---	---	---	---	---	---	X	---	---	---	---
Dougal's Cloak of the Stars	---	---	---	---	---	---	---	---	X	---	---	---	---
Druid's Sacred Vestments	---	---	---	---	---	---	---	---	---	X	---	---	---
Druid's Wild Vestments	---	---	---	---	---	---	---	---	---	X	---	---	---
Dust of Appearance	X	X	X	X	X	X	---	---	---	---	---	---	---
Dwarven Rations	---	---	---	---	---	X	---	---	---	---	---	---	---
Earcuff of Energy	---	---	---	---	---	---	---	---	---	---	X	---	---
Earcuff of Salvation	---	---	---	---	---	---	---	---	---	---	X	---	---
Eelskin Gloves	---	---	---	---	---	---	---	---	---	X	---	---	---
Ektdar's Tinkering Tool	---	---	---	---	---	---	X	---	---	---	---	---	---
Fermented Frostberry	---	---	---	---	---	---	---	---	---	---	X	---	---
Fey Bread	---	---	---	---	---	---	---	X	---	---	---	---	---
Figurine of Power: Owl	---	---	---	---	---	---	---	---	---	---	X	---	---
Gauntlets, Mithral	---	---	---	---	---	---	---	---	X	---	---	---	---
Gauntlets of Ogre Power	X	X	X	X	X	X	X	---	---	---	X	---	---
Gem of Blinding	---	---	---	---	---	X	---	---	---	---	---	---	---
Gem of Healing	---	---	---	---	---	X	---	---	---	---	---	---	---
Gill Leaf	---	---	---	---	---	---	---	---	---	X	---	---	---
Girdle of Dwarven Health	---	---	---	---	---	---	---	---	---	---	X	---	---

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Girdle of Frost Giant Strength	---	---	---	---	---	---	---	---	---	---	X	---	---
Girdle Hill Giant Strength (+3)	---	---	---	X	X	X	X	---	---	---	X	---	---
Girdle of Might	---	---	---	---	---	---	---	---	---	X	---	---	---
Gloves, Caster's	---	---	---	---	---	---	---	---	---	---	X	---	---
Gloves of Deflection	---	---	---	---	---	---	---	X	---	---	---	---	---
Gloves of Dexterity	---	---	---	X	X	X	X	---	---	---	---	---	---
Goblet of Healing	---	---	---	---	---	---	---	X	---	---	---	---	---
Goodberry	---	---	---	---	---	---	---	X	---	---	---	---	---
Good Fruit	---	---	---	---	---	---	---	X	---	---	---	---	---
Greater Mistletoe	---	---	---	---	---	---	---	X	---	---	---	---	---
Hand of Glory	---	---	---	---	X	---	---	X	---	---	---	---	---
Hat of Escape	---	---	---	---	---	---	---	X	---	---	---	---	---
Hat of Healing	---	---	---	---	---	---	---	---	X	---	---	---	---
Holy Symbol of Pelor	---	---	---	---	---	---	X	---	---	---	---	---	---
Holy Symbol of Pelor, Greater	---	---	---	---	---	---	---	---	---	X	---	---	---
Horn, Minotaur, Alert	---	---	---	---	---	---	---	---	---	X	---	---	---
Horn of Blasting	---	---	---	---	---	---	---	---	---	---	X	---	---
Horn of Plenty	---	---	---	---	---	X	---	---	---	---	---	---	---
Horn, Triton	---	---	---	---	---	---	---	---	---	X	---	---	---
Hourglass of Answers	X	X	---	---	---	---	---	---	---	---	---	---	---
Hourglass of Imprisonment	---	---	---	---	---	---	X	---	---	---	---	---	---
Ioun Stone: Beryl Prism	---	---	---	---	---	---	---	---	X	---	---	---	---
Ioun Stone: Black Pearl	---	---	---	---	---	---	---	---	X	---	---	---	---
Ioun Stone: Coral Cube	---	---	---	---	---	---	---	---	---	X	---	---	---
Ioun Stone: Coral Sphere	---	---	---	---	---	---	---	---	---	X	---	---	---
Ioun Stone: Emerald Prism	---	---	---	---	---	---	---	---	---	X	---	---	---
Ioun Stone: Faceted Amber	---	---	---	---	---	---	X	---	---	---	---	---	---
Ioun Stone: Lavender Ellipsoid	---	---	---	---	---	X	---	---	---	---	X	---	---
Ioun Stone: Iridescent Spindle	---	---	---	---	---	X	X	---	---	X	---	---	---
Ioun Stone: Mythral Pyramid	---	---	---	---	---	---	---	---	---	---	X	---	---
Ioun Stone: Topaz Sphere	---	---	---	---	---	---	---	---	---	---	X	---	---
Ioun Stone: Topaz Trilliant	---	---	---	---	---	---	---	---	---	---	X	---	---
Ioun Stone: Violet Prism	---	---	---	---	---	---	---	X	---	---	---	---	---
Jar of Courage	---	---	---	---	X	---	---	---	---	---	---	---	---
Lenses of Accuracy	---	---	---	---	---	---	---	---	X	---	---	---	---

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Lens of the Hawk	---	---	---	---	---	---	---	---	---	---	X	---	---
Lenses of Clear Sight	---	---	---	---	---	---	---	---	---	X	---	---	---
Libram of Looting	---	---	---	---	---	---	---	---	---	X	---	---	---
Lyre of Echos	---	---	---	---	---	---	---	---	---	---	X	---	---
Lyre of Luck	---	---	---	---	---	---	---	---	X	---	---	---	---
Lyre of Rage	---	---	---	---	---	---	---	X	---	---	---	---	---
Lyre of the Siren	---	---	---	---	---	---	---	---	---	X	---	---	---
Magnificent Bard's Instrument	---	---	---	---	---	---	---	---	---	---	X	---	---
Masterwork Bard's Instrument	X	X	X	X	X	X	X	---	---	---	---	---	---
Masterwork Holy Symbol	---	---	---	X	X	X	X	---	---	---	---	---	---
Masterwork Thieves Tools	X	X	X	X	X	X	X	---	---	X	---	---	---
Medallion of Greyhawk	---	---	---	---	---	---	X	---	---	---	---	---	---
Mithral Boots	---	---	---	---	---	---	---	---	---	X	---	---	---
Monk's Belt	---	---	---	---	---	---	---	---	X	---	---	---	---
Mountain Dwarf Mitts	---	---	---	---	---	---	---	---	---	---	X	---	---
Mug, Brawling (also a weapon)	---	---	---	---	---	---	---	---	---	---	X	---	---
Necklace of Fireballs	---	---	---	X	---	---	---	---	---	---	---	---	---
Necklace of the Ash	---	---	---	---	---	---	---	---	X	---	---	---	---
Necklace of Biting	---	---	---	---	---	---	---	---	---	---	X	---	---
Necklace of the Bay	---	---	---	---	---	---	---	---	---	X	---	---	---
Necklace of the Elm	---	---	---	---	---	---	---	---	X	---	---	---	---
Necklace of the Oak	---	---	---	---	---	---	---	X	---	---	---	---	---
Nixie Cloak	---	---	---	---	---	---	---	---	---	X	---	---	---
Nixie Vest	---	---	---	---	---	---	---	---	---	X	---	---	---
Oakskin Medallion	---	---	---	---	---	---	---	---	---	X	---	---	---
Orcish Rations	---	---	---	---	---	---	X	---	---	---	---	---	---
Pearl of the Planes	---	---	---	---	---	---	---	---	---	X	---	---	---
Pearl of Prayer	---	---	---	---	---	---	---	---	X	---	---	---	---
Pearl of the Sirine	---	---	---	---	---	---	---	---	---	X	---	---	---
Periapt of Proof Against Poison	---	---	---	---	X	---	---	---	---	---	---	---	---
Pouch of Tulz	---	---	---	---	---	---	---	---	---	X	---	---	---
Quester's Charm of Luck	---	---	---	---	---	---	---	X	---	---	---	---	---
Quiver of Anointment	---	---	---	---	---	---	---	---	---	X	---	---	---
Robe of the Arch-Mage	---	---	---	---	---	---	---	---	---	X	---	---	---

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Robe of the Mage	---	---	---	---	---	---	X	---	---	---	---	---	---
Runestone: Air	---	---	---	---	---	---	---	---	---	X	---	---	---
Runestone: Autumn	---	---	---	---	---	---	---	X	---	---	---	---	---
Runestone: Eldritch	---	---	---	---	---	---	---	---	---	---	X	---	---
Runestone: Faerie	---	---	---	---	---	---	---	---	X	---	---	---	---
Runestone: Ferret	---	---	---	---	---	---	---	X	---	---	---	---	---
Runestone: Good	---	---	---	---	---	---	---	---	X	---	---	---	---
Runestone: Law	---	---	---	---	---	---	---	---	X	---	---	---	---
Runestone: Owl	---	---	---	---	---	---	---	X	---	---	---	---	---
Runestone: Toad	---	---	---	---	---	---	---	X	---	---	---	---	---
Runestone: Yew	---	---	---	---	---	---	---	X	---	---	---	---	---
Runestone: Chaos	---	---	---	---	---	---	---	---	X	---	---	---	---
Runestone: Darkrift	---	---	---	---	---	---	---	---	---	---	X	---	---
Runestone: Fire	---	---	---	---	---	---	---	---	X	---	---	---	---
Runestone: Frost	---	---	---	---	---	---	---	---	X	---	---	---	---
Runestone: Lightning	---	---	---	---	---	---	---	---	X	---	---	---	---
Runestone: Oak	---	---	---	---	---	---	---	---	---	---	X	---	---
Runestone: Spirit	---	---	---	---	---	---	---	---	---	---	X	---	---
Runestone: Spring	---	---	---	---	---	---	---	X	---	---	---	---	---
Runestone: Summer	---	---	---	---	---	---	---	X	---	---	---	---	---
Runestone: Sun	---	---	---	---	---	---	---	---	---	---	X	---	---
Runestone: Water	---	---	---	---	---	---	---	---	---	X	---	---	---
Runestone: Winter	---	---	---	---	---	---	---	X	---	---	---	---	---
Runestone Fitting Base	---	---	---	---	---	---	---	---	X	---	---	---	---
Savior Stone †	---	---	---	---	X	---	---	---	---	---	---	---	---
Skunkweed	---	---	---	---	---	---	---	X	---	---	---	---	---
Smoke Stick	X	X	X	X	X	X	X	---	---	---	---	---	---
Sniper Spectacles	---	---	---	---	---	---	---	---	---	---	X	---	---
Spectre's Spectacles	---	---	---	---	---	---	---	---	---	---	X	---	---
Shirt, Dragonhide	---	---	---	---	---	---	---	---	---	X	---	---	---
Shirt, Spiritward	---	---	---	---	---	---	---	---	---	---	X	---	---
Shirt, Silkweave	---	---	---	---	---	---	---	---	---	---	X	---	---
Shirt, Spiritward	---	---	---	---	---	---	---	---	---	---	X	---	---

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Shirt, Spider Silk	---	---	---	---	---	X	---	---	---	---	---	---	---
Shirt, Winter	---	---	---	---	---	---	---	---	---	---	X	---	---
Surcoat, Dragonbane	---	---	---	---	---	---	---	---	X	---	---	---	---
Tanglefoot Bag	---	---	---	---	---	---	X	---	---	---	---	---	---
Torc of Natural Armor	---	---	---	---	---	---	---	X	---	---	---	---	---
Widseth's Mystical Lute	---	---	---	---	---	---	X	---	---	---	---	---	---
Wil's Dragonheart	---	---	---	---	---	---	---	---	---	X	---	---	---

Potions, Elixirs, and Liquids	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Anti-toxin	X	X	X	X	X	X	X	---	---	---	---	---	---
Barkskin	---	---	---	---	---	---	---	X	---	---	---	---	---
Blessed Brandy	---	---	---	---	---	---	---	---	---	---	X	---	---
Bull's Strength	---	---	---	X	X	X	X	---	---	---	---	---	---
Cat's Grace	---	---	---	---	---	X	X	---	---	---	---	---	---
Creeper Vine Extract	---	---	---	---	---	---	---	---	X	---	---	---	---
Cure Minor Wounds (1)	X	X	X	X	X	X	X	---	---	---	---	---	---
Cure Light Wounds (5)*	X	X	X	X	X	X	X	---	---	---	---	---	---
Cure Light Wounds (10)	---	---	---	X	X	---	---	---	---	---	---	---	---
Darkvision	X	X	X	X	X	---	---	---	---	---	---	---	---
Death Drought	---	---	---	---	---	---	---	---	---	---	X	---	---
Death's Door	---	---	---	---	---	X	X	---	---	X	---	---	---
Detect Magic	X	X	X	---	---	---	---	---	---	---	---	---	---
Detect Secret Doors	X	X	X	X	X	X	X	---	---	---	---	---	---
Drow Blade Venom ‡	---	---	---	---	X	---	---	---	---	---	---	---	---
Dwarven Ale	---	---	---	---	---	X	---	---	---	---	---	---	---
Dwarven Dapplebock	---	---	---	---	---	---	---	---	---	---	X	---	---
Dwarven Drought	---	---	---	---	---	---	---	---	---	---	X	---	---
Dwarven Mead	---	---	---	---	---	X	---	---	---	---	---	---	---
Dwarven Pilsner	---	---	---	---	---	---	---	---	---	---	X	---	---
Elixir of Life	X	X	X	X	X	X	---	---	---	---	---	---	---
Elixir of Vitality	---	---	---	---	---	---	---	---	X	---	---	---	---
Endure Elements	X	X	X	X	---	---	---	---	---	---	---	---	---

Potions, Elixirs, and Liquids (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Essence of Figwort	---	---	---	---	---	---	---	X	---	---	---	---	---
Essence of Mandrake	---	---	---	---	---	---	---	X	---	---	---	---	---
Essence of Mistletoe	---	---	---	---	---	---	---	X	---	---	---	---	---
Faerie Water	---	---	---	---	---	---	---	X	X	---	---	---	---
Fire Resistance	---	---	---	---	---	X	---	---	---	---	---	---	---
Flask of Combustion	---	---	---	---	---	---	---	---	X	---	---	---	---
Flask of Conflagration	---	---	---	---	---	---	---	---	X	---	---	---	---
Flask of Survival	---	---	---	---	---	---	---	---	---	X	---	---	---
Frost Resistance	---	---	---	---	---	---	X	---	---	X	---	---	---
Haste	---	X	---	---	---	---	---	---	---	---	---	---	---
Holy Water	X	X	X	X	X	X	X	---	---	---	---	---	---
Invisibility, Potion of	---	---	---	---	X	---	---	---	---	---	---	---	---
Jewel Weed Extract	---	---	---	---	---	---	---	---	X	---	---	---	---
Leaping Attack	---	---	---	---	---	---	---	---	---	---	X	---	---
Monk's Mead	---	---	---	---	---	---	X	---	---	---	---	---	---
Nixie Mead	---	---	---	---	---	---	---	---	---	X	---	---	---
Nymph's Tears	---	---	---	---	---	---	---	---	---	X	---	---	---
Oil of Ghost Touch	---	---	---	---	---	X	X	---	---	---	---	---	---
Oil of Holiness	---	---	---	---	---	X	X	---	---	---	---	---	---
Oil of Smiting	---	---	---	---	---	---	---	X	---	---	---	---	---
Oil of the Yeti	---	---	---	---	---	---	---	---	X	---	---	---	---
Orcish Stout	---	---	---	---	---	---	X	---	---	---	---	---	---
Owl's Wisdom	---	---	---	X	X	X	X	---	---	---	---	---	---
Pelor's Piety	---	---	---	---	---	---	---	---	---	X	---	---	---
Pelor's Rage	---	---	---	---	---	---	---	---	---	---	X	---	---
Pelor's Resolve	---	---	---	---	---	---	---	---	---	X	---	---	---
Phial of Conflagration	---	---	---	---	X	---	---	---	---	---	---	---	---
Polymorph: Bear	---	---	---	---	---	---	---	X	---	---	---	---	---
Polymorph: Cave Bear	---	---	---	---	---	---	---	---	---	---	X	---	---
Polymorph: Otter	---	---	---	---	---	---	---	X	---	---	---	---	---
Polymorph: Shark	---	---	---	---	---	---	---	---	---	X	---	---	---
Polymorph: Viper	---	---	---	---	---	---	---	---	X	---	---	---	---

Potions, Elixirs, and Liquids (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Rue Extract	---	---	---	---	---	---	---	---	X	---	---	---	---
Salve of Restoration	---	---	---	---	---	---	X	---	---	---	---	---	---
Salve of Shadowvein	---	---	---	---	---	---	X	---	---	---	---	---	---
Salve of Stoneskin	---	---	---	---	---	---	X	---	---	---	---	---	---
See Invisibility	X	X	X	X	X	---	---	---	---	---	---	---	---
Siren Wine	---	---	---	---	---	---	---	---	---	X	---	---	---
Truefoil Extract	---	---	---	---	---	---	---	---	X	---	---	---	---
Universal Solvent	---	---	---	---	---	X	X	---	---	---	---	---	---
Water Breathing	---	---	---	---	---	X	X	---	---	X	---	---	---
Wolfsbane Extract	---	---	---	---	---	---	---	---	X	---	---	---	---
Yew Bark Extract	---	---	---	---	---	---	---	---	X	---	---	---	---

* In 2003, the Potion of Cure Light Wounds appeared as both an uncommon and rare token (green and red print).

