



2014 QUICK TOKEN REFERENCE



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How to Read a Token

Name: The color of the token's name indicates its rarity. In general, the rarer the token the more powerful it is. These are the rarities and the colors that go with them: Common (black), **Uncommon** (green), **Rare** (red), **Ultra Rare** (purple), **Transmuted** (blue), and **Legendary** (orange).

Image: This shows you what the item the token represents looks like.

Text: This tells you what the token does. Because tokens are so small, sometimes the text can't fully describe a token's power. For detailed info on how a token works, look it up on the mobile-friendly www.tokendb.com. Not all tokens have text.

Limited Use: Scrolls and Potions must be turned in when used. In addition, any token that says "One use" must be handed over to the DM or Coach when used. Tokens that have [charge counters](#) (OOOOO) will be punched each time they are used. When the last circle is punched, the token will be collected.

Class List: If a token can only be used by certain classes, those classes are listed here. If a token does not have a class list, it can be used by all classes. If the list of classes that can use the item is particularly long, it might be written "All except ____". In those cases, the classes listed are the only ones that cannot use the item.

Damage Ring: Only found on weapon tokens, these numbers show how much damage the weapon deals. If the attack slide succeeds, the number closest to the damage dot on the combat board is the damage dealt. Your coach will go over combat in detail during your training phase.

Year Icon: Found on the left and right sides of most tokens, this small image tells you what year the token was printed. The year icon for 2014 is a snake head. 2013 was a gnomish gear.

Hand Icons: Two black hands at the bottom mean the item (usually a weapon) requires both hands to use. One black and one white hand mean the item (typically a weapon or shield) requires only one free hand to use.



Alphabetical Listing

A full description of the 2014 tokens

Name color indicates rarity: Common, **Uncommon**, **Rare**, **Ultra Rare**, **Transmuted**, or **Legendary**

20 Gold Pieces: no in-game effect

25 Gold Pieces: no in-game effect

30 Gold Pieces: no in-game effect

Amulet of Soothing Waters: Fire damage inflicted upon the character is reduced by 2

Anti-toxin: player may re-roll one failed saving throw vs. poison; this ability cannot be used more than once per room per person, even if the player has more than one of these tokens [collect on use]

Arrow of True Flight: when fired from a bow (not a crossbow), wielder ignores To Hit penalties caused by wind or if the target has cover [collect on use, before the attack slide is made]

+1 Arrow of True Flight: when fired from a bow (not a crossbow), the attack slide gains +1 To Hit, +1 to Damage, and ignores To Hit penalties caused by wind or if the target has cover [collect on use, before the attack slide is made]

Arrow of Venom: on a successful hit from a bow (not a crossbow), deals an additional 2 damage as Poison [collect on use, before the attack slide is made]

Asher's +5 Viper Strike Fang: magical piercing/slashing weapon; damage wheel includes 2 points of Poison damage which will be subtracted if the victim is immune to Poison; monks may wield one or two of these in conjunction with their [flurry of blows attack](#); part of the [Viper Strike set](#)

Belt of Anchoring: wearer gains +1 to Reflex saving throws vs. falling from heights

Belt of Freedom: wearer is immune to Constriction

Note: Though they have somewhat similar net results, being under the effect of a *hold* spell is

not the same as being Constricted. This belt does not prevent the wearer from being *held*.

Belt of Ogre Power: wearer gains +2 to Strength

Bezoar Stone Amulet: wearer gains +10 to all saving throws vs. Poison

Bone Desert Helm: +1 to AC

Bone Desert Mace: non-magical blunt weapon

+1 Bone Desert Mace: magical blunt weapon

Boots of Anchoring: wearer gains +4 to Reflex saving throws vs. falling from heights

Boots of the East Wind: when fighting with a two-handed melee weapon, wearer does 5 additional points of damage as Sonic on a successful attack

Boots of the Marauder: wearer gains +2 to Dexterity and the "Free Action" effect (immunity to *hold*, *slow*, and other similar hindrances)

Boots of the Raider: mechanical trap damage inflicted upon the wearer is reduced by 5; has no effect on magical trap damage

Bracer of the Asp: usable by monks in place of open-handed attack; either one or two may be worn; damage wheel includes 4 points of Poison, which will be deducted if the victim is immune to Poison

Bracers of Ricochet: Ranged damage (physical or spell) inflicted upon the character is reduced by 1; has no effect on melee damage

Bulette Chitin Armor: +5 to AC and wearer may walk on dry sand as if it were solid ground

Cestus: non-magical blunt weapon; monks may wield one or two of these in conjunction with their [flurry of blows attack](#)

+1 Cestus: magical blunt weapon; monks may wield one or two of these in conjunction with their [flurry of blows attack](#)

Chainmail of the Dunes: +5 to AC

Charm of Brooching: wearer may equip up to 2 different Back-slot (cloak, pack, surcoat, etc.) items

Charm of Enlightenment: +8 to Wisdom; +4 to Will saving throws

Charm of the Mirage: +1 to Will saving throws vs. Illusions

Charm of Wealful Wind: player may re-roll one failed saving throw vs. falling from heights; this ability cannot be used more than once per room per person, even if the player has more than one of these tokens

Cloak of Shadowskin: wearer is immune to the first successful melee or missile attack in combat; this item affects physical attacks, it does not mitigate wholly magical attacks or “attacks” made outside of combat

Crown of Charisma: +4 to Will saving throws vs. Charm and +4 to Charisma

Desert Hide Armor: +3 to AC

Dune Club: non-magical blunt weapon

Dune Raider Sword: non-magical slashing weapon

+1 Dune Raider Sword: magical slashing weapon

Dune Scimitar: non-magical slashing weapon

Dune Stalker Javelin: non-magical piercing compound weapon

+1 Dune Stalker Javelin: magical piercing compound weapon

Dune Stalker Shield: +1 to AC

Dune Sword: non-magical slashing weapon

Dust of Appearance: reveals (to everyone) all invisible items and/or creatures in the room [collect on use]

Earcuff of Muting: Sonic damage inflicted upon the wearer is reduced by 2

Earcuff of Understanding: wearer can understand any language being spoken as long as the wearer can hear the speaker; does not grant the ability to speak any language

Ektdar's Tinkering Tool: allows rogues to complete the Rogue Skill Challenge at the mid-point instead of needing to complete the full path; some DMs prefer the rogue player to start in the middle and work to an end—either method is acceptable; the effect is usable only once per room, even if multiple ETTs are possessed [permanent item, do not collect]

Note: ETT cannot be used simultaneously with MASTERWORK THIEVES' TOOLS. However, it is possible for rogues to use their MASTERWORK THIEVES' TOOLS after using an ETT if their first attempt failed. This second chance would start at the beginning of the skill challenge and the entire path would need to be traversed in order to succeed on the attempt.

Figurine of Power: Cat: player may re-roll any failed saving throw, but must take the result of the second roll; usable once per game

Figurine of Power: Scarab: player may add +3 to any saving throw; player must announce s/he wishes to use this token's power before making the saving throw; usable once per game

Girdle of Might: +2 to Strength and +1 to all saving throws; part of the [Might set](#)

Gloves of Archery: missile attacks (physical ranged attacks, not spells) made by the wearer deal +1 Damage

Gloves of Glory: wearer may equip a total of three Rings; the effect from this item does not stack with the HAND OF GLORY

Gloves of Healing: any healing spell cast by the wearer (not from scrolls or items) will heal 1 additional HP; this power may be activated as often as the caster desires, but eventually the character will run out of spells; healing spells which affect multiple targets get a total of +1 HP healed, not +1 HP per recipient—the caster selects the target to receive the extra healing
Note: This item may not be used more than once per round.

Gloves of the Flying Fists: monks wearing these gloves may make *flurry of blows* (and by extension, *stunning fist*) attacks against ranged targets; these attacks are made using the monk's melee modifiers on the party card

Note: When making an attack against a target capable of inflicting Retribution damage, ranged attacks (using melee modifiers, see above) made with these gloves will not trigger the Retribution damage effect. However, these gloves will not prevent the Retribution damage effect when making melee attacks.

Goggles of Serpent Sight: wearer cannot be Surprised

Gold Ankh: no in-game effect

Gold Diamond Scorpion: no in-game effect

Gold Ruby Ankh: no in-game effect

Gold Ruby Saluki: no in-game effect

Gold Ruby Serpent: no in-game effect

Gold Scorpion: no in-game effect

Gold Serpent: no in-game effect

Greater Scimitar: non-magical slashing weapon

+1 Greater Scimitar: magical slashing weapon

Hat of Intellect: wearer gains +2 To Hit with spells cast from the character card (not scrolls or items) and +4 to Intelligence

Hat of Shade: wearer is immune to negative effects resulting from exposure to the sun

Hawk-Kin Armor: +7 to AC

Hawk-Kin Light Armor: +3 to AC

Hood of Elvenkind: rogues may initiate a *sneak attack* without the normal 1-round delay

Io's +4 Ultra Keen Slayer Bow: magical ranged weapon; crits on a natural 18–20; the “ultra crit” effect overwrites (does not stack) with SCROLL KEEN EDGE and/or KEEN ARROW; requires at least 20 Dexterity to wield

Note: Only a natural 20 is an automatic hit. In order for an 18 or 19 to count as a crit, the player must still hit the target's AC.

Ioun Stone Iridescent Sphere: bestows immunity to toxic gas; unlike IOUN STONE IRIDESCENT SPINDLE, does not negate the need to breathe and is effectively useless underwater

Ioun Stone Quicksilver Cube: adds +2 to Dexterity

Ioun Stone Quicksilver Sphere: adds +1 to Dexterity

Ioun Stone Ruby Rhombus: Fire damage inflicted upon the wearer is reduced by 3

+2 Keen Longbow: magical ranged weapon; crits on a natural 19–20; crit effect does not stack with SCROLL KEEN EDGE or KEEN ARROW
Note: Only a natural 20 is an automatic hit. In order for a 19 to count as a crit, the player must still hit the target's AC.

+2 Keen Slayer Bow: magical ranged weapon; crits on a natural 19–20; crit effect does not stack with SCROLL KEEN EDGE or KEEN ARROW; requires at least 18 Dexterity to wield
Note: Only a natural 20 is an automatic hit. In order for a 19 to count as a crit, the player must still hit the target's AC.

Khopesh: non-magical slashing weapon

Lenses of Divine Sight: these lenses duplicate a single-target healing spell cast from the character card (not from a scroll or item) onto a second character—not the same character twice; only one spell is marked off the player's character card; all bonuses applied to the source spell are applied to the duplicate spell; the lenses are only usable once per round, but other than that they may be used as often as desired; the player chooses when to use the effect; requires at least 20 Wisdom to equip

Multi-Target Note: A source spell that affects multiple targets cannot be duplicated.

Focus Ring Note: If the source spell is modified by a Focus ring—plus X to the HP healed—the duplicate receives the full plus X bonus as well.

Light Dune Javelin: non-magical compound piercing weapon

Long Bow: non-magical ranged weapon

+1 Long Bow: magical ranged weapon

Lyre of Lore: *bardsong* grants each party member a total of +1 To Hit & +3 Damage (+2 To Hit & +4 Damage if the bard is 5th-level) from melee and ranged attacks when this instrument is played; bard may perform a Lore check while playing this instrument, but not any other actions

Machine Oil: this oil does not burn, but it is a fine lubricant

Mad Evoker's Charm: wizards have the option of doubling the base damage (including the extra damage from passing the planar skill check, but no other bonus to damage will be factored in) of a spell cast from their character card (not a scroll or item), but when doing so the wizard suffers 10 points of damage; it's only usable once per round, but other than that it may be used as often as desired; the MEC must be activated before casting the spell, but the wizard will take the 10 damage whether the spell is successful or not; requires at least 20 Intelligence to equip

Note: If a wizard wearing both a MEC & a RING OF WIZARDRY slides a natural 20 on a spell modified by the MEC, the damage from the spell will be tripled (×3), not quadrupled (×4)

Q₁) Can it be used if the damage would kill the wizard?

A₁) Yes. The 10 damage is a side effect of the charm's power, not a "cost" which must be paid to use it.

Q₂) When does the wizard suffer the damage?

A₂) At the exact moment the spell is cast

Q₃) When used with the [Cabal set power](#), are both spells doubled?

A₃) No. Only one spell's damage may be doubled—the caster chooses which one.

Q₄) If the wizard were to be reduced below 1 HP by using this item, can the paladin's *sacrifice* power save the wizard's life?

A₄) Yes. Both the paladin and the wizard would end up with 5 HP, per the standard use of *sacrifice*. [Other methods of revival](#) could be used as well.

Magnifying Glass: nearby items viewed through it look bigger

Masterwork Arrow: on a successful hit from a bow (not a crossbow), deals +1 damage; must be declared (turned in) before sliding weapon token [collect after use]

Masterwork Thieves' Tools: allows rogues to retry a failed skill test; cannot be used in conjunction with EKTDAR'S TINKERING TOOL to restart in the middle, but each may be used on separate attempts; useable once per adventure, even if the player has more than one MTT token [permanent item, do not collect after use]

Minor Orb of Venom: non-magical alchemical weapon that deals Poison damage

Minor Ring of Fortitude: +2 to Fortitude saving throws

Minor Ring of Reflexes: +2 to Reflex saving throws

Minor Ring of Will: +2 to Will saving throws

Oil of Deadly Venom: attacks made with a weapon coated by this oil deal +5 damage as Poison; takes one full round to apply [collect on use]

Oil of Venom: attacks made with a weapon coated by this oil deal +3 damage as Poison; takes one full round to apply [collect on use]

Orb of Venom: non-magical alchemical weapon that deals Poison damage

Pearl of Prayer: increases the effects of a healing spell cast from the character card (not a scroll or item) by 3 HP; has no effect on spells which do not restore hit points
If a spell under the influence of a PEARL OF PRAYER can affect more than one target, the caster gets a total of 3 extra points of healing from the pearl, not +3 points per target; the caster chooses the recipient(s) of the extra points and may allocate them as s/he sees fit among the eligible recipients [collect on use]

Potion Brawn: +2 to Strength, thus granting the imbiber +1 To Hit with melee attacks, +1 Damage with melee weapons, and +1 Damage with thrown weapons [collect on use]

Potion Deftness: +2 to Dexterity, thus granting the imbiber +1 To Hit with ranged attacks, +1 to AC, and +1 to Reflex saving throws [collect on use]

Potion Distilled Healing: heals 10 points of damage [collect on use]

Potion Feather Fall: imbiber's rate of descent is slowed, granting the character an easy recovery from any fall; if a character falls from a great height (e.g., off a bridge or chasm), this potion allows the character to automatically make it back to safety; the effects of this potion last the entire room; drinking this potion is a Standard Action—adventurers are advised to drink it proactively [collect on use]

Potion Hallowed Oasis Water: heals 8 points of damage but the imbiber cannot benefit from any other healing (item, potion, scroll, spell, etc.) for the remainder of the room [collect on use]

Potion Polymorph (Cobra): turns imbiber into a cobra, lasts one room [collect on use]

Potion Pure Oasis Water: heals 1 point of damage [collect on use]

Potion Vipron Wine: heals 3 points of damage [collect on use]

Relsa's Ring of Supreme Focus: damage-dealing spells cast by the wearer deal +5 Damage; healing spells cast by the wearer heal +5 HP; has no effect on spells emanating from items, scrolls, or spells cast by the wearer which neither reduce nor restore HP

If a spell under the influence of a RELSA'S RING OF SUPREME FOCUS can affect more than one target, the caster gets a total of 5 extra points of healing/damage from the ring, not +5 points per target; the caster chooses the recipient(s) of the extra points and may allocate them as s/he sees fit among the eligible recipients

Ring of Focus: damage-dealing spells cast by the wearer deal +1 Damage; healing spells cast by the wearer heal +1 HP; has no effect on spells emanating from items, scrolls, or spells cast by the wearer which neither reduce nor restore HP. If a spell under the influence of a RING OF FOCUS can affect more than one target, only one recipient gets the extra point of healing/damage, not +1 point per target; the caster chooses the recipient of the extra point

Ring of Greater Focus: damage-dealing spells cast by the wearer deal +3 Damage; healing spells cast by the wearer heal +3 HP; has no effect on spells emanating from items, scrolls, or spells cast by the wearer which neither reduce nor restore HP

If a spell under the influence of a RING OF GREATER FOCUS can affect more than one target, the caster gets a total of 3 extra points of healing/damage from the ring, not +3 points per target; the caster chooses the recipient(s) of the extra points and may allocate them as s/he sees fit among the eligible recipients

Ring of Protection +1: +1 to AC

Ring of Protection +2: +2 to AC

Ring of Protection +4: +4 to AC

Ring of Quenching: wearer will not become dehydrated

+3 Rod of Niltongue: magical blunt weapon; if the owner dies, s/he gains the *speak with living* ability and may freely converse with living party members; *speak with living* does not grant the ability to attack, cast spells, physically affect the environment, or anything other than speak with living party members

Note: The character does not need to be wielding the weapon at the time of death to gain the *speak with living* ability.

Rod of Seven Parts, Completed: to be announced later

Rod of Seven Parts, Segment 7: +1 to Constitution

Rolland's Ring of Protection +6: +6 to AC

+2 Sacred Sling: magical blunt weapon, damage wheel includes 2 points of Sacred damage which will be deducted if the victim of the attack is immune to Sacred damage; if a cleric wielding a +2 SACRED SLING slides a natural 20 on an undead target, the undead will be immediately destroyed if the ✱ is closest to the damage dot on the combat board

Note: Because undead take double damage from Sacred energy, undead suffer +2 damage when attacked with this weapon.

Sandstorm Cloak: wearer is immune to damage from sandstorms, but it does not mitigate vision penalties

Sandstorm Goggles: wearer may see normally during a sandstorm; does not affect damage inflicted by sandstorms

Scarab Chitin Armor: +4 to AC

Scorpion Chitin Armor: +4 to AC and deals 1 point of Poison damage to any attacker that successfully hits the wearer with a melee attack

Scroll Avenging Asp: deals 3 points of Poison damage to any attacker that successfully hits the caster with a melee attack [collect on use]

Scroll Bless: grants all party members +1 To Hit on all attack slides and +1 to all saving throws vs. Fear effects [collect on use]

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

Scroll Fireblast: deals 4 points of damage as Fire to one target; no saving throw is allowed to reduce the effect; no To Hit slide is required [collect on use]

Scroll Gripping Sands: if the target fails a DC 15 Will save, it may not attack more than once per round; if the target can only attack once per round, this scroll will not affect it [collect on use]

Scroll Poison Arrow: if caster hits AC 15, target suffers 10 points of damage as Poison; no saving throw is allowed to reduce the effect [collect on use]

Scroll Shield: +4 to caster's AC; though not written on the token, this spell negates all *magic missiles* targeting the caster [collect on use]

Note: Cannot be used with any armor, garment, item, or spell which grants an AC bonus. If a wizard casts *instant safeguard* while under the influence of this scroll, all benefits from the *shield* spell are negated—including the *magic missile* protection.

Scroll Snakeskin: +1 AC to target [collect on use]

Scroll Soothing Wind: heals 10 points of damage to target and removes any penalties caused by fatigue [collect on use]

Scroll Stone to Flesh: restores a *petrified* character back into flesh; characters rejuvenated by this spell return to life in the same condition they were at the time of the *petrification*; characters restored to flesh are free to act the same round they are restored. [collect on use]

Note: This spell cannot be used on stone that was not formerly a living being.

Scroll Stoneskin: grants immunity to the first successful melee attack damage against the target of this spell—a miss will not expend the protection; the effect lasts for the duration of the room or until it successfully prevents the first melee attack damage—whichever comes first; multiple castings of *stoneskin* on the same target do not stack; only one *stoneskin* effect—no matter what the source—may be used per combat per person [collect on use]

Scroll Venom Strike: deals 12 points of damage as Poison to one target; no saving throw is allowed to reduce the effect; no To Hit slide is required [collect on use]

Serpent Skin Armor: +2 to AC and Poison damage inflicted upon wearer is reduced by 1

Serpent Watch Platemail: +8 to AC

Shield of the Scholar: +3 to AC and wielder may cast a scroll as a Free Action; the AC bonus is constant, but the scroll effect is only usable once per room

Shield of Venomward: +1 to AC and Poison damage inflicted upon wearer is reduced by 1

Shirt of Venomward: Poison damage inflicted upon wearer is reduced by 2

Shoes of Sand Walking: wearer may walk across dry sand as if it were solid ground

Short Bow: non-magical ranged piercing weapon

+1 Short Bow: magical ranged piercing weapon

Shuriken of Venom: creatures immune to Poison damage take -4 damage from this non-magical reusable thrown piercing weapon; monks may throw two of these per round if they possess two SoV tokens [do not collect]

Note: Though multiple shurikens may be thrown in combat, each specific shuriken may only be thrown once per combat.

Silver Scorpion: no in-game effect

+2 Slayer Sword: magical slashing weapon

+3 Slayer Sword: magical slashing weapon

Stu-pendous Pendant: +3 to Strength and +3 to Dexterity

Taskmaster's Gloves: wearer deals +1 damage when wielding a whip or scourge (magical or mundane); has no effect on any other weapons

Traveler's Robe: +1 to AC

Traveler's Staff: non-magical blunt weapon

Venom Runestone: user's melee weapons deal +1 damage as Poison; lasts the entire adventure [collected by coaches]

Viper Strike Belt: +3 to Dexterity; part of the [Viper Strike set](#)

+2 Viper Strike Fang: magical piercing/slashing weapon; monks may wield one or two of these in conjunction with their [flurry of blows attack](#); part of the [Viper Strike set](#)

+3 Viper Strike Fang: magical piercing/slashing weapon; monks may wield one or two of these in conjunction with their [flurry of blows attack](#); part of the [Viper Strike set](#)

Viper Strike Shirt: melee damage inflicted upon the wearer is reduced by 3; has no effect on Ranged attacks, spells, or traps; part of the [Viper Strike set](#)

Vipron Heavy Shield: +2 to AC or +4 to AC vs. Snake sub-types

Vipron Shield: +2 to AC

Wand of Snakebind: target must succeed on a DC 12 Reflex saving throw or all its melee attacks will deal -1 damage; this penalty will stack, but only up to a maximum of -4; only one charge may be expended per round [punch token after each use, collect after fifth use]

Wand of the Sirocco: when one charge is expended, it deals 2 points of Force damage to all monsters; only one charge may be expended per round [punch token after each use, collect after fifth use]

Waterskin: capable of holding up to two quarts of liquid

Welfor's +5 Slayer Sword: magical slashing weapon

Whip: non-magical blunt melee weapon

Wyvern Hide Armor: +4 to AC and +2 to saving throws vs. Poison

Bard Instruments

For your convenience, all bard instruments and their effects are listed below. The numbers here reflect the total modifier and should not be added to the base bonus.

4 th -Level Bard	Instrument	Melee		Saving Throws	Ranged	
		To Hit	Damage		To Hit	Damage
	default lute	+1	+1		+1	+1
	BRIANO'S	+1	+3		+1	+3
	ECHOES	+1	+1		+1	+1
	LORE	+1	+3		+1	+3
	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

5 th -Level Bard	Instrument	Melee		Saving Throws	Ranged	
		To Hit	Damage		To Hit	Damage
	default lute	+2	+2		+2	+2
	BRIANO'S	+2	+4		+2	+4
	ECHOES	+2	+2		+2	+2
	LORE	+2	+4		+2	+4
	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

Note: Though vaguely “musical” in nature, the following items cannot be used to perform *bardsong*:

- HORN OF BLASTING
- MINOTAUR HORN OF ALERT
- SATYR'S PIPES OF DANCING
- TRITON HORN

2014 Rule Updates

There are no overarching environmental effects (e.g., Cold Climate or Underwater) planned for 2014, but there have been some updates & clarifications made to the rules.

Note: Individual rooms may have unique environmental challenges to overcome. If those come into play, you will be informed by that room's DM.

Charisma & Figurines of Power

If your character has a Charisma of 16 or higher, you may equip up to two [Figurines of Power](#).

Monk Flurry-Compatible Weapons

In addition to bracer-weapons, monks may use punch-daggers (e.g., Viper Strike Fangs) or cestuses when making *flurry of blows* attacks, *stunning fist*, or other attacks that are a sub-set of *flurry of blows*. Other than the aforementioned weapon types, when monks use a hand-held weapon, they only make one attack slide per round.

Set Bonuses & Duplicate Weapons

If both the weapons being wielded are part of the same set and are either [Relics](#) (★) or [Legendaries](#) (orange title and backing), they count as two items toward fulfilling that set's quota. E.g., when trying to qualify for the Viper Strike set bonus, a monk could wield two +3 VIPER STRIKE FANGS (Relics) and wear one other Viper Strike item to qualify for the Viper Strike set bonus. Similarly, a ranger could wield two ASHER'S +5 VIPER STRIKE FANGS and they would count as two items toward the Viper Strike set. Wielding two +2 VIPER STRIKE FANGS ([Ultra Rares](#)) would only count as a single item toward the set's quota because neither of those are Relics or Legendaries. A character capable of wielding two weapons may wield two weapons with the same

name regardless of rarity, but they only count as two items toward fulfilling a set bonus if both are either Relics or Legendaries. Putting it another way, wielding two same-named Common, Uncommon, Rare, Ultra Rare, Enhanced (▲), or Exalted (✦) weapons only count as a single item toward qualifying for a set bonus, but wielding two same-named Relic (★) or Legendary weapons counts as two items toward the set.

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

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

Stat Requirements

If a token requires a minimum stat to use, the stat in question must be raised by permanent means. I.e., if you want to use a token that has a stat prerequisite, you must equip tokens which raise that stat for the entire adventure. Temporary effects (e.g., potions) which last only a single room or round cannot be used to meet the minimum stat requirement.

Set Bonuses

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

Assuming all the required pieces can be equipped simultaneously, characters may benefit from more than one set bonus—either from different sets or within the same subset. E.g., a character enjoying the Might Quintet bonus also gains the Trio & Quartet bonuses.

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

- If you equip a hand-held item in a melee slot to fulfill a set bonus, you must keep that specific hand-held item equipped when engaging in melee combat.
- If you equip a hand-held item in a ranged slot to fulfill a set bonus, you must keep that specific hand-held item equipped when engaging in physical ranged combat.

You may temporarily swap one or both hand-held set-piece items (either melee for ranged or ranged for melee) and maintain the set’s bonus. However, the bonuses granted by the individual “lost” item(s) won’t apply. E.g., a ranger using SCEPTER, ORB, and BOOTS OF MIGHT to gain a level may swap out the scepter and orb to use a ranged weapon, but may not use any other melee weapons. During the swap-out, the ranger loses the +2 Strength bonus granted by the ORB OF MIGHT, but maintains the +1 level granted by the Might set.

To qualify for a set bonus, the set’s quota must be filled with unique items if the items are Ultra Rare or lower in rarity. E.g., a ranger may wield two +1 MITHRAL LONG SWORDS, but they only count as one when it comes to qualifying for the Mithral set bonus. However, if both of the set weapons are either Relics (★) or Legendaries, they count as two items toward the set’s quota.

Cabal Set

When all three items are equipped, the character may cast two spells in one round, once per room. Unlike the effect from [BRACELETS OF THE ZEPHYR](#), the bonus spell is not cast as a scroll and can be modified.

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

Celestial Set

When all three items are equipped, character gains immunity to melee and mental attacks from evil outsiders.

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

Darkthorn Set

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

- DARKTHORN ARMOR
- DARKTHORN HELMET
- DARKTHORN SHIELD

Defender Set

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

- DEFENDER HELM
- DEFENDER PLATEMAIL
- DEFENDER SHIELD

Dragonhide Trio

When at least three items are worn, character automatically makes saving throws vs. dragon breath weapons and gains +3 to all saving throws. (Do not confuse Dragonhide with Dragonscale. They are not interchangeable. But if three items from each set are equipped, both set bonuses will be bestowed.)

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

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

Dragonscale Set

When all three items are worn, Fire damage inflicted upon the character is reduced by 10. This bonus supersedes the bonuses granted by the individual items in this set. (Do not confuse Dragonscale with Dragonhide. They are not interchangeable. But if three items from each set are equipped, both set bonuses will be bestowed.)

- DRAGONSACLE ARMOR
- DRAGONSACLE HELMET
- DRAGONSACLE SHIELD

Footman Set

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

- FOOTMAN CHAINMAIL
- FOOTMAN CAP
- FOOTMAN SHIELD

Might Trio

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

Might Quartet

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

Might Quintet

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

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

Mithral Trio

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

Mithral Quartet

No additional benefit, Trio bonus still applies.

Mithral Quintet

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

Mithral Sextet

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

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

Mountain Dwarf Set

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

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

Templar Set

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

- TEMPLAR ARMOR
- TEMPLAR HELMET
- TEMPLAR SHIELD

Viper Strike Set

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

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

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

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

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

Wind Set

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

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

Note: BOOTS OF THE NORTH/SOUTH/EAST/WEST WIND are not part of the Wind set.

Elemental Eldritch Set

When at least two items are equipped, spellcasters ignore Spell Resistance, healing spells heal an additional 10* HP, and melee attacks ignore Damage Reduction. Druids or Rangers with at least two Eldritch items gain one character level.

*Multi-target healing spells get a pool of 10 bonus healing points which may be allocated among the eligible recipients at the caster sees fit. It does not grant +10 healing to every target.

- SUPREME RING OF ELEMENTAL COMMAND
- ROD OF SEVEN PARTS (Complete)
- BOOTS OF THE FOUR WINDS¹
- TEETH OF CAVADAR²

¹Name not finalized. As of 2014, only two of the four core items required for transmuting this item have been printed. The third will be printed in 2015 and the fourth in 2016. After all four core items have been printed in 2016, a 3-item Eldritch Set power is scheduled to be revealed.

²The first of the seven core items required to transmute the TEETH OF CAVADAR (name subject to change) is scheduled to be printed in 2015 and the last in 2021. After all seven core items have been printed, a 4-item Eldritch Set power is scheduled to be revealed.

Weapon List

The following is the complete list of True Dungeon weapons and ammunition printed from 2005 to 2014. Next to each you'll find its type (Blunt/Piercing/Slashing); whether it's made of metal and can be affected by [EEL SKIN GLOVES](#); whether it's non-magical, made primarily of wood, melee, thus allowing it to be enhanced by a [RING OF THE WOODWORKER](#); whether it's a non-magical ranged weapon, thus allowing it to be enhanced by [LENS OF THE HAWK](#); whether it's one or two handed; whether it can be used in melee, ranged, or either (compound); if it deals any kind of special damage; and whether it can be used underwater without magical aid.

Note: Any two-handed melee weapon can be enhanced by [RING OF BRILLIANCE](#) and/or [RING OF ENERVATION](#).

Weapon Name	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal</u>	<u>Melee</u>	<u>Non-Magical</u>	<u>Wood</u>	<u>Melee</u>	<u>1 or 2 Handed</u>	<u>Melee/Ranged/Compound</u>	<u>Cold</u>	<u>Darkrift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable Underwater</u>
Alchemist Fire						NR			R				Fr								
+3 Ammo of Alteration									R												
+1 Arrow		Pi							R												
+2 Arrow		Pi							R												
Arrow of Fire		Pi							R			Fr									
Arrow of Frost		Pi							R		Co										
Arrow of Shock		Pi							R								Sh				
Arrow of Slaying		Pi							R											O	
Arrow of True Flight		Pi							R												
+1 Arrow of True Flight		Pi							R												
Arrow of Venom		Pi							R						Po						
Asher's +5 Viper Strike Fang		Pi	Sl	MM					1	M					Po						Uw
Bastard Sword			Sl	MM					1	M											
+1 Bastard Sword			Sl	MM					1	M											
Battle Axe			Sl	MM					1	M											
Blunder Cannon	Bl					NR			2	R											
Blunder Horn	Bl					NR			2	R											
Blunder Pipe	Bl					NR			1	R											
Boarding Axe			Sl	MM					1	M											
Bolt of Fire		Pi							R			Fr									Uw

Weapon Name

	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal</u> <u>Melee</u>	<u>Non-Magical</u> <u>Wood</u> <u>Melee</u>	<u>Non-Magical</u> <u>Ranged</u>	<u>1</u> or <u>2</u> <u>Handed</u>	<u>Melee</u> / <u>Ranged</u> / <u>Compound</u>	<u>Cold</u>	<u>Darkrift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable</u> <u>Underwater</u>
Bolt of Frost		Pi						R	Co										Uw
Bolt of Lightning		Pi						R							Sh				Uw
+1 Bolt		Pi						R											Uw
+2 Bolt		Pi						R											Uw
Bone Desert Mace	Bl			MM			1	M											
+1 Bone Desert Mace	Bl			MM			1	M											
Bone Javelin		Pi				†	1	C											Uw
+2 Boom Stick	Bl						2	R											
Bracer of the Asp	Bl						1	M					Po						
+1 Bracer of the Dragonfist	Bl						1	M											Uw
Bracer of Quivering Palm	Bl						1	M											Uw
Bracer of Smiting	Bl						1	M											Uw
Brawler's Mug (Common)	Bl			MM			1	M											
+1 Broadsword of Life Stealing			Sl	MM			1	M											
+1 Celestial Keen Long Sword			Sl	MM			1	M											
Cestus	Bl			MM			1	M											
+1 Cestus	Bl			MM			1	M											
Claymore			Sl	MM			2	M											
Cudgel	Bl				WM		1	M											
Cutlass			Sl	MM			1	M											
+1 Cutlass			Sl	MM			1	M											
Dagger		Pi	Sl	MM		†	1	C											Uw
+1 Dagger		Pi	Sl	MM		†	1	C											Uw
+2 Dagger		Pi	Sl	MM		†	1	C											Uw
Dagger of Arcane Luck		Pi	Sl	MM		†	1	C											Uw
Dagger of Throwing		Pi	Sl	MM		†	1	C										O	Uw
+2 Dagger of Venom		Pi	Sl	MM		†	1	C					Po						Uw
+1 Dagger of the Sun		Pi	Sl	MM		†	1	C									Un		Uw
Darkrift Arrow		Pi						R		Dr									
Darkwood Club	Bl				WM		1	M											
+1 Darkwood Club	Bl						1	M											
Darkwood Longbow		Pi				NR	2	R											

Weapon Name	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal Melee</u>	<u>Non-Magical Wood Melee</u>	<u>Non-Magical Ranged</u>	<u>1 or 2 Handed</u>	<u>Melee/Ranged/Compound</u>	<u>Cold</u>	<u>Darkrift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable Underwater</u>
+1 Darkwood Longbow		Pi					2	R											
Darkwood Shillelagh	Bl				WM		1	M											
Darkwood Shortbow		Pi				NR	2	R											
Darkwood Staff	Bl				WM		2	M											Uw
+1 Darkwood Staff	Bl						2	M											Uw
Dirk		Pi	Sl	MM		†	1	C											Uw
Double Barrel Blunder Cannon	Bl					NR	2	R											
+2 Dread Sword			Sl	MM			1	M											
Dune Club	Bl				WM		1	M											
Dune Raider Sword			Sl	MM			1	M											
+1 Dune Raider Sword			Sl	MM			1	M											
Dune Scimitar			Sl	MM			1	M											
Dune Stalker Javelin		Pi				†	1	C											Uw
+1 Dune Stalker Javelin		Pi				†	1	C											Uw
Dune Sword			Sl	MM			1	M											
Dwarven Arrow		Pi				NR		R										O	
Dwarven Axe			Sl	MM		†	1	C										O	
+1 Dwarven Battle Axe			Sl	MM			1	M										O	
Dwarven Bolt		Pi				NR		R										O	Uw
+2 Dwarven Dire Axe			Sl	MM			1	M										O	
Dwarven Dirk		Pi	Sl	MM		†	1	C										O	Uw
+1 Dwarven Dirk		Pi	Sl	MM			1	C										O	Uw
Dwarven Glaive		Pi	Sl	MM			2	M										O	Uw
+1 Dwarven Glaive		Pi	Sl	MM			2	M										O	Uw
Dwarven Hand Axe			SL	MM		†	1	C										O	
Dwarven Heavy Crossbow		Pi				NR	2	R										O	Uw
+1 Dwarven Heavy Crossbow		Pi					2	R										O	Uw
Dwarven Lt Crossbow		Pi				NR	2	R										O	Uw
Dwarven Lt Hammer	Bl			MM			1	M										O	
Dwarven Mace	Bl			MM			1	M										O	
+1 Dwarven Mace	Bl			MM			1	M										O	
Dwarven Short Bow		Pi				NR	2	R										O	

Weapon Name

	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal</u> <u>Melee</u>	<u>Non-Magical</u> <u>Wood</u> <u>Melee</u>	<u>Non-Magical</u> <u>Ranged</u>	<u>1</u> or <u>2</u> <u>Handed</u>	<u>Melee</u> / <u>Ranged</u> / <u>Compound</u>	<u>Cold</u>	<u>Dark</u> <u>rift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable</u> <u>Underwater</u>
+1 Dwarven Short Bow		Pi					2	R										O	
Dwarven Sling	Bl					NR	1	R										O	
Dwarven Stout Staff	Bl				WM		1	M										O	Uw
+1 Dwarven Stout Staff	Bl						1	M										O	Uw
Dwarven Throwing Hammer	Bl			MM		†	1	C										O	
+1 Dwarven Throwing Hammer	Bl			MM			1	C										O	
Elven Arrow		Pi				NR		R										O	
Elven Cudgel	Bl				WM		1	M										O	
Elven Dagger		Pi	Sl	MM		†	1	C										O	Uw
Elven Falchion			Sl	MM			2	M										O	
+1 Elven Falchion			Sl	MM			2	M										O	
Elven Long Bow		Pi				NR	2	R										O	
+1 Elven Long Bow		Pi					2	R										O	
Elven Long Sword			Sl	MM			1	M										O	
+1 Elven Longsword			Sl	MM			1	M										O	
Elven Rapier		Pi		MM			1	M										O	Uw
+1 Elven Rapier		Pi		MM			1	M										O	Uw
Elven Shortbow		Pi				NR	2	R										O	
Explosive Blunder Slug	Bl							R				Fo							
Faerie-Iron Club	Bl			MM			1	M										O	
Faerie-Iron Warhammer	Bl			MM			1	M										O	
+1 Falchion Life Stealing			Sl	MM			2	M										O	
Fey Blade			Sl	MM			1	M											
+1 Fey Blade			Sl	MM			1	M											
Fire Bird						NR	1	R			Fr								
Fireseed Hollyberry						NR		R			Fr								
Flaming Blunder Slug	Bl							R											
+2 Flaming Short Bow		Pi					2	R			Fr								
Flask of Combustion						NR		R			Fr								
Flask of Conflagration						NR		R			Fr								
Frost Short Bow		Pi					2	R	Co										
Gearon's +2 Blessed Mace	Bl			MM			1	M									Un		

Weapon Name	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal Melee</u>	<u>Non-Magical Wood Melee</u>	<u>Non-Magical Ranged</u>	<u>1 or 2 Handed</u>	<u>Melee/Ranged/Compound</u>	<u>Cold</u>	<u>Darkrift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable Underwater</u>
Gladius		Pi	Sl	MM			1	M											Uw
Gnomish Lt. Hammer	Bl			MM		†	1	C											
Gnomish Throwing Hammer	Bl			MM		†	1	C											
+1 Gnomish Throwing Hammer	Bl			MM			1	C											
Great Axe			Sl	MM			2	M											
+1 Great Axe			Sl	MM			2	M											
+2 Great Axe			Sl	MM			2	M											
Great Club	Bl				WM		2	M											
+1 Great Club	Bl						2	M											
+2 Great Club of Bashing	Bl						2	M										O	
Great Sword			Sl	MM			2	M											
+1 Great Sword			Sl	MM			2	M											
+2 Great Sword			Sl	MM			2	M											
Greater Scimitar			Sl	MM			2	M											
+1 Greater Scimitar			Sl	MM			2	M											
Halberd		Pi	Sl	MM			2	M											Uw
+1 Halberd		Pi	Sl	MM			2	M											Uw
+2 Hammer of Thunderbolts	Bl			MM			1	M										O	
Hand Axe			Sl	MM		†	1	C											
Hand Crossbow		Pi				NR	1	R											Uw
+1 Hand Crossbow		Pi					1	R											Uw
Hand Crossbow Bolt of Enfeeblement		Pi						R										O	Uw
Hand Crossbow Bolt of Madness		Pi						R										O	Uw
Heavy Crossbow		Pi				NR	2	R											Uw
Heavy Mace	Bl			MM			1	M											
+1 Heavy Mace	Bl			MM			1	M											
Heavy Repeating Crossbow		Pi				NR	2	R											Uw
+1 Hvy Repeating Crossbow		Pi					2	R											Uw
+2 Heavy Trident of Skewering		Pi		MM			2	M											Uw
+2 Holy Great Sword			Sl	MM			2	M										O	
Holy Lager						NR		R									Un		
Holy Water						NR		R									Un		

Weapon Name

	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal Melee</u>	<u>Non-Magical Wood Melee</u>	<u>Non-Magical Ranged</u>	<u>1 or 2 Handed</u>	<u>Melee/Ranged/Compound</u>	<u>Cold</u>	<u>Darkrift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable Underwater</u>
Innkeeper's Club	Bl				WM		1	M											
Io's +4 Ultra Keen Slayer Bow		Pi					2	R											
Iron Long Spear		Pi		MM		†	2	C											Uw
+1 Iron Long Spear		Pi		MM			2	C											Uw
Keen Arrow		Pi						R											
+1 Keen Hand Axe			Sl	MM			1	C											
+2 Keen Longbow		Pi					2	R											
+2 Keen Slayer Bow		Pi					2	R											
+2 Keen Scimitar			Sl	MM			1	M											
Khopesh			Sl	MM			1	M											
+1 Kopis			Sl	MM			1	M											
+2 Light Crossbow of Frost		Pi					2	R	Co										Uw
Light Dune Javelin		Pi				†	1	C											Uw
Light Trident		Pi		MM		†	1	C											Uw
+1 Light Trident		Pi		MM			1	C											Uw
Long Bow		Pi				NR	2	R											
+1 Long Bow		Pi					2	R											
+2 Long Bow of the Sun		Pi					2	R									Un		
+2 Long Spear of Dragonslaying		Pi		MM			2	C										O	Uw
Long Sword			Sl	MM			1	M											
+1 Long Sword			Sl	MM			1	M											
+2 Long Sword			Sl	MM			1	M											
+2 Mace of Dispelling	Bl			MM			1	M										O	
Masterwork Arrow		Pi				NR		R											
Masterwork Bolt		Pi				NR		R											Uw
Masterwork Hand Crossbow Bolt		Pi				NR		R											Uw
Masterwork Shuriken		Pi				†	1	R											
Masterwork Silver Dagger		Pi	Sl	MM		†	1	C											Uw
Masterwork Sling Bullet	Bl							R											
Masterwork Spear		Pi		MM		†	1	C											Uw
Maul	Bl			MM			2	M											
+1 Maul	Bl			MM			2	M											

Weapon Name	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal</u> <u>Melee</u>	<u>Non-Magical</u> <u>Wood</u> <u>Melee</u>	<u>Non-Magical</u> <u>Ranged</u>	<u>1</u> or <u>2</u> <u>Handed</u>	<u>Melee</u> / <u>Ranged</u> / <u>Compound</u>	<u>Cold</u>	<u>Dark</u> <u>rift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable</u> <u>Underwater</u>
Maul of the Titans	Bl			MM			2	M											
+1 Mighty Longbow		Pi					2	R											
+1 Mighty Shortbow		Pi					2	R											
Mighty Sling	Bl						1	R											
Minor Orb of Venom						NR	1	R					Po						
+1 Mithral Long Sword			Sl	MM			1	M											
Morning Star	Bl	Pi		MM			1	M											Uw
+1 Morningstar of Smiting	Bl	Pi		MM			1	M											Uw
+1 Mug of Brawling	Bl			MM			1	M											
Nightshade's +2 Short Sword		Pi		MM			1	M											Uw
Nixie Lt. Crossbow		Pi				NR	2	R											Uw
Obsidian Dagger		Pi	Sl			†	1	C											Uw
Orb of Lightning						NR	1	R							Sh				
Orb of Might	Bl						1	M											
Orb of Venom						NR	1	R					Po						
Orcish Club	Bl				WM		1	M											
Orcish Dirk		Pi	Sl	MM		†	1	C											Uw
Orcish Flail	Bl			MM			1	M											
+1 Orcish Flail	Bl			MM			1	M											
Orcish Scourge	Bl			MM			1	M											
Orcish Sickle			Sl	MM			1	M											
+1 Orchorn Shortbow		Pi					2	R											
+1 Orcish Sickle			Sl	MM			1	M											
Orcish Warhammer	Bl			MM			1	M											
Otiluke's Freezing Orb						NR		R	Co										
Pilum of Lightning		Pi		MM			1	C							Sh				Uw
Pressman's Club	Bl				WM		1	M											
Pugio		Pi	Sl	MM			1	M											Uw
+1 Pugio		Pi	Sl	MM			1	M											Uw
Quarter Staff	Bl				WM		2	M											Uw
+1 Quarter Staff	Bl						2	M											Uw
+2 Quarter Staff	Bl						2	M											Uw

Weapon Name

	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal Melee</u>	<u>Non-Magical Wood Melee</u>	<u>Non-Magical Ranged</u>	<u>1 or 2 Handed</u>	<u>Melee/Ranged/Compound</u>	<u>Cold</u>	<u>Darkrift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable Underwater</u>
+1 Rapier of Piercing		Pi		MM			1 M												Uw
Reaper's Pick		Pi		MM			1 M												Uw
+2 Rod of Disjunction	Bl			MM			1 M											O	
+3 Rod of Niltongue	Bl			MM			1 M												
Sacred Arrow		Pi					R							Sa			Un		
Sacred Hand Grenade						NR	1 R							Sa			Un		
+2 Sacred Sling	Bl						1 R							Sa					
Sacred Sling Stone	Bl						R							Sa			Un		
Sahuagin Blunt Lt. Crossbow	Bl					NR	2 R												Uw
+1 Sahuagin Blunt Lt. Crossbow	Bl						2 R												Uw
Sahuagin Club	Bl				WM