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2011
QUICK TOKEN
REFERENCE



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DM's 2011 Token Quick Reference

A full description of the 2011 tokens plus a few blasts from the past.

Tokens marked with a ♦ are artifacts. Each artifact may only be used by one specific person.

5 Gold Pieces: no in-game effect

10 GP Pearl: no in-game effect

15 Gold Pieces: no in-game effect

20 Gold Pieces: no in-game effect

25 Gold Pieces: no in-game effect

200 GP Giant Pearl: no in-game effect

Abalone Armor: mundane (7 AC) armor [calculated by coaches, noted on party card]

Air Runestone: allows ranged weapons to function normally underwater, lasts entire adventure [collected by coaches]

Amulet of Warding: +10 to Death Magic Fort saves, only affects *finger of death* or necromantic save-or-die type spells, it in no way affects spells which deal hit point damage nor *flesh to stone*

Archer's Buckler: provides a +1 AC bonus when used with a two-handed ranged weapon, may not be used with any melee weapon nor with a one-hand ranged weapon; because this AC bonus is situational, it's possible that the player's AC listed on the party card may need to be adjusted on the fly if s/he's using an AB

+1 Bastard Sword: a heavy one-hand magical slashing weapon

Boarding Axe: mundane slashing weapon

Bolt of Lightning: adds +2 Shock damage when fired from a full-size crossbow, may not be fired from a hand crossbow [collect on use]

Bone Scroll Case: protects scrolls from damage while they remain sealed in the case, does not prevent damage to scrolls if they're removed or the case is opened; an empty and open BSC can also be used as a breathing tube if the character remains just under the surface of the water (think unbent snorkel), a character breathing this way is still considered Surfaced as defined in the Underwater Rules Guide [do not collect after use]

Boots of Elvenkind: allows a rogue to Sneak Attack on the first round of combat, does not allow Sneak Attack on round 1 if Hindered, would allow Sneak Attack on round 2 if Hindered on round 1 (rogue would have to wait until round 3 to Sneak Attack without BoE when Hindered)

Boots of Free Action: immunity to Slow and Hold, negates Hindered penalty, allows use of any melee weapon (assuming character could otherwise use it) while underwater, prevents wearer from being carried away by strong current, BoFA does not allow the use of bows or thrown weapons underwater (but other magic items could)

Boots of Might: +2 to wearer's CON score, grants +1 to Fort saves and increases max HP by 1 per character level, part of the Might Set [calculated by coaches & noted on party card]

Bottle of Bubbles: allows one person to breathe air, but takes off-hand slot to use, can be used in water to avoid ingestion of toxic fluids or on dry land to avoid inhaling toxic gas, it has no effect on toxins which are absorbed through the skin or injected [collect after use]

Bottle of Rum: this cheap rum is way too low proof to make a Molotov Cocktail, role-playing only

Bracers of the Nixie: allows slashing weapons to be used while Hindered, no effect on dry land

Bracers of the Sea Elf: allows blunt weapons to be used while Hindered, no effect on dry land

Brawler's Mug: the Rare version of this token is not a weapon, must be held in the off-hand, grants a +2 bonus to melee damage, neither two-handed melee weapons nor any ranged weapon can benefit from this item

Brawler's Mug: the Common version of this token is a mundane blunt weapon

❖ **Caitlin's Charm:** 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: cannot wear any other Charms

Captain's Mug: if natural AC 20 is hit, does triple (×3) damage, blunt

Cask of Rum: has watered-down, non-flammable booze sealed inside, no in-game effect

Catspaw Hat: allows spell casting & command words without speaking, does not allow underwater speech, underwater only

Charm of the Urchin: if a monster kills a character wearing this, the monster takes 4 points of damage; the retributive damage occurs the instant the character dies, so if the character is later revived the damage inflicted by the CotU effect remains

Claymore: mundane slashing weapon

Cloak of Elvenkind: wearer is invisible to monsters as long as no actions are taken during combat, player may not: move, talk, cast beneficial spells, play bard song, or pretty much anything besides stand still & breathe, works equally well on submerged and surfaced characters provided the surfaced wearer does nothing other than tread water in place

+2 Cloak of Resistance: +2 to all saves [calculated by coaches, noted on party card]

Cloak of the Devil Ray: allows attack first round while Hindered

Crocodile Skin Armor: mundane armor [calculated by coaches, noted on party card]

Cutlass: mundane slashing weapon

+1 Cutlass: magical slashing weapon

Dagger of Arcane Luck: after sliding this token, wizard immediately slides another empty puck (presumably in an effort to knock another token into a better AC zone), the second empty puck does not count as either a hit or miss—only real weapon tokens count; piercing/slashing

+1 Dagger of the Sun: deals an additional 3 damage to undead; piercing/slashing

Devil Crab Armor: +3 AC & allows attack first round while Hindered [AC is calculated by coaches, noted on party card]

Dire Turtle Armor: +4 AC & allows attack first round while Hindered [AC calculated by coaches, noted on party card]

Dirk: mundane piercing/slashing weapon

Dragon Tooth Amulet: 50% chance to avoid combat damage cast from spells, spell-like abilities, scrolls, or wands only. If the resistance check fails, no damage is dealt. Combat Magic Resistance does not stack with anything else—either the magic works or it doesn't. That said, if the CMR check fails and the spell works, any other damage-mitigating effects the wearer has would still apply. It does not protect against spells which do not physically damage such as *sleep*, *hold*, etc. It does not thwart magic emanating from traps, puzzles, nor any kind of push damage.

Example 1: A monster casts *lightning strike* at a player wearing a DTA and a Ring of Air Elemental Command. The Combat Magic Resistance 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 succeeded. 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.

Dragonhide Shirt: reduces the wearer's damage from melee attacks from a dragon by 4

Druid's Sacred Vestments: druids wearing this gain +2 to healing spells if they pass their skill check, druid only, does not affect scrolls

Druid's Wild Vestments: wearer can speak, cast spells, and instantly transform back while polymorphed, allows both underwater speech and spell casting if the druid is polymorphed into a water-dwelling creature, druid only

Eel Skin Gloves: deals +2 Shock damage if the wearer is wielding a metal melee weapon, does not affect ranged weapons. The end this document has a list of metal melee weapons.

Eelskin Armor: +4 AC & allows breathing underwater [AC calculated by coaches, noted on party card]

Ektdar's Tinkering Tool: allows a rogue to start a skill check in the middle of the path instead of at the start, only usable once per trap, cannot be used at the same time as Masterwork Thieves' Tools but a rogue could use ETT first then retry from the beginning with an MTT [do not collect after use]

+2 Flaming Short Bow: 2 points of fire damage is built into the damage wheel; if used against a target immune to fire, reduce the damage dealt by 2

Flask of Survival: immunity to natural cold (including Chilled) and fire [punch token after each use, collect after third use]

Frost Short Bow: 2 points of frost damage is built into the damage wheel; if used against a target immune to cold, reduce the damage dealt by 2

❖**Gearon's Blessed Cloak:** +3 to all saves for the entire party, +2 to wearer's AC, wearer can *fly* (per the spell) at will, entire party is affected by the *bless* spell effect (+1 To Hit and +1 to saves vs. *fear*) for the whole adventure. [all AC, To Hit, and saving throw adjustments calculated by coaches, noted on the party card]

Side Effect: Wearer takes double damage against undead attacks. In addition, any undead attacking the wearer who rolls a natural 20 will reduce the wearer's HP to 1.

❖**Gert's Radiant Backpack:** 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.

Gill Leaf: allows underwater breathing, but player is -2 To Hit [collect after use]

Girdle of Might: +2 to STR and +1 to all saving throws, part of the Might Set [calculated by coaches, noted on party card]

Gold Earring: no in-game effect

❖**Golden Apple of Eris:** 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 "1" on a saving throw, he must roll a d20 again to determine which of the following occurs:

1: Possessor dies

2-10: Possessor loses 5 hit points

11-19: Possessor Healed 5 hit points

20: Possessor is fully healed and all dead party members are immediately resurrected with full hit points

Golden Goblet: holds liquid but otherwise no in-game effect

Golden Plate: can't be used as a mirror, but very shiny, otherwise no in-game effect

Greater Holy Symbol of Pelor: doubles the damage dealt by Turn Undead, cannot be used with any other holy symbol [do not collect after use]

Hand Crossbow: mundane ranged piercing weapon, fires smaller ammo than normal crossbows so any special ammo used with it must say “hand crossbow”

Heavy Repeating Crossbow: can be fired once every round; piercing

+2 Heavy Trident of Skewering: if natural AC 20 is hit, deals an extra 5 damage, cannot be thrown because of its weight; piercing (melee only)

Holy Symbol of Pelor: +2 damage to cleric's Turn Undead damage, cannot be used with any other holy symbol [do not collect after use]

Innkeeper's Club: mundane blunt weapon

Ioun Stone Black Pearl: negates most magical To Hit (not damage) bonuses to strike bearer, it does not negate To Hit bonuses from natural STR (melee) or DEX (ranged) but if either of those stats were increased magically, the portion of the bonus granted by magic would be negated. *Bardsong* and *weapon focus* are considered natural bonuses for the purpose of this effect and function normally. Weapons with magical bonuses To Hit do not maintain their bonuses when attacking the bearer of an ISBP, but the weapons are otherwise fully functional. Do not adjust damage wheels on magical weapons.

Ioun Stone Coral Cube: allows activation of command words without speaking, does not allow spellcasting or speaking underwater, cannot be used on dry land

Ioun Stone Coral Sphere: protects scrolls from non-magical water damage while the spell is being cast, magical water damage would still affect the scroll

Ioun Stone Emerald Prism: allows the use of any slashing, blunt, ranged, or thrown weapon while underwater, does not remove the Hindered penalty (earlier versions of the token guide accidentally suggested otherwise)

Ioun Stone Iridescent Spindle: sustains character without air; technically it doesn't allow them to breathe—it negates the need to breathe; can be used in water to avoid ingestion of toxic fluids or on dry land to avoid inhaling toxic gas, it has no effect on toxins which are absorbed through the skin or injected

Ivory Pipe: no in-game effect

Kraken Tear: no in-game effect

Lenses of True Sight: characters wearing these can see invisible creatures or objects, see displaced things in their true location, and can instantly spot the “real” entity affected by *mirror image* [do not collect after use]

Libram of Looting: if the rogue passes the rogue trap skill test, the player gets to read the clue and take the token (when both a token and clue are available) [do not collect after use]

+2 Light Crossbow of Frost: 2 points of frost damage is built into the damage wheel; if used against a target immune to cold, reduce the damage dealt by 2

Light Trident: mundane piercing weapon, can't be thrown underwater without magical aid

+1 Light Trident: magical piercing weapon, can't be thrown underwater without magical aid

+2 Long Bow of the Sun: deals an additional 3 damage to undead

Lyre of the Siren: the only bard instrument which can be used underwater without other magical aid, does not allow the bard to breathe underwater [do not collect after use]

Masterwork Holy Symbol: +1 damage to cleric's Turn Undead damage, cannot be used with any other holy symbol [do not collect after use]

Masterwork Thieves' Tools: allows rogue to retry skill test, cannot be used in conjunction with Ektdar's Tinkering Tool to restart in the middle (but they could be used on separate attempts), only useable once per adventure [do not collect after use, mark use on party card]

Minotaur Horn of Alert: when sounded, dispels the effects of natural or magical sleep and allows those characters to immediately attack [do not collect after use]

Mithral Boots: +3 to DEX (improves AC and Reflex saves), part of the Mithral Set [calculated by coaches, noted on party card]

Necklace of the Ash: negates special attacks against weapons & armor, this prevents rust attacks from a rust monster or sundering from SeyLah's +2 Sundering Cestus

Necklace of the Bay: allows underwater breathing, does not allow spellcasting, bardsong, or speaking; no effect on dry land

Nixie Cloak: negates 1 point of Cold Damage once per room, may also negate Chilled Damage if the power was not already expended on another Cold source in that room

Nixie Leather Armor: +3 AC on dry land, +4 AC while underwater, the base AC will be noted by coaches but you may need to bump it up by one if the player is underwater and an underwater AC is not listed and the player shows you the token

Nixie Lt. Crossbow: not to be confused with a hand crossbow, the NLT is full-size but lighter and deals less damage, it uses standard size crossbow bolts, functions normally on dry land; piercing

Nixie Necklace: no in-game effect

Nixie Shield: +1 to AC and +1 to Reflex saves [calculated by coaches, noted on party card]

Nixie Vest: mundane (2 AC) armor

Oakskin Medallion: +3 to AC but -1 to all saves [calculated by coaches, noted on party card]

Pearl of the Planes: wizard gets to pick two spots during skill test, must be used prior to initiating the skill test, player may not keep the token, regardless of the outcome of the skill check [collect on use]

Pearl of the Sirine: allows spellcasting, command words, and *bardsong*, but not speaking underwater, lasts for one room [collect on use]

Pewter Flask: holds liquid, otherwise no in-game effect

Platemail of the Depths: +8 AC, allows underwater breathing, -1 to Reflex saves [AC & Saves calculated by coaches, noted on party card]

Potion Death's Door: revives a dead character back to 1 HP, this potion must be administered to the dead character by a living character, does not restore spent spells/skills, must be used in the same room the character died [collect on use]

Potion Frost Resistance: reduces cold damage (magical or mundane) by 50%, round down, negates Chilled Damage, lasts one room [collect on use]

Potion Nixie Mead: heals 1 point of damage [collect on use]

Potion Nymph's Tears: heals 8 points of damage but imbiber can't attack for the rest of the room, penalties do not stack [collect on use]

Potion Pelor's Piety: +4 to Will save rolls, does not stack, lasts one room [collect on use]

Potion Pelor's Resolve: immunity to any kind of *fear*, lasts one room [collect on use]

Potion Polymorph (Otter): turns drinker into an otter, negates Hindered penalties, negates Chilled Damage, lasts one room, DRU & WIZ only [collect on use]

Potion Polymorph (Shark): turns drinker into a shark, grants water-breathing, underwater only, negates Hindered penalties, negates Chilled Damage, DRU & WIZ only [collect on use]

Potion Siren Wine: heals 3 points of damage, removes *charm* effect, can also heal 3 HP if not *charmed* or remove *charm* if not damaged [collect on use]

Potion Water Breathing: allows underwater breathing (surprise!), lasts one room [collect on use]

Pouch of Tulz: Appears to be a normal small pouch but it acts like a Heward's Handy Haversack specifically for Potions, Oils, and Salves. As a free action once per combat (not per round), the wearer can think of a P/O/S they possess and wish to utilize. The PoT will immediately consume the token and apply its effects to the wearer. This does not require a command word. The PoT functions underwater. P/O/S carried by the owner are considered safe from water damage. Always collect the expended P/O/S token but do not collect the Pouch of Tulz token.

Pressman's Club: mundane blunt weapon

+1 Quarter Staff: magical blunt weapon, like all quarter staves, can be used underwater

Quiver of Anointment: allows the application of a magical weapon-based oil to a single missile weapon as a Free Action, makes that oil last for full combat, works underwater, has no effect on potions/oils/salves designed to be ingested by or applied on characters

Ring of Air Elemental Command: -5 damage from Shock, deals 2 points of Shock damage to any monster that hits the wearer in melee; like all magical energies, this works normally underwater

Ring of Evasion: If the wearer makes a successful Reflex saving throw against any attack that normally deals half damage on a successful save, take no damage instead.

Ring of Fire Elemental Command: -5 damage from Fire, deals 2 points of Fire damage to any monster that hits the wearer in melee; like all magical energies, this works normally underwater

Ring of Protection +1: adds 1 AC, stacks with a +2 RoP but not another +1 RoP [calculated by coaches, noted on party card]

Ring of Protection +2: adds 2 AC, stacks with a +1 RoP but not another +2 RoP [calculated by coaches, noted on party card]

Ring of Riches: player gets a total (not per room) of three extra treasure coins at the end of their adventure if this ring is worn the whole dungeon [noted on party card]

This table illustrates how many treasure tokens a player earns from wearing a Ring of Riches, Horn of Plenty, and if both are worn.

Treasure Stamps	Ring of Riches	Horn of Plenty	Both RoR & HoP
0	3	0	3
1	4	3	6
2	5	6	9
3	6	9	12

Ring of Stunning Fist: allows monk to re-slide *stunning fist* attack if first attack misses, does not allow a re-slide if the first attack hits and the player wants to "improve" the hit, has no effect whatsoever on the second slide

Ring of the Deep: allows breathing, *bardsong*, command words, spell casting, and speaking underwater; does not affect Hindered or weapon options

Ring of the Woodworker: when worn, causes non-magical melee weapons to deal +2 Damage. Has no effect on magical or ranged weapons, but would increase the damage of a wooden masterwork melee weapon. The weapon list at the end of this document indicates which weapons can be enhanced by the Ring of the Woodworker.

Ring of Water Elemental Command: wearer takes -5 damage from Cold (including Chilled), deals 2 points of cold damage to any monster that hits the wearer in melee; like all magical energies, this works normally underwater

Robe of the Arch Mage: wearer gets +3 to AC and is immune to the magic *missile spell* [only AC is calculated by coaches and noted on party card]

+2 Rod of Disjunction: on a successful hit, reduces the target's Spell Resistance or Combat Magic Resistance by 10%, stacks up to three times. (30% max) Unlike Combat Magic Resistance (see Dragon Tooth Amulet), Spell Resistance is effective against all forms of magic, including *sleep*, *hold*, etc.

Rod of Seven Parts, Segment 1: +1 to maximum HP [noted by coaches on party card]

Rod of Seven Parts, Segment 2: +1 to Reflex saving throws [noted by coaches on party card]

Rod of Seven Parts, Segment 3: +1 to Fortitude saving throws [noted by coaches on party card]

Rod of Seven Parts, Segment 4: +1 to Will saving throws [noted by coaches on party card]

Ruby Circlet: no in-game effect

Runestone Fitting Base: allows a Rare Runestone to be affixed to a single weapon. A player with 2 RFBs may attach both to a specific weapon or one base to two weapons, but no more than two RFBs may be used by a single player per adventure. A RFB is not required to use a Rare runestone, it's just used to affix one to a specific weapon. The primary purpose of an RFB is to slightly circumvent the one Runestone per adventure rule. A standard rare Runestone affects all weapons a player uses, but runestones affixed with an RFB only modifies that single weapon. A player could potentially wield a weapon under the effects of three runestones (two attached and one general); lasts full adventure; do not collect the Base [used/noted by coaches who will also collect the runestone which was used in the RFB]

Sahuagin Blunt Lt. Crossbow: mundane crossbow which fires blunt bolts, underwater only, not compatible with other crossbow bolts

+1 Sahuagin Blunt Lt. Crossbow: magical crossbow which fires blunt bolts, underwater only, not compatible with other crossbow bolts

Sahuagin Club: mundane blunt weapon

+2 Scepter of Might: a successful hit reduces all monster's To Hit rolls by 1, stacks up to four times (-4 To Hit max), part of the Might Set; blunt

Scroll Chain Lightning: all monsters in the room take 12 points of Shock damage after this spell is cast, damage is reduced to 6 if they succeed on a DC 15 Reflex saving throw [collect on use]

Scroll Cure Lt. Wounds: heals 5 points of damage to a single target. Older versions of this token have the same name but may heal a different amount of damage. Be sure to check the actual token being turned in and use the amount of healing printed on it [collect on use]

Scroll Cure Moderate Wounds: heals 10 points of damage to a single target [collect on use]

Scroll Eelskin: any melee attacks against the caster of this spell receive 3 points of Shock damage, may not be cast on other players [collect on use]

Scroll Endure Elements: grants full immunity to natural Fire or Cold damage, does not affect magical Fire or Cold, negates Chilled Damage [collect on use]

Scroll Knock: Allows the caster to open a single locked chest or one sealed portal. Works on both mechanically and magically sealed barriers. Knock does not remove traps. If a player casts *knock* on a locked and trapped chest, the chest will open but the trap will also be triggered. Knock has absolutely no effect on rogue skill tests. Rogue skill tests are abstractions of the various operations they perform, not literal representations of the obstacles in the room. [collect on use]

Scroll Lightning Strike: deals 12 shock damage to a single target, no save allowed, no To Hit roll required, damage reduction could still apply [collect on use]

Scroll Magic Missile: deals 4 points of Force damage, no To Hit slide required, no saving throw possible to avoid/reduce the damage [collect on use]

Scroll Nymph's Breath: allows character to breathe water; can only be cast by CLR/DRU/BRD, but anyone in the party can benefit from the effect [collect on use]

Scroll Purify Water: removes harmful material from all water in room, CLR/DRU/BRD only [collect on use]

Scroll Shockbolt: casters must put this token in their puck, slide, and hit AC 15 to deal 9 points of Shock damage to the monster, misses do no damage, no saving throw allowed to reduce damage [collect on use]

Scroll Water Breathing: must be cast by a spellcasting character, but anyone in the party can benefit from the effect [collect on use]

Sea Dragon Scroll Tube: protects scrolls from non-magical water damage both in the case and as they are being cast; an empty and open SDST can also be used as a breathing tube if the character remains just under the surface of the water (think unbent snorkel), a character breathing this way is still considered Surfaced as defined in the Underwater Rules Guide [do not collect on use]

Sea Elf Armor: +6 AC, allows attack first round while Hindered [AC calculated by coaches, noted on party card]

Sea Elf Shield: mundane (2 AC) shield

Sea Elf Spear: mundane piercing weapon

+1 Sea Elf Spear: magical piercing weapon

Sea Turtle Armor: mundane (4 AC) armor

Sea Turtle Shield: mundane (1 AC) shield

Shark Tooth Armor: +7 AC and inflicts 3 damage on monster when it attacks the wearer in melee, no effect on ranged attacks or spells, works wet or dry [AC calculated by coaches, noted on party card]

Sharkskin Armor: +5 AC, allows underwater breathing, -1 to Reflex saves [AC & Saves calculated by coaches, noted on party card]

Shield of Deflection: normally just a +2 shield, but adds an additional +2 AC versus missiles (for a total of +4 AC against missiles)

Ship's Bell: could be rung, otherwise no in-game effect

+2 Short Sword of the Sun: deals an additional 3 damage to undead; piercing

+1 Silver Rapier: unless the target has vulnerability to silver, this is just a +1 rapier; piercing

Sling Bullet of Chaos: when shot from a sling, deals 8 points of random energy damage (Lightning, Sonic, Fire, or Cold), as determined by which symbol is closest to the damage dot, no save is permitted, but natural resistances may apply; any bonus the shooter has to ranged damage applies, including STR damage when shot from a MIGHTY SLING [collect after use]

Sling Stone of Chaos: when shot from a sling, deals 4 points of random energy damage (Lightning, Sonic, Fire, or Cold), as determined by which symbol is closest to the damage dot, no save is permitted, but natural resistances may apply; any bonus the shooter has to ranged damage applies, including STR damage when shot from a MIGHTY SLING [collect after use]

❖**Smackdown's Charm of Camraderie:** All party members gain 1 level. (Multiple bonus level effects do not stack.)

Side Effect: Smackdown takes half the damage from the first party member to be attacked in any combat. E.g., if the first player would have taken 20 damage, Smackdown and that player each take 10. This affects all kinds of damage, be it physical, natural, or magical.

Spyglass: role-playing

+2 Staff of Striking: deals an additional 3 damage to Constructs; blunt but useable underwater

Torch: role-playing

Treasure Map Fragment: collect 7 for special treasure pull, no in-game effect

Treasure Map: special treasure pull, no in-game effect

Trident: mundane piercing weapon, can't be thrown underwater without magical aid

Triton Helm: mundane (1 AC) helmet

Triton Horn: deals 2 points of Sonic damage to all monsters (not allies), no saving throw permitted but Sonic damage resistance could be applied, bard only [punch token after each use, collect after third use]

Wand of Lightning Bolt: deals 12 points of Shock damage to a single monster, damage is reduced to 6 if victim succeeds on a DC 15 Reflex saving throw [punch token after each use, collect after third use]

Wand of Shock: deals 2 points of Shock damage, no Saving Throw allowed to reduce damage, no To Hit roll required [punch token after each use, collect after fifth use]

Wand of Tentacles: monster must succeed in a DC 12 Reflex Saving Throw or be Held for one round, no To Hit slide required [punch token after each use, collect after fourth use]

Wand of the Eel: deals 4 points of Shock damage, no Saving Throw allowed to reduce damage, no To Hit roll required [punch token after each use, collect after fifth use]

Wand of the Tide: monster must succeed on a DC 12 Reflex Saving Throw or suffer a -4 To Hit penalty (both ranged & melee) for one round, stacks with itself and similar effects, but no more than a -6 total penalty from any combo of sources can be incurred, only works underwater [punch token after each use, collect after fifth use]

Wand of Waves: monster must succeed on a DC 12 Reflex Saving Throw or suffer a -2 To Hit penalty (both ranged & melee) for one round, stacks with itself and similar effects, but no more than a -6 total penalty from any combo of sources can be incurred, only works underwater [punch token after each use, collect after fifth use]

Water Runestone: allows slashing & blunt weapons to be used underwater, lasts entire adventure [collected by coaches]

Wicked Spear: When natural AC 20 is hit, the target's melee damage is reduced by two points. A second WS attack scoring a natural 20 will reduce the victim's melee damage by an additional 2 points, but -4 is the max. Victims of this effect cannot have their damage reduced by more than 4 points, even if more than two natural 20s are scored against them. It doesn't matter how many Wicked Spears the party possesses or who used them. [do not collect after use]

❖**Widseth's +2 Dancing Sword:** Counts as a Mithral item for the Mithral Set bonus. The rapier will fight by itself as long as the owner is within 30'. Physical barriers do not sever the "mental" connection between the rapier and its owner. It can't chase and fight flying creatures, but it can be extended (within the 30' range) to fight a foe separated by a chasm or physical barriers. While the sword fights, its owner can fight with another weapon, cast spells, or inspire the party with *bardsong*. Owner is affected by the Horn of Plenty effect without actually having to wear an HoP.

Side Effects: At the beginning of each adventure, the bearer must sacrifice a large ruby to activate the sword's magic.

Wil's Dragonheart: +4 to maximum Hit Points [calculated by coaches, noted on party card]

Wooden Oar: mundane blunt weapon

Set Bonuses

When at least three items from a set are worn, additional effects come into play. Some sets have only three items while others have four or five.

Some set pieces include items held in the hand. If needed, a character may temporarily swap one or both held-held items for a ranged (not melee) weapon and maintain the set bonus. However, any bonuses specifically granted by the abandoned item(s) no longer apply. E.g., if a character is using both the DRAGONSCALE SHIELD and SCEPTER OF MIGHT, that character can swap them both out to use a ranged weapon if needed. The same would hold true if the character were wielding the ORB and SCEPTER OF MIGHT. Otherwise, all the items in the set must be worn for the entire dungeon.

Assuming all the pieces can be equipped simultaneously, players may benefit from more than one set bonus at the same time. In the case of the Mithral Quintet, the wearer also gets the Mithral Trio bonus. Benefits from the Might set do not stack with each other but may stack with non-Might set bonuses.

The Celestial Set: When all three items are worn/used, grants immunity to melee and mental attacks from evil outsiders.

- Celestial Bracers
- Celestial Girdle
- +1 Celestial Keen Long Sword

The Might Trio: When three items are worn/used, character gains +1 level.

The Might Quartet: When four items are worn/used, character gains +1 level and +2 to melee damage. (does not stack with the Trio bonus)

The Might Quintet: When five items are worn/used, character gains +1 level and +4 to melee damage. (does not stack with either the Trio or Quartet bonus)

- Boots of Might
- Crown of Might
- Girdle of Might
- Orb of Might
- Scepter of Might

The Dragonscale Set: When all three items are worn, reduces damage from fire by 10.

- Dragonscale Armor
- Dragonscale Helmet
- Dragonscale Shield

The Mithral Trio: When three items are worn/used, take only half damage from breath weapons.

There is no Mithral Quartet bonus, but the Trio bonus would still apply.

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

- Mithral Boots
- Mithral Cap
- Mithral Chainmail
- Mithral Gauntlets
- +1 Mithral Long Sword

Magical Damage Resolution

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

Please note:

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

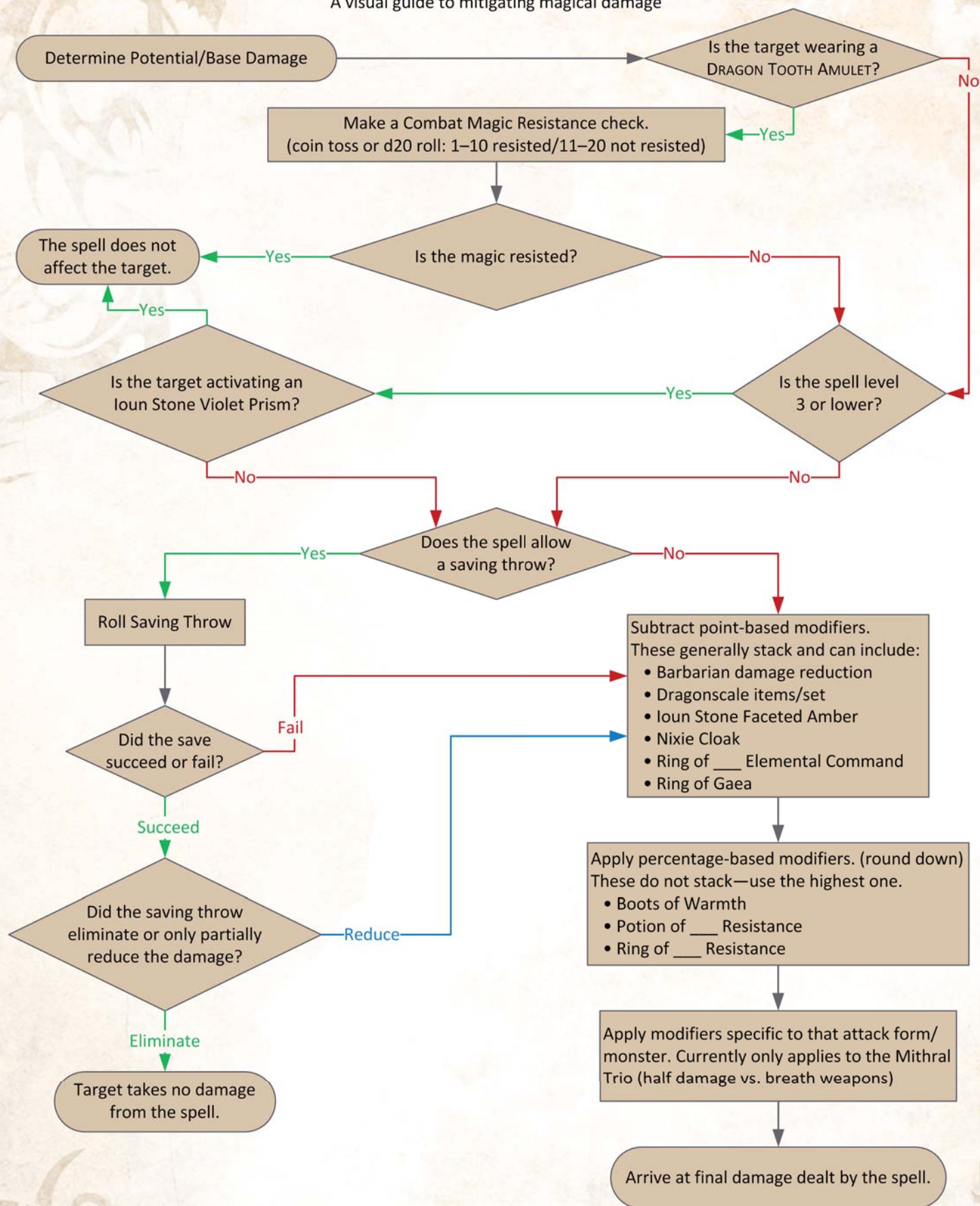
Go through these steps, in this order. Not all of them will apply in every circumstance. If the character doesn't have that specific item or form of protection, skip that step.

1. Start with the potential damage. This is usually just the standard damage, but if the victim is exceptionally vulnerable to that attack (e.g., Fire Elementals to Cold), add it in here.
2. Check to see if the spell fails to affect the target.
 - a. Roll a Combat Magic Resistance check (50/50) if the player has a DRAGON TOOTH AMULET:
 - **Magic Resisted:** the spell ceases to affect that character. (It would still affect other characters without DTAs.)
 - **Magic Not Resisted:** proceed
 - b. If the spell is 3rd-level or lower and the character uses an IOUN STONE VIOLET PRISM, the spell does not affect him/her. Punch the token and proceed no further. (The player has the option to allow the spell to function. If that's case, don't punch the token, go to Step 2.)
3. Make a saving throw, if applicable.
 - a. If the saving throw eliminates all the damage, proceed no further.
 - b. If the save halves or subtracts damage, make the adjustment then proceed to Step 4.
4. Subtract point-based modifiers. In general, these stack, so long as they come from different sources. Point-based modifiers include but are not limited to:
 - Barbarian Damage Reduction
 - Dragonscale items/set (fire)
 - IOUN STONE FACETED AMBER
 - NIXIE CLOAK (cold)
 - RING OF ____ ELEMENTAL COMMAND (specific to the energy of the ring)
 - RING OF GAEA (fire/cold/shock)
5. Apply percentage-based modifiers (round down). These do not stack—use the highest one. Percentage-based modifiers include but are not limited to:
 - BOOTS OF WARMTH (cold)
 - POTION OF ____ RESISTANCE
 - RING OF ____ RESISTANCE
6. Apply modifiers specific to that attack form/monster.
 - a. As of 2011 this only applies to breath weapons vs. the Mithral Trio set bonus (half damage), but that could change in the future.

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

Magical Damage Resolution

A visual guide to mitigating magical damage



Weapon Types

The following is the complete list of True Dungeon weapons and ammo printed from 2005 to 2011. Next to each weapon you'll find its type; whether it can be used underwater without magical aid; whether it's made of metal and can be affected by EEL SKIN GLOVES; and whether it's non-magical, made primarily of wood, and melee, thus allowing it to be enhanced by a RING OF THE WOODWORKER.

Weapon Name	Blunt	Piercing	Slashing	Underwater	Metal Melee	Ring of the Woodworker
+1 Arrow		P				
+2 Arrow		P				
Arrow of Fire		P				
Arrow of Frost		P				
Arrow of Shock		P				
Arrow of Slaying		P				
Bastard Sword			S		M	
+1 Bastard Sword			S		M	
Battle Axe			S		M	
Boarding Axe			S		M	
Bolt of Frost		P		U		
Bolt of Lightning		P		U		
+1 Bolt		P		U		
+2 Bolt		P		U		
Bone Javelin		P		U		
+1 Bracer of the Dragonfist	B			U		
Bracer of Quivering Palm	B			U		
Brawler's Mug	B				M	
+1 Broadsword of Life Stealing			S		M	
+1 Celestial Keen Long Sword			S		M	
Claymore			S		M	
Cudgel	B					R
Cutlass			S		M	
+1 Cutlass			S		M	
Dagger		P	S	U	M	
+1 Dagger		P	S	U	M	
+2 Dagger		P	S	U	M	
Dagger of Arcane Luck		P	S	U	M	

Weapon Name	Blunt	Piercing	Slashing	Underwater	Metal Melee	Ring of the Woodworker
Dagger of Throwing		P	S	U	M	
+2 Dagger of Venom		P	S	U	M	
+1 Dagger of the Sun		P	S	U	M	
Darkwood Club	B					R
+1 Darkwood Club	B					
Darkwood Longbow		P				
+1 Darkwood Longbow		P				
Darkwood Shillelagh	B					R
Darkwood Shortbow		P				
Darkwood Staff	B			U		R
+1 Darkwood Staff	B			U		
Dirk		P	S	U	M	
+2 Dread Sword			S		M	
Elven Arrow		P				
Elven Cudgel	B					R
Elven Dagger		P	S	U	M	
Elven Falchion			S		M	
+1 Elven Falchion			S		M	
+1 Elven Long Bow		P				
Elven Long Bow		P				
Elven Long Sword			S		M	
+1 Elven Longsword			S		M	
Elven Rapier		P		U	M	
+1 Elven Rapier		P		U	M	
Elven Shortbow		P				
Faerie-Iron Club	B				M	
Faerie-Iron Warhammer	B				M	
+1 Falchion Life Stealing			S		M	

Weapon Name

Weapon Name	Blunt	Piercing	Slashing	Underwater	Metal Melee	Ring of the Woodworker
Fey Blade			S		M	
+1 Fey Blade			S		M	
Fireseed Hollyberry						
+2 Flaming Short Bow		P				
Flask of Combustion						
Flask of Conflagration						
Frost Short Bow		P				
Gearon's +2 Blessed Mace	B				M	
Gladius		P	S	U	M	
Great Axe			S		M	
+1 Great Axe			S		M	
+2 Great Axe			S		M	
Great Club	B					R
+1 Great Club	B					
+2 Great Club of Bashing	B					
Great Sword			S		M	
+1 Great Sword			S		M	
+2 Great Sword			S		M	
Halberd		P	S	U	M	
+1 Halberd		P	S	U	M	
+2 Hammer of Thunderbolts	B				M	
Hand Axe			S		M	
Hand Crossbow		P		U		
+1 Hand Crossbow		P		U		
Hand Crossbow Bolt of Enfeeblement		P		U		
Hand Crossbow Bolt of Madness		P		U		
Heavy Crossbow		P		U		
Heavy Mace	B				M	
+1 Heavy Mace	B				M	
+1 Hvy Repeating Crossbow		P		U		
Heavy Repeating Crossbow		P		U		
+2 Heavy Trident of Skewering		P		U	M	
+2 Holy Great Sword			S		M	
Holy Water						
Innkeeper's Club	B					R
Iron Long Spear		P		U	M	

Weapon Name

Weapon Name	Blunt	Piercing	Slashing	Underwater	Metal Melee	Ring of the Woodworker
+1 Iron Long Spear		P		U	M	
Keen Arrow		P				
+1 Keen Hand Axe			S		M	
+2 Keen Scimitar			S		M	
+1 Kopis			S		M	
+2 Light Crossbow of Frost		P		U		
Light Trident		P		U	M	
+1 Light Trident		P		U	M	
Long Bow		P				
+1 Long Bow		P				
+2 Long Bow of the Sun		P				
+2 Long Spear of Dragonslaying		P		U	M	
Long Sword			S		M	
+1 Long Sword			S		M	
+2 Long Sword			S		M	
+2 Mace of Dispelling	B				M	
Masterwork Arrow		P				
Masterwork Bolt		P		U		
Masterwork Hand Crossbow Bolt		P		U		
Masterwork Shuriken		P				
Masterwork Silver Dagger		P	S	U	M	
Masterwork Sling Bullet	B					
Masterwork Spear		P		U	M	
Maul	B				M	
+1 Maul	B				M	
Maul of the Titans	B				M	
+1 Mighty Longbow		P				
+1 Mighty Shortbow		P				
Mighty Sling	B					
+1 Mithral Long Sword			S		M	
Morning Star	B	P		U	M	
+1 Morningstar of Smiting	B	P		U	M	
+1 Mug of Brawling	B				M	
Nightshade's +2 Short Sword		P	S	U	M	
Nixie Lt. Crossbow		P		U		
Obsidian Dagger		P	S	U		

Weapon Name

Weapon Name	Blunt	Piercing	Slashing	Underwater	Metal Melee	Ring of the Woodworker
Orb of Might	B					
Orcish Club	B					R
Orcish Dirk		P	S	U	M	
Orcish Flail	B				M	
+1 Orcish Flail	B				M	
Orcish Scourge	B				M	
Orcish Sickle			S		M	
+1 Orchorn Shortbow		P				
+1 Orcish Sickle			S		M	
Orcish Warhammer	B				M	
Otiluke's Freezing Orb						
Pilum of Lightning		P		U	M	
Pressman's Club	B					R
Pugio		P	S	U	M	
+1 Pugio		P	S	U	M	
Quarter Staff	B			U		R
+1 Quarter Staff	B			U		
+2 Quarter Staff	B			U		
+1 Rapier of Piercing		P		U	M	
+2 Rod of Disjunction	B				M	
Sahuagin Blunt Lt. Crossbow	B			U		
+1 Sahuagin Blunt Lt. Crossbow	B			U		
Sahuagin Club	B					R
+1 Sai of Snaring	B				M	
+2 Scepter of Might	B				M	
+1 Scepter of the Stirge	B				M	
Scimitar			S		M	
+1 Scimitar			S		M	
Scythe		P	S	U	M	
Sea Elf Spear		P		U	M	
+1 Sea Elf Spear		P		U	M	
SeyLah's +2 Sundering Cestus	B			U	M	

Weapon Name

Weapon Name	Blunt	Piercing	Slashing	Underwater	Metal Melee	Ring of the Woodworker
Short Bow		P				
Short Sword		P		U	M	
+1 Short Sword		P		U	M	
+2 Short Sword		P		U	M	
+2 Short Sword of the Sun		P		U	M	
Shuriken		P				
+1 Shuriken		P				
+1 Silver Rapier		P		U	M	
Silver Sickle			S		M	
+2 Skull of Doom	B					
Sleep Arrow		P				
Sling Bullet of Chaos	B					
Sling Bullet of Fire	B					
Sling Bullet of Frost	B					
Sling Bullet of Shock	B					
Sling Stone of Chaos	B					
Sling	B					
+1 Sling	B					
+2 Sling of Impact	B					
Spiked Buckler		P			M	
+2 Staff of Power	B			U		
+1 Staff of Striking	B			U		
+2 Staff of Striking	B			U		
Sylvan Scepter	B					R
Thunder Stone						
Trident		P		U	M	
<i>unarmed attack*</i> (Monk)	B			U	M	
Weighted Net						
Wicked Spear		P		U	M	
Wideth's +2 Dancing Sword		P		U	M	
Wooden Oar	B					R

*Monk hands are not made of metal—they're flesh. However, the monk base attack form (aka *flurry of blows*) is compatible with EEL SKIN GLOVES, so it's flagged as "metal" for that purpose only. Monks cannot use EEL SKIN GLOVES when using any kind of bracer with a damage wheel. (e.g., +1 BRACER OF THE DRAGONFIST OR BRACER OF QUIVERING PALM)

last updated July 24, 2011



Your Notes