RINGS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Air Elemental Command	---	---	---	---	---	---	---	---	X	---	---	---	---
Brilliance	---	---	---	---	---	---	---	---	---	---	X	---	---
Deep (of the)	---	---	---	---	---	---	---	---	---	X	---	---	---
Enervation	---	---	---	---	---	---	---	---	---	---	X	---	---
Evasion	---	---	---	X	X	---	---	---	---	---	X	---	---
Evasion, Improved	---	---	---	---	---	---	---	---	---	---	X	---	---
The Eye †	---	---	---	---	---	X	---	---	---	---	---	---	---
Feather Fall	X	X	X	X	X	---	---	X	---	---	---	---	---
Earth Elemental Command	---	---	---	---	---	---	---	---	---	---	X	---	---
Fire Elemental Command	---	---	---	---	---	---	---	X	---	---	---	---	---
Fire Resistance	---	---	---	---	X	---	---	---	X	---	---	---	---
Frost	---	---	---	---	---	---	---	---	X	---	---	---	---
Frost Resistance	---	---	---	---	X	---	---	---	X	---	---	---	---
Focus	---	---	---	---	---	X	X	---	---	---	---	---	---
Fortitude	---	---	---	---	---	X	---	---	---	---	---	---	---
Gaea	---	---	---	---	---	---	---	X	---	---	---	---	---
Intrusion	---	---	---	---	---	---	---	---	---	---	X	---	---

RINGS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Iron Will	---	---	---	---	---	X	---	---	---	---	---	---	---
Iuz	---	---	---	---	---	---	X	---	---	---	---	---	---
Pelor	---	---	---	---	---	---	X	---	---	---	---	---	---
Protection +1	---	---	---	X	X	X	X	---	---	X	---	---	---
Protection (+2)	---	---	---	---	---	---	---	---	---	X	---	---	---
Reflexes	---	---	---	---	---	X	---	---	---	---	---	---	---
Regeneration	---	X	---	---	---	X	---	---	---	---	---	---	---
Riches	---	---	---	---	---	---	---	---	---	X	---	---	---
The Ram	---	---	---	---	X	---	---	---	---	---	---	---	---
The Serpent	---	---	---	---	---	---	X	---	---	---	---	---	---
Sanctuary	---	---	---	---	---	---	X	---	---	---	---	---	---
Shock Resistance	---	---	---	---	---	---	---	X	---	---	---	---	---
Sonic Resistance	---	---	---	---	---	---	---	---	X	---	---	---	---
Stunning Fist	---	---	---	---	---	---	---	---	---	X	---	---	---
Elemental Command, Supreme	---	---	---	---	---	---	---	---	---	---	X	---	---
Three Wishes	---	X	---	---	---	---	---	---	---	---	---	---	---
Wizardry	---	---	---	---	---	---	X	---	---	---	---	---	---
Wolf	---	---	---	---	---	---	---	X	---	---	---	---	---
The Woodworker	---	---	---	---	---	---	---	---	X	---	---	---	---
Water Elemental Command	---	---	---	---	---	---	---	---	---	X	---	---	---

ARMOR	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Abalone	---	---	---	---	---	---	---	---	---	X	---	---	---
Animal Hide (a.k.a. Hide Armor)	---	---	---	---	X	---	---	---	X	---	---	---	---
Banded	---	---	X	X	X	X	---	---	---	---	---	---	---
Bone Armor	---	---	---	---	---	---	X	---	---	---	---	---	---
Chain	---	---	X	X	X	X	X	---	---	---	---	---	---
Chainmail, Fey	---	---	---	---	---	---	---	---	X	---	---	---	---
Chainmail, Footman	---	---	---	---	---	---	---	---	---	---	X	---	---
Chain, Elven	---	---	---	---	X	X	X	---	---	---	---	---	---
Chain, Mithral	---	---	---	---	---	X	---	---	---	---	---	---	---
Crocodile Skin	---	---	---	---	---	---	---	---	---	X	---	---	---
Darkmail	---	---	---	---	---	---	---	---	---	---	X	---	---

ARMOR (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Devil Crab	---	---	---	---	---	---	---	---	---	X	---	---	---
Dire Turtle	---	---	---	---	---	---	---	---	---	X	---	---	---
Divine	---	---	---	---	---	---	---	---	---	---	X	---	---
Dragonhide	---	---	---	---	---	---	---	---	---	---	X	---	---
Dragonscale Armor	---	---	---	---	---	X	---	---	---	---	---	---	---
Eelskin	---	---	---	---	---	---	---	---	X	---	---	---	---
Faerie-Iron	---	---	---	---	---	---	---	X	---	---	---	---	---
Full Plate (a.k.a. Plate Armor)	---	---	X	X	X	X	X	---	---	---	---	---	---
Full Plate +1	---	---	---	X	X	X	---	---	---	---	---	---	---
Half Plate	---	---	X	X	X	X	X	---	---	---	---	---	---
Half Plate, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Half Plate, Life	---	---	---	---	---	---	---	---	X	---	---	---	---
Hill Dwarf	---	---	---	---	---	---	---	---	---	---	X	---	---
Leather	---	---	X	X	---	X	X	---	---	---	---	---	---
Leather, Nixie	---	---	---	---	---	---	---	---	---	X	---	---	---
Leather, Reinforced	---	---	---	---	---	X	---	---	---	---	---	---	---
Leather, Studded	---	---	X	X	X	X	---	---	---	---	---	---	---
Leather Brigandine	---	---	---	---	---	---	---	X	---	---	---	---	---
Leather Cuirass	---	---	---	---	---	---	X	X	---	---	---	---	---
Lorica Hamata	---	---	---	---	---	---	---	X	---	---	---	---	---
Lorica Segmentia, Commander's	---	---	---	---	---	---	---	X	---	---	---	---	---
Lorica Squamatea	---	---	---	---	---	---	---	X	---	---	---	---	---
Lynx	---	---	---	---	---	---	---	---	---	---	X	---	---
Mountain Dwarf	---	---	---	---	---	---	---	---	---	---	X	---	---
Oakspirit	---	---	---	---	---	---	---	X	---	---	---	---	---
Plate Armor, Absorption	---	---	---	---	---	---	---	X	---	---	---	---	---
Plate Armor, Attack	---	---	---	---	---	---	---	---	X	---	---	---	---
Plate Armor, Fey	---	---	---	---	---	---	---	---	X	---	---	---	---
Platemail, Defender	---	---	---	---	---	---	---	---	---	---	X	---	---
Platemail of the Depths	---	---	---	---	---	---	---	---	---	X	---	---	---
Ringmail, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Scalemail	---	---	---	---	---	---	X	---	---	---	---	---	---
Sea Elf	---	---	---	---	---	---	---	---	---	X	---	---	---

ARMOR (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Sea Turtle	---	---	---	---	---	---	---	---	---	X	---	---	---
Shark Tooth	---	---	---	---	---	---	---	---	---	X	---	---	---
Sharkskin	---	---	---	---	---	---	---	---	---	X	---	---	---
Splintmail, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Templar	---	---	---	---	---	---	---	---	---	---	X	---	---
Topaz Infused	---	---	---	---	---	---	---	---	---	---	X	---	---
Totem: Eagle	---	---	---	---	---	---	---	X	---	---	---	---	---
Totem: Fox	---	---	---	---	---	---	---	---	X	---	---	---	---
Totem: Owl	---	---	---	---	---	---	---	---	X	---	---	---	---
Totem: Ram	---	---	---	---	---	---	---	---	X	---	---	---	---
Totem: Toad	---	---	---	---	---	---	---	---	X	---	---	---	---
Totem: Wolf	---	---	---	---	---	---	---	X	---	---	---	---	---
Troll Hide Armor	---	---	---	---	---	---	X	---	---	---	---	---	---
Vile	---	---	---	---	---	---	---	---	---	---	X	---	---
Winter Wolf	---	---	---	---	---	---	---	---	---	---	X	---	---
Yeti Hide	---	---	---	---	---	---	---	---	---	---	X	---	---
Cap, Footman	---	---	---	---	---	---	---	---	---	---	X	---	---
Cassis	---	---	---	---	---	---	---	X	---	---	---	---	---
Coif, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Helm, Boar	---	---	---	---	---	---	---	X	---	---	---	---	---
Helm, Clear Thought	---	---	---	---	---	X	---	---	---	---	---	---	---
Helm, Defender	---	---	---	---	---	---	---	---	---	---	X	---	---
Helm, Eagle	---	---	---	---	---	---	---	---	X	---	---	---	---
Helm, Great	---	---	---	---	---	X	X	---	---	---	---	---	---
Helm, Retribution	---	---	---	---	---	---	---	---	X	---	---	---	---
Helm, Skull	---	---	---	---	---	---	---	---	---	---	X	---	---
Helm, Templar	---	---	---	---	---	---	---	---	---	---	X	---	---
Helm, Triton	---	---	---	---	---	---	---	---	---	X	---	---	---
Helmet, Dragonscale	---	---	---	---	---	---	X	---	---	---	---	---	---
Cap, Mithral	---	---	---	---	---	---	---	X	---	---	---	---	---
Buckler, Archer's	---	---	---	---	---	---	---	---	X	---	---	---	---

ARMOR (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Shield, Dark	---	---	---	---	---	---	---	---	---	---	X	---	---
Shield, Defender	---	---	---	---	---	---	---	---	---	---	X	---	---
Shield, Deflection	---	---	---	---	---	---	---	---	---	X	---	---	---
Shield, Dragonscale	---	---	---	---	X	---	---	X	---	---	---	---	---
Shield, Faerie-Iron	---	---	---	---	---	---	---	X	---	---	---	---	---
Shield, Footman	---	---	---	---	---	---	---	---	---	---	X	---	---
Shield, Large	---	---	X	X	X	X	X	---	---	---	---	---	---
Shield, Large Darkwood	---	---	---	---	---	---	---	X	---	---	---	---	---
Shield, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Shield, Large Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Shield, Nixie	---	---	---	---	---	---	---	---	---	X	---	---	---
Shield, Redemption	---	---	---	---	---	---	---	---	X	---	---	---	---
Shield, Sea Elf	---	---	---	---	---	---	---	---	---	X	---	---	---
Shield, Sea Turtle	---	---	---	---	---	---	---	---	---	X	---	---	---
Shield, Small	---	---	X	X	X	X	X	---	---	---	---	---	---
Shield, Small Darkwood	---	---	---	---	---	---	---	X	---	---	---	---	---
Shield, Small Fey	---	---	---	---	---	---	---	---	X	---	---	---	---
Shield, Templar	---	---	---	---	---	---	---	---	---	---	X	---	---
Shield, Tower	---	---	---	---	---	---	X	---	---	---	---	---	---
Shield, Tower +1	---	---	---	---	---	---	X	---	---	---	---	---	---
Bracers, Celestial	---	---	---	---	---	---	---	X	---	---	---	---	---
Bracers, Deflection	---	---	---	---	---	---	X	---	---	---	---	---	---
Girdle, Celestial	---	---	---	---	---	---	---	X	---	---	---	---	---

WANDS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Cure Light Wounds	X	X	X	---	---	---	---	---	---	---	---	---	---
Detect Magic	X	X	X	---	---	---	---	---	---	---	---	---	---
Eel	---	---	---	---	---	---	---	---	---	X	---	---	---
Fey	---	---	---	---	---	---	---	X	---	---	---	---	---
Frost	---	---	---	---	---	X	---	---	---	---	---	---	---
Forceballs	---	---	---	---	---	---	---	---	---	---	X	---	---
Illumination	---	---	---	---	---	---	---	---	---	---	X	---	---
Life Stealing	---	---	---	---	---	---	X	---	---	---	---	---	---
Lightning Bolts	---	---	---	X	X	---	---	---	---	X	---	---	---
Magic Missiles	X	X	X	X	X	---	---	---	X	---	---	---	---
Melf's Acid Arrow	X	X	X	X	---	---	---	---	---	---	---	---	---
Scepter of the Dead	---	---	---	---	---	X	---	---	---	---	---	---	---
Shock	---	---	---	---	---	---	---	---	---	X	---	---	---
Slow	---	---	---	---	---	X	---	---	---	---	---	---	---
Snowballs	---	---	---	---	---	---	---	---	---	---	X	---	---
Tentacles	---	---	---	---	---	---	---	---	---	X	---	---	---
Tide	---	---	---	---	---	---	---	---	---	X	---	---	---
Waves	---	---	---	---	---	---	---	---	---	X	---	---	---

WEAPONS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Arrow, +1	---	---	---	---	---	---	---	X	---	---	---	---	---
Arrow, +2	---	---	---	---	---	---	---	X	---	---	---	---	---
Arrow, Darkrift	---	---	---	---	---	---	---	---	---	---	X	---	---
Arrow, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Arrow, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Arrow, Fire	---	---	---	---	---	---	---	---	X	---	---	---	---
Arrow, Frost	---	---	---	---	---	---	---	---	X	---	---	---	---
Arrow, Keen	---	---	---	---	---	---	---	---	X	---	---	---	---
Arrow, Masterwork	---	---	---	---	X	X	---	X	---	---	---	---	---
Arrow, Sacred	---	---	---	---	---	---	---	---	---	---	X	---	---
Arrow, Shock	---	---	---	---	---	---	---	---	X	---	---	---	---
Arrow of Slaying	---	---	---	---	X	---	---	---	---	---	---	---	---
Arrow of Sleep	---	---	---	---	---	X	---	---	---	---	---	---	---
Bolt, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Bolt, +2	---	---	---	---	---	---	---	---	X	---	---	---	---
Bolt, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Bolt, Fire	---	---	---	---	---	---	---	---	---	---	X	---	---
Bolt, Frost	---	---	---	---	---	---	---	---	X	---	---	---	---
Bolt, Lightning	---	---	---	---	---	---	X	---	---	X	---	---	---
Bolt, Hand Crossbow, Enfeeblement	---	---	---	---	---	---	---	---	X	---	---	---	---
Bolt, Hand Crossbow, Madness	---	---	---	---	---	---	---	---	X	---	---	---	---
Bolt, Hand Crossbow, Masterwork	---	---	---	---	---	---	---	---	X	---	---	---	---
Bolt, Masterwork	---	---	---	---	X	---	X	---	X	---	---	---	---
Bullet, Sling, Acid	---	---	---	---	---	---	---	---	---	---	X	---	---
Bullet, Sling, Chaos	---	---	---	---	---	---	---	---	---	X	---	---	---
Bullet, Sling, Dividing	---	---	---	---	---	---	---	X	---	---	---	---	---
Bullet, Sling, Fire	---	---	---	---	---	---	---	X	---	---	---	---	---
Bullet, Sling, Frost	---	---	---	---	---	---	---	X	---	---	---	---	---
Bullet, Sling Impact	---	---	---	---	---	---	X	---	---	---	---	---	---
Bullet, Sling Masterwork	---	---	---	---	---	---	X	---	X	---	---	---	---
Bullet, Sling, Shock	---	---	---	---	---	---	---	X	---	---	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Bullet, Sling, Stunning	---	---	---	---	---	---	---	X	---	---	---	---	---
Bullet, Sling, Thunder	---	---	---	---	---	---	---	X	---	---	---	---	---
Stone, Sling, Chaos	---	---	---	---	---	---	---	---	---	X	---	---	---
Stone, Sling, Sacred	---	---	---	---	---	---	---	---	---	---	X	---	---
Alchemist Fire	X	X	X	X	X	X	X	---	---	---	---	---	---
Axe, Battle	---	---	X	X	X	X	---	---	---	---	---	---	---
Axe, Battle, Dwarven (+1)	---	---	---	---	---	---	---	---	---	---	X	---	---
Axe, Boarding	---	---	---	---	---	---	---	---	---	X	---	---	---
Axe, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Axe, Dwarven, Dire, (+2)	---	---	---	---	---	---	---	---	---	---	X	---	---
Axe, Great	---	---	X	X	X	X	---	---	---	---	---	---	---
Axe, Great +1	X	X	X	X	X	X	---	---	---	---	---	---	---
Axe, Great +2	---	---	---	X	X	X	---	---	---	---	---	---	---
Axe, Hand	---	---	---	---	X	X	---	---	---	---	---	---	---
Axe, Hand, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Axe, Hand, Keen, +1wood	---	---	---	---	---	---	---	X	---	---	---	---	---
Bow, Longbow	---	---	X	X	X	X	---	---	---	---	---	---	---
Bow, Longbow, Darkwood	---	---	---	---	---	---	---	X	---	---	---	---	---
Bow, Longbow, Darkwood (+1)	---	---	---	---	---	---	---	X	---	---	---	---	---
Bow, Longbow, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Bow, Longbow, Elven, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Bow, Longbow (+1)	---	---	---	---	X	X	---	---	---	---	---	---	---
Bow, Mighty Longbow (+1)	---	---	---	---	---	---	X	---	---	---	---	---	---
Long Bow, of the Sun (+2)	---	---	---	---	---	---	---	---	---	X	---	---	---
Bow, Shortbow	---	---	X	X	X	X	X	---	---	---	---	---	---
Bow, Shortbow, Darkwood	---	---	---	---	---	---	---	X	---	---	---	---	---
Bow, Shortbow, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Bow, Shortbow, Dwarven, (+1)	---	---	---	---	---	---	---	---	---	---	X	---	---
Bow, Shortbow, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Bow, Shortbow, Frost	---	---	---	---	---	---	---	---	X	---	---	---	---
Bow, Shortbow, Flaming (+2)	---	---	---	---	---	X	---	---	---	---	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Bow, Shortbow, Mighty, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Bow, Shortbow, Orchorn, +1	---	---	---	---	---	---	---	X	---	---	---	---	---
Bracer of Dragonfist (+1)	---	---	---	---	---	X	X	---	---	---	---	---	---
Bracer of the Quivering Palm	---	---	---	---	---	---	X	---	---	---	---	---	---
Bracer of Smiting	---	---	---	---	---	---	---	---	---	---	X	---	---
Buckler, Spiked	---	---	---	---	---	---	---	X	---	---	---	---	---
Cestus, SeyLah's Sundering (+2)	---	---	---	---	---	---	---	X	---	---	---	---	---
Claymore	---	---	---	---	---	---	---	---	---	X	---	---	---
Club, Darkwood	---	---	---	---	---	---	---	---	X	---	---	---	---
Club, Darkwood, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Club, Faerie-Iron	---	---	---	---	---	---	---	X	---	---	---	---	---
Club, Great	---	---	---	---	---	---	X	---	---	---	---	---	---
Club, Great (+1)	---	---	---	---	---	---	X	---	---	---	---	---	---
Club, Great Club of Bashing (+2)	---	---	---	---	---	---	X	---	---	---	---	---	---
Club, Innkeeper's	---	---	---	---	---	---	---	---	---	X	---	---	---
Club, Orcish	---	---	---	---	---	---	X	---	---	---	---	---	---
Club, Pressman's	---	---	---	---	---	---	---	---	---	X	---	---	---
Club, Sahuagin	---	---	---	---	---	---	---	---	---	X	---	---	---
Crossbow, Hand	---	---	---	---	---	---	---	---	X	X	---	---	---
Crossbow, Hand, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Crossbow, Heavy	---	---	X	X	X	---	X	---	X	---	---	---	---
Crossbow, Heavy, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Crossbow, Heavy, Dwarven, (+1)	---	---	---	---	---	---	---	---	---	---	X	---	---
Crossbow, Heavy Repeating	---	---	X	X	X	---	X	---	---	X	---	---	---
Crossbow, Heavy Repeating +1	---	---	---	X	X	---	---	---	---	---	---	---	---
Crossbow, Light, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Crossbow, Light, Frost, +2	---	---	---	---	---	---	---	---	X	---	---	---	---
Crossbow, Light., Nixie	---	---	---	---	---	---	---	---	---	X	---	---	---
Crossbow, Light Sahuagin Blunt	---	---	---	---	---	---	---	---	---	X	---	---	---
Crossbow, Light +1 Sahuagin Blunt	---	---	---	---	---	---	---	---	---	X	---	---	---
Cudgel	---	---	---	---	---	---	---	X	---	---	---	---	---
Cudgel, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Cutlass	---	---	---	---	---	---	---	---	---	X	---	---	---
Cutlass, (+1)	---	---	---	---	---	---	---	---	---	X	---	---	---
Dagger	---	---	X	X	X	X	---	---	---	---	---	---	---
Dagger, +1	X	X	X	---	---	---	---	---	---	---	---	---	---
Dagger, +2	---	---	---	X	X	---	---	---	---	---	---	---	---
Dagger, Arcane Luck	---	---	---	---	---	---	---	---	---	X	---	---	---
Dagger, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Dagger, Masterwork Silver	---	---	---	---	X	---	---	---	---	---	---	---	---
Dagger, Obsidian	---	---	---	---	---	---	---	X	---	---	---	---	---
Dagger, Sun, (+1)	---	---	---	---	---	---	---	---	---	X	---	---	---
Dagger, Throwing	---	---	---	---	---	X	---	---	---	---	---	---	---
Dagger, Venom (+2)	---	---	---	---	---	---	---	X	---	---	---	---	---
Dirk	---	---	---	---	---	---	---	---	---	X	---	---	---
Dirk, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Dirk, Dwarven, (+1)	---	---	---	---	---	---	---	---	---	---	X	---	---
Dirk, Orcish	---	---	---	---	---	---	X	---	---	---	---	---	---
Falchion, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Falchion, Elven, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Falchion, Life Stealing, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Fey Blade	---	---	---	---	---	---	---	---	X	---	---	---	---
Fey Blade, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Fireseed: Hollyberry	---	---	---	---	---	---	---	X	---	---	---	---	---
Fireseed: Hickorynut	---	---	---	---	---	---	---	X	---	---	---	---	---
Flail, Orcish	---	---	---	---	---	---	X	---	---	---	---	---	---
Flail, Orcish (+1)	---	---	---	---	---	---	X	---	---	---	---	---	---
Gladius	---	---	---	---	---	---	---	X	---	---	---	---	---
Glave, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Glave, Dwarven, (+1)	---	---	---	---	---	---	---	---	---	---	X	---	---
Halberd	---	---	---	---	---	---	---	X	---	---	---	---	---
Halberd (+1)	---	---	---	---	---	---	---	X	---	---	---	---	---
Hammer, Light, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Hammer, Throwing, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Hammer, Throwing, Dwarven, (+1)	---	---	---	---	---	---	---	---	---	---	X	---	---
Hammer of Thunderbolts (+2)	---	---	---	---	---	---	---	X	---	---	---	---	---
Holy Lager	---	---	---	---	---	---	---	---	---	---	X	---	---
Holy Water	---	---	---	---	---	---	---	---	---	---	X	---	---
Javelin, Bone	---	---	---	---	---	---	X	---	---	---	---	---	---
Kopis (+1)	---	---	---	---	---	---	---	X	---	---	---	---	---
Mace, Dispelling (+2)	---	---	---	---	---	---	X	---	---	---	---	---	---
Mace, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Mace, Dwarven, (+1)	---	---	---	---	---	---	---	---	---	---	X	---	---
Mace, Heavy	---	---	X	X	X	X	---	---	---	---	---	---	---
Mace, Heavy +1	---	---	---	X	X	X	---	---	---	---	---	---	---
Mace, Gearon's Blessed (+2)	---	---	---	---	---	---	---	X	---	---	---	---	---
Mace, Gearon's Heavy (+2)	---	---	---	---	X	---	---	---	---	---	---	---	---
Maul	---	---	---	---	---	---	---	---	X	---	---	---	---
Maul, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Maul of the Titans	---	---	---	---	---	---	---	---	X	---	---	---	---
Morningstar	---	---	---	---	---	---	---	X	---	---	---	---	---
Morningstar of Smiting, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Mug, Brawler's (also an item)	---	---	---	---	---	---	---	---	---	X	---	---	---
Mug, Captain's	---	---	---	---	---	---	---	---	---	X	---	---	---
Orb of Acid	---	---	---	---	---	---	---	X	---	---	---	---	---
Orb of Might	---	---	---	---	---	---	---	---	X	---	---	---	---
Otiluke's Freezing Orb	---	---	---	---	---	---	---	---	X	---	---	---	---
Orb of Pelor	---	---	---	---	---	---	---	X	---	---	---	---	---
Pick, Reaper's	---	---	---	---	---	---	---	---	---	---	X	---	---
Pilum of Lightning	---	---	---	---	---	---	---	X	---	---	---	---	---
Pugio	---	---	---	---	---	---	---	X	---	---	---	---	---
Pugio (+1)	---	---	---	---	---	---	---	X	---	---	---	---	---
Quarter Staff	---	---	X	X	X	X	X	---	---	---	---	---	---
Quarter Staff +1	X	X	X	X	X	---	---	---	---	X	---	---	---
Quarter Staff +2	---	---	---	X	---	---	---	---	---	---	---	---	---
Rapier, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Rapier, Elven, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Rapier, Piercing, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Rapier, Silver (+1)	---	---	---	---	---	---	---	---	---	X	---	---	---
Rod, Disjunction, (+2)	---	---	---	---	---	---	---	---	---	X	---	---	---
Sacred Hand Grenade	---	---	---	---	---	---	---	---	---	---	X	---	---
Sai, Snaring, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Scimitar	---	---	---	---	---	X	X	---	---	---	---	---	---
Scimitar +1	---	---	---	---	---	X	X	---	---	---	---	---	---
Scimitar +2, Keen	---	---	---	---	---	X	X	---	---	---	---	---	---
Scourge, Orcish	---	---	---	---	---	---	X	---	---	---	---	---	---
Scythe	---	---	---	---	---	X	---	X	---	---	X	---	---
Scythe, Reaping	---	---	---	---	---	---	---	---	---	---	X	---	---
Scepter, Might (+2)	---	---	---	---	---	---	---	---	---	X	---	---	---
Scepter of the Stirge, +1	---	---	---	---	---	---	---	X	---	---	---	---	---
Scepter, Sylvan	---	---	---	---	---	---	---	---	X	---	---	---	---
Shurikin	---	---	---	---	---	---	---	X	---	---	---	---	---
Shurikin, Masterwork	---	---	---	---	---	---	---	X	---	---	---	---	---
Shurikin (+1)	---	---	---	---	---	---	---	X	---	---	---	---	---
Shillelagh, Darkwood	---	---	---	---	---	---	---	X	---	---	---	---	---
Sickle, Orcish	---	---	---	---	---	---	X	---	---	---	---	---	---
Sickle, Orcish (+1)	---	---	---	---	---	---	X	---	---	---	---	---	---
Sickle, Silver	---	---	---	---	---	---	---	X	---	---	---	---	---
Skull, Doom (+2)	---	---	---	---	---	---	X	---	---	---	---	---	---
Sling	---	---	X	X	X	X	X	X	X	---	---	---	---
Sling, Mighty	---	---	---	---	---	---	---	---	X	---	---	---	---
Sling (+1)	---	---	---	---	---	---	---	X	---	---	---	---	---
Sling, Impact (+2)	---	---	---	---	---	---	---	X	---	---	---	---	---
Sling, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Spear, Long, Iron	---	---	---	---	---	---	---	X	---	---	---	---	---
Spear, Long, Dragonslaying, +2	---	---	---	---	---	---	---	---	X	---	---	---	---
Spear, Long, Iron (+1)	---	---	---	---	---	---	---	X	---	---	---	---	---
Spear, Masterwork	---	---	---	---	X	---	---	---	---	---	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Spear, Sea Elf	---	---	---	---	---	---	---	---	---	X	---	---	---
Spear, Sea Elf (+1)	---	---	---	---	---	---	---	---	---	X	---	---	---
Spear, Wicked	---	---	---	---	---	---	---	---	---	X	---	---	---
Staff, Darkwood	---	---	---	---	---	---	---	X	---	---	---	---	---
Staff, Darkwood (+1)	---	---	---	---	---	---	---	X	---	---	---	---	---
Staff, Stout, Dwarven	---	---	---	---	---	---	---	---	---	---	X	---	---
Staff, Stout, Dwarven, (+1)	---	---	---	---	---	---	---	---	---	---	X	---	---
Staff, Power, +2	---	---	---	---	---	---	---	---	X	---	---	---	---
Staff of Striking (+1)	---	---	---	---	---	---	X	---	---	X	---	---	---
Sword, Bastard	---	---	---	---	---	X	---	---	---	---	---	---	---
Sword, Bastard (+1)	---	---	---	---	---	X	---	---	---	X	---	---	---
Sword, Broadsword-Life Stealing (+1)	---	---	---	---	---	---	X	---	---	---	---	---	---
Sword, Dread (+2)	---	---	---	---	---	---	---	X	---	---	---	---	---
Sword, Great	---	---	X	X	X	X	---	---	---	---	---	---	---
Sword, Great (+1)	X	X	X	X	X	X	---	---	---	---	---	---	---
Sword, Great (+2)	---	---	---	X	X	---	---	---	---	---	---	---	---
Sword, Great (+2), Holy	---	---	---	---	---	X	---	---	---	---	---	---	---
Sword, Long	---	---	X	X	X	X	---	---	---	---	---	---	---
Sword, Long, Elven	---	---	---	---	---	---	---	---	X	---	---	---	---
Sword, Long, Elven, +1	---	---	---	---	---	---	---	---	X	---	---	---	---
Sword, Long (+1)	X	X	X	X	X	X	X	---	---	---	---	---	---
Sword, Long (+1), Mithral	---	---	---	---	---	---	X	---	---	---	---	---	---
Sword, Long (+2)	---	---	---	X	X	X	X	---	---	---	---	---	---
Sword, Long, Celestial Keen	---	---	---	---	---	---	---	X	---	---	---	---	---
Sword, Short	---	---	X	X	X	X	X	---	---	---	---	---	---
Sword, Short (+1)	X	X	X	X	X	X	X	---	---	---	---	---	---
Sword, Short (+2)	---	---	---	X	X	---	---	---	---	---	---	---	---
Sword, Short (+2), Nightshade's	---	---	---	---	---	X	---	---	---	---	---	---	---
Sword, Short (of the Sun), (+2)	---	---	---	---	---	---	---	---	---	X	---	---	---
Thunder Stone	X	X	X	X	X	X	X	---	---	---	---	---	---
Trident	---	---	---	---	---	---	---	X	---	X	---	---	---
Trident, Light	---	---	---	---	---	---	---	---	---	X	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Trident, Light (+1)	---	---	---	---	---	---	---	---	---	X	---	---	---
Trident of Skewering, Heavy (+2)	---	---	---	---	---	---	---	---	---	X	---	---	---
Walking Stick	---	---	---	---	---	---	---	---	---	---	X	---	---
Warhammer, Faerie-Iron	---	---	---	---	---	---	---	X	---	---	---	---	---
Warhammer, Orcish	---	---	---	---	---	---	X	---	---	---	---	---	---
Weighted Net	---	---	---	---	X	---	---	---	---	---	---	---	---
Wooden Oar	---	---	---	---	---	---	---	---	---	X	---	---	---

NOTE: Weapons in 2003 and 2004 did not have damage markers on the outer circumference, and are not usable in the current combat system. Thunderstone and Alchemist fire both gained damage wheels, early versions did fixed damage.

SCROLLS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Acid Spray	---	---	---	---	---	---	---	X	---	---	---	---	---
Ball of Lightning	---	---	---	---	---	---	---	---	X	---	---	---	---
Bane	---	---	---	---	---	---	X	---	---	---	---	---	---
Barkskin	---	---	---	---	---	---	---	X	---	---	---	---	---
Bless	X	X	X	X	X	X	---	X	---	---	---	---	---
Blink	---	---	---	---	X	---	---	---	---	---	---	---	---
Burning Hands	X	X	X	X	X	X	X	---	---	---	---	---	---
Call Lightning	---	---	---	---	---	---	---	---	X	---	---	---	---
Chain Lightning	---	---	---	---	---	X	X	---	---	X	---	---	---
Chill Touch	---	---	---	---	---	---	---	---	---	---	X	---	---
Color Spray	---	---	---	---	---	---	---	X	---	---	---	---	---
Comprehend Languages	---	X	X	X	X	X	X	---	---	---	---	---	---
Cure Light Wounds (5)	---	X	X	X	X	X	X	---	X	X	---	---	---
Cure Light Wounds (8)	X	---	X	X	X	X	X	---	---	---	---	---	---
Cure Moderate Wounds (+10)	---	---	---	---	---	---	---	---	---	X	---	---	---
Dark Arrow	---	---	---	---	---	---	---	---	---	---	X	---	---
Dark Aura	---	---	---	---	---	---	---	---	---	---	X	---	---
Darkrift Darts	---	---	---	---	---	---	---	---	---	---	X	---	---
Dazzling Ray	---	---	---	---	---	---	---	---	X	---	---	---	---
Detect Glyph	---	---	---	---	---	---	---	X	---	---	---	---	---
Detect Illusion	---	---	---	---	---	---	---	---	X	---	---	---	---
Detect Life	---	---	---	---	---	---	---	X	---	---	---	---	---
Detect Magic	X	X	X	---	---	---	---	---	---	---	---	---	---
Detect Poison	X	X	X	X	---	---	---	X	---	---	---	---	---
Detect Secret Doors	X	X	---	---	---	---	---	---	---	---	---	---	---
Detect Undead	X	X	X	X	---	---	X	---	---	---	X	---	---
Disrupt Undead	X	X	X	X	---	---	---	---	---	---	---	---	---
Eelskin	---	---	---	---	---	---	---	---	---	X	---	---	---
Endure Elements	X	X	X	---	---	---	---	X	---	X	---	---	---
Faerie Fire	---	---	---	---	---	---	---	X	---	---	---	---	---
Feather Fall	X	X	X	X	X	---	---	---	---	---	---	---	---

SCROLLS (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Fireshield	---	---	---	---	---	---	---	X	---	---	---	---	---
Flame Arrow	X	X	X	X	---	---	---	---	X	---	---	---	---
Fly	---	---	---	X	---	---	---	---	---	---	---	---	---
Frostbolt	---	---	---	---	---	---	---	---	X	---	---	---	---
Frostshield	---	---	---	---	---	---	---	---	X	---	---	---	---
Gaze Reflection	---	---	---	---	---	---	---	---	X	---	---	---	---
Hypnotic Pattern	---	---	---	---	---	---	---	X	---	---	---	---	---
Identify	X	X	X	X	X	---	---	---	---	---	---	---	---
Keen Edge	X	X	X	X	X	X	X	---	---	---	---	---	---
Knock	X	X	X	X	X	X	X	---	---	---	---	---	---
Light	X	---	---	---	---	---	---	---	---	---	---	---	---
Lightning Strike	---	---	---	---	---	---	---	---	---	X	---	---	---
Mage Armor	X	X	X	X	X	X	---	---	---	---	---	---	---
Mage Hand	---	---	---	---	X	---	---	---	---	---	---	---	---
Magic Missile	X	X	X	X	X	X	---	---	---	X	---	---	---
Magic Vestments	---	---	---	---	---	---	---	---	X	---	---	---	---
Mass Cure Minor Wounds	---	---	---	---	---	---	---	X	---	---	---	---	---
Melf's Acid Arrow	X	X	X	X	---	---	---	X	---	---	---	---	---
Mind Blank	---	---	---	---	---	---	X	---	---	---	---	---	---
Mirror Image	---	---	---	---	X	---	---	---	---	---	---	---	---
Nymph's Breath	---	---	---	---	---	---	---	---	---	X	---	---	---
Obscuring Mist	---	---	---	---	---	---	---	---	X	---	---	---	---
Protection from Evil	X	X	X	X	X	X	---	---	---	---	---	---	---
Purify Food and Drink	X	X	X	---	---	---	---	---	---	---	---	---	---
Purify Water	---	---	---	---	---	---	---	---	---	X	---	---	---
Ray of Enfeeblement	---	---	---	---	---	---	---	---	X	---	---	---	---
Read Magic	X	X	X	X	X	X	X	---	---	---	---	---	---
Remove Curse	X	X	X	X	X	X	X	---	---	---	---	---	---
Remove Disease	X	X	X	X	X	X	X	---	---	---	---	---	---
Remove Paralysis	X	X	X	X	X	X	---	---	---	---	---	---	---
Sanctuary	X	X	X	X	X	---	---	---	---	---	---	---	---
Scorching Ray	---	---	---	---	---	---	X	---	---	---	---	---	---

SCROLLS (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Shield	---	---	---	---	---	---	---	---	X	---	---	---	---
Shockbolt	---	---	---	---	---	---	---	---	---	X	---	---	---
Shocking Grasp	X	X	X	X	X	X	X	---	---	---	---	---	---
Siphon Spirit	---	---	---	---	---	---	---	---	---	---	X	---	---
Slow Poison	X	X	X	X	X	X	X	---	---	---	---	---	---
Soul Spear	---	---	---	---	---	---	---	---	---	---	X	---	---
Soundburst	---	---	---	---	---	---	---	---	X	---	---	---	---
Speak with Dead	---	---	---	---	---	X	X	---	---	---	X	---	---
Stone to Flesh	---	---	---	---	X	X	---	---	---	---	---	---	---
Summon Insects	---	---	---	---	---	---	---	X	---	---	---	---	---
Sunray	---	---	---	---	---	---	---	---	---	---	X	---	---
Urgent Health	---	---	---	---	---	---	---	---	---	---	X	---	---
Water Breathing	---	---	---	---	---	---	---	---	---	X	---	---	---

INGREDIENTS - TROPHIES	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Astral Stalker Blood	---	---	---	---	---	---	---	---	---	X	---	---	---
Chain Demon Ichor	---	---	---	---	---	---	---	---	X	---	---	---	---
Creepier Thorn	---	---	---	---	---	---	---	X	---	---	---	---	---
???	---	---	---	---	---	---	---	---	---	---	X	---	---
Dire Squid Ink	---	---	---	---	---	---	---	---	---	X	---	---	---
Dragon Tooth	---	---	---	---	---	---	---	---	X	---	---	---	---
Dryder Silk	---	---	---	---	X	---	---	---	---	---	---	---	---
Ectoplasm	---	---	---	---	---	X	---	---	---	---	---	---	---
???	---	---	---	---	---	---	---	---	---	---	X	---	---
Gargoyle Fang	---	---	---	---	---	---	---	---	---	X	---	---	---
Gelatinous Slime	---	---	---	---	---	---	---	---	X	---	---	---	---
Ghoul Tongue	---	---	---	---	X	---	---	---	---	---	---	---	---
Harpy Talon	---	---	---	---	---	---	---	X	---	---	---	---	---
Ice Demon Tongue	---	---	---	---	---	---	---	---	X	---	---	---	---
Lich Finger	---	---	---	---	---	---	---	---	---	X	---	---	---
Mimic Slime	---	---	---	---	---	---	---	X	---	---	---	---	---
Mind Flayer Ooze	---	---	---	---	---	---	X	---	---	---	---	---	---
Minotaur Horn	---	---	---	---	---	---	---	---	X	---	---	---	---
Ogre Tusk	---	---	---	---	---	---	---	X	---	---	---	---	---
Orc Ear	---	---	---	---	---	---	---	---	X	---	---	---	---
Outsider Feather	---	---	---	---	---	---	X	---	---	---	---	---	---
Quicksilver	---	---	---	---	---	X	---	---	---	---	---	---	---
Rust Monster Antenna	---	---	---	---	---	---	---	---	---	X	---	---	---
???	---	---	---	---	---	---	---	---	---	---	X	---	---
Satyr Wine	---	---	---	---	---	---	---	X	---	---	---	---	---
Shambler Slime	---	---	---	---	---	X	---	---	---	---	---	---	---
Skeleton Tooth	---	---	---	---	---	---	---	X	---	---	---	---	---
Stirge Spittle	---	---	---	---	---	---	X	---	---	---	---	---	---
Stone Spider Fang	---	---	---	---	X	---	---	---	---	---	---	---	---
???	---	---	---	---	---	---	---	---	---	---	X	---	---

Transmuted Token: Legendary	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Khing's Ring of Supreme Evasion	---	---	---	---	---	---	---	---	---	---	X	---	---
Surtr's Girdle of Fire Giant Strength	---	---	---	---	---	---	---	---	---	---	X	---	---
TaMor's Mithral Bracers, (+4)	---	---	---	---	---	---	---	---	---	---	X	---	---

Truecraft Tokens	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Abjure	---	---	---	---	---	---	---	---	---	---	X	---	---
Divine	---	---	---	---	---	---	---	---	---	---	X	---	---
Enchant	---	---	---	---	---	---	---	---	---	---	X	---	---

Charity Tokens	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Feedback Loop	---	---	---	---	---	X	---	---	---	---	---	---	---

HONORARIUM	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Guild of Ale Drinkers	---	---	---	---	---	X	---	---	---	---	---	---	---
Invitation to Celebration	---	---	---	---	---	---	X	---	---	---	---	---	---

ODDS 'N' ENDS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013	2014
Arcane Recipe	---	---	---	---	---	---	---	X	X	---	---	---	---
Bag of Holding	---	---	X	---	---	---	---	---	---	---	---	---	---
Golden Ticket	---	---	---	---	---	---	X	X	X	X	---	---	---
Silver Ticket	---	---	---	---	---	---	X	---	---	---	---	---	---
Minor Rumor	---	X	---	---	X	X	---	---	---	---	---	---	---
Medium Rumor	---	X	---	---	---	---	---	---	---	---	---	---	---
Major Rumor	---	---	---	---	X	X	---	---	---	---	---	---	---
Rod of Seven Parts *	---	---	---	---	---	---	X	X	X	X	X	---	---
Special ?	X	---	---	---	---	X	---	---	---	---	---	---	---
Special ??	X	---	---	---	---	---	---	---	---	---	---	---	---
Special ???	X	X	---	---	---	---	---	---	---	---	---	---	---
Treasure Draw Chip	---	---	---	---	---	---	---	X	X	X	X	---	---
Mug: Wisdom	---	---	---	X	---	---	---	---	---	---	---	---	---
Mug: Beauty	---	---	---	X	---	---	---	---	---	---	---	---	---
Mug: Courage	---	---	---	X	---	---	---	---	---	---	---	---	---
Mug: Brawling +1	---	---	---	X	---	---	---	---	---	---	---	---	---
Mug: Bucknard's Everfull	---	---	---	X	---	---	---	---	---	---	---	---	---

*Each year's token has a different effect.

Artifacts Created by Arcane Recipe	Year Created
Gearon's Blessed Cloak	2010
Smackdown's Charm of Comraderie	2010
Widseth's +2 Dancing Mithral Sword	2010
Caitlin's Charm	2011
Gertz's Radiant Backpack	2011
Golden Apple of Eris	2011
Kubu's Coin of Coincidence	2012
Lazlo's Bag of Looting	2012
War Maul of the Ancients	2012
???	???

ARTISAN TOKENS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010	2011	2012	2013
Elven Brooch (Silver)	---	---	---	---	X	---	---	---	---	---	---	---
Dwarven Beard Ring (Gold)	---	---	---	---	X	---	---	---	---	---	---	---
Halfling Toe-Ring (Platinum)	---	---	---	---	X	---	---	---	---	---	---	---
Half-Orc Death Talisman (Bone)	---	---	---	---	X	---	---	---	---	---	---	---
Dryad Circlet (Silver / Emerald)	---	---	---	---	X	---	---	---	---	---	---	---
Mermaid Beaded Necklace (Silver / Amethyst)	---	---	---	---	X	---	---	---	---	---	---	---
Gnome Medallion (Platinum / Opal)	---	---	---	---	X	---	---	---	---	---	---	---
Nymph Earrings (Pearl)	---	---	---	---	X	---	---	---	---	---	---	---
Faerie Ring (Platinum / Sapphire)	---	---	---	---	X	---	---	---	---	---	---	---
Spider Pin (Gold / Ruby)	---	---	---	---	X	---	---	---	---	---	---	---
Cloak with Unicorn Clasp (Mink / Silver /Ruby)	---	---	---	---	X	---	---	---	---	---	---	---
Dragon Ring (Gold / Ruby)	---	---	---	---	X	---	---	---	---	---	---	---
Wolf Ring (Silver / Moonstone)	---	---	---	---	X	---	---	---	---	---	---	---
Eagle Scepter (Pearl)	---	---	---	---	X	---	---	---	---	---	---	---
Eagle Crown (Gold / 6 Rubies)	---	---	---	---	X	---	---	---	---	---	---	---
Drow Spider Medallion (Adamantite)	---	---	---	---	X	---	---	---	---	---	---	---
SeyLah's Shimmering Cestus (Silver)	---	---	---	---	X	---	---	---	---	---	---	---
Elven Armband (Gold / Tanzanite)	---	---	---	---	X	---	---	---	---	---	---	---

Special Non Dated Tokens	Year Introduced
Arcane Recipe	2009
Medallion Of Nobility (Given to all 5 th level players)	2007
Wish Ring	2007
Feedback Loop	2007
Reserve Trade Tokens (Bars)	
Silver (250 GP)	2007
Electrum (500 GP)	2007
Gold (1,000 GP)	2007
Platinum (2,500 GP)	2007
Mithral (5,000 GP)	2007
Adamantium (10,000 GP)	2007
Eldritch Ore (25,000 GP)	2011
Trade Items	
Dwarven Steel	2008
Minotaur Hide	2008
Elven Bismuth	2008
Oil of Enchantment	2008
Aragonite	2009
Darkwood Plank	2009
Alchemist's Parchment	2009
Enchanter's Munition	2011
Mystic Silk	2011
Alchemist's Ink	2011
Golden Fleece	2011
Philosopher's Stone	2012

Note:

- Items in grey are given as special gifts and are not available in treasure packs or as treasure in the event.
- † Items given as special recognition for Golden Ticket Runs
- ‡ Items given as special recognition for Hardcore
- Only 4 sets of Artisan tokens are in existence (3 in public, 1 held by True Adventures)

Appendix B: Special Artisan Tokens:

In 2006 we released limited edition artisan tokens. These are extremely rare tokens that represent items such as jewelry and clothing, and were the spark for the major change in token design for 2007. They have no pre-declared value and one copy of each item was available for silent auction at the 2006 True Dungeon Event in Indianapolis. In addition, one copy of each item was placed in the dungeon as special treasure at both the Indianapolis and SoCal events. Finally one copy was held by True Adventures, making 4 copies total of each unique Artisan token in existence. These tokens are printed in the Ultra Rare purple ink and on the 2006 spider reverse (back side). To differentiate them from normal tokens used in True Dungeon, these will be printed with a pictorial representation of the item on the obverse (front side).

The Artisan Tokens released in 2006 are:

1. Elven Brooch (Silver)
2. Dwarven Beard Ring (Gold)
3. Halfling Toe-Ring (Platinum)
4. Half-Orc Death Talisman (Bone)
5. Dryad Circlet (Silver / Emerald)
6. Mermaid Beaded Necklace (Silver / Amethyst)
7. Gnome Medallion (Platinum / Opal)
8. Nymph Earrings (Pearl)
9. Faerie Ring (Platinum / Sapphire)
10. Spider Pin (Gold / Ruby)
11. Cloak with Unicorn Clasp (Mink / Silver / Ruby)
12. Dragon Ring (Gold / Ruby)
13. Wolf Ring (Silver / Moonstone)
14. Eagle Scepter (Pearl)
15. Eagle Crown (Gold / 6 Rubies)
16. Drow Spider Medallion (Adamantite)
17. SeyLah's Shimmering Cestus (Silver)
18. Elven Armband (Gold / Tanzanite)









Appendix C: Token Misprints:

Due to the manufacturing process for older wooden tokens, it is possible for tokens listed in the guide and matrix as being exclusive to a particular year, or not printed in a particular year, to exist since the backs (reverse) and fronts (obverse) were printed at different times. We are only aware of this happening in 2005 and 2006. The following list is of potential misprints. The list also indicates if a misprint has been identified. This list is not complete, but is updated as new misprints are found and brought to the attention of this guide's creator. This list is only provided to verify the possibility of misprints, but not necessarily the verification of the validity of a misprint.

The table below lists all possible token fronts (obverse) that may have been printed on a back (reverse) from a year other than their specific issue. The "X" with a colored background indicates the year the token was officially printed and the rarity of the token.

The inclusion of the token year symbol () in a cell, in place of the X, indicates a confirmed identification of a misprinted token and the year of the back (reverse) of the token that is a misprint.

Token Name	2005	2005b+	2006
2	X	X	---
3	---	---	X
8	X	X	---
10	X	---	X
20	---	X	X
25	X	---	---
50	---	X	X
5 Pearl	---	---	X
10 Amber	---	---	X
15 Aquamarine	---	---	X
30 Coral	---	---	X
35 Topaz	---		X
Armor, Animal Hide	---	---	X
Armor, Dragonscale Shield	---	---	X
Armor, Elven Chain	---	---	
Armor, Full Plate +1	---	X	
Armor, Leather	X	X	---
Arrow of Slaying	---	---	X
Arrow, Masterwork	---	---	X
Axe, Great +2	---	X	X
Axe, Hand	---	---	X
Bolt, Masterwork	---	---	X
Bow, Longbow (+1)	---	---	
Cloak of Displacement	---		X
Crossbow, Heavy Repeating +1	---	X	X
Dagger +1	X	---	---
Dagger +2	---	X	X
Girdle Hill Giant Strength (+3)	---		X
Gloves Dexterity	---	X	X
Grappling Hook	---	X	X

Token Name	2005	2005b+	2006
Hammer & Spike	---	X	X
Hand of Glory	---	---	X
Mace, Heavy +1	---	X	X
Mace, Heavy +2 – Gearon’s	---	---	X
Major Rumor	---	---	X
Masterwork Holy Symbol	---	X	X
Minor Rumor	---	---	X
Potion - Bull's Strength	---	X	X
Potion - Endure Elements	X	X	---
Potion - Owl's Wisdom	---	X	X
Purify Food and Drink	X	---	---
Quarter Staff +2	---	X	---
Ring - Evasion	---	X	X
Ring - Fire Resistance	---	---	X
Ring - Frost Resistance	---	---	X
Ring - Protection +1	---	X	X
Scroll - Detect Magic		---	---
Scroll - Detect Poison	X	X	---
Scroll - Detect Undead	X	X	---
Scroll - Disrupt Undead	X	X	---
Scroll - Endure Elements		---	---
Scroll - Flame Arrow	X	X	---
Scroll - Fly	---	X	---
Scroll - Mage Hand	---	---	
Scroll - Melf's Acid Arrow	X	X	---
Scroll - Mirror Image	---	---	X
Scroll – Purify Food and Drink		---	---
Scroll - Stone to Flesh	---	---	X
Steel Flask	X	X	---
Studded Leather	X	X	X
Sword, Great (+2)	---	X	X
Sword, Long (+2)	---	X	X
Sword, Short (+2)	---	X	X
Wand - Cure Light Wounds		---	---
Wand - Detect Magic	X	---	---
Wand - Lightning Bolts	---	X	X
Wand - Melf's Acid Arrow	X	X	---
Waterskin	X	X	---
Weighted Net	---	---	X

End of Document



Your Notes:

