

True Dungeon Token Sets

Most True Dungeon tokens act independently of one another. However, there are groups of tokens that will grant your character additional benefits when at least three items are equipped in specific combinations. These are referred to as “sets”.

Some sets have only three items while others have as many as six. Each description below will specify how many potential items are in a set and how many pieces you need to equip in order to qualify for the set bonus. In addition, the descriptions will list all the tokens which comprise each set.

The color of each token’s name indicates that specific token’s rarity:

- Common
- Uncommon
- Rare
- Ultra Rare
- Transmuted
- Legendary

The name on each physical token is printed in those same colors. E.g., if you have a token in your hand and its name is printed in red, that’s a rare token.

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 melee 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 ranged weapon if you choose to make a physical ranged attack. (Currently there are no ranged weapons which are part of a set bonus, but there could be in the future.) If you are using a shield to fulfill a set bonus, you may not use any other shield.

Assuming all the pieces can be equipped simultaneously, your character could benefit from more than one set bonus at the same time.

In cases where sets have multiple levels of benefits, the bonuses stack. E.g., a character enjoying the Might Quintet bonus also gains the Trio & Quartet bonuses.

To qualify for a set bonus, a character must fulfill that set’s quota with unique items. E.g., a ranger may wield two +1 MITHRAL LONG SWORDS, but they only count as one item when it comes to qualifying for a Mithral set bonus.

Celestial Set

When all three items are equipped, your character becomes immune to melee and mental attacks from evil outsiders. “Outsiders” are natives of other planes of existence, including angels and demons.

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

Defender Set

When all three items are worn, your character gains +1 AC (in addition to the AC granted by the individual items) and becomes immune to Hold, Slow, and other hindrances (à la BOOTS OF FREE ACTION).

- DEFENDER HELM
- DEFENDER PLATEMAIL
- DEFENDER SHIELD

Dragonhide Trio

When at least three items are worn, your character gains +3 to all saving throws and will automatically succeed on saving throws vs. breath weapons. Your character may be able to wear more than three Dragonhide items, but no additional set bonuses are gained by wearing more than three items from this set. (Don’t confuse Dragonhide with Dragonscale—they are not interchangeable. But if your character equipped three items from each set, your character would gain both set bonuses.)

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

Dragonscale Set

When all three items are worn, all Fire damage inflicted upon your character is reduced by 10. This bonus supersedes the bonuses granted by the individual items in this set. (Don't confuse Dragonscale with Dragonhide—they are not interchangeable. But if your character wore three items from each set, your character would gain both set bonuses.)

- DRAGONSCALE ARMOR
- DRAGONSCALE HELMET
- DRAGONSCALE SHIELD

Footman Set

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

- FOOTMAN CHAINMAIL
- FOOTMAN CAP
- FOOTMAN SHIELD

Might Trio

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

Might Quartet

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

Might Quintet

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

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

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

Mithral Trio

When three items are equipped, all breath weapon damage inflicted on your character is halved.

(There is no Mithral Quartet bonus, but your character will benefit from the Mithral Trio bonus if you've equipped four Mithral items.)

Mithral Quintet

When five items are equipped, in addition to the Trio bonus, all your character's melee attacks gain *Deadbane*: any successful melee attack from an undead monster on your character deals 10 points of damage to the undead attacker.

Mithral Sextet

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

- MITHRAL BOOTS
- +2 MITHRAL BRACERS*
- +3 MITHRAL BRACERS*
- MITHRAL CAP
- MITHRAL CHAINMAIL
- MITHRAL GAUNTLETS
- +1 MITHRAL LONG SWORD
- TAMOR'S +4 MITHRAL BRACERS*

*All these items occupy the "wrist slot" so only one of them can be worn at a time. I.e., you can't wear +2 MITHRAL BRACERS and TAMOR'S +4 MITHRAL BRACERS at the same time.

Mountain Dwarf Set

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

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

Templar Set

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

- TEMPLAR ARMOR
- TEMPLAR HELMET
- TEMPLAR SHIELD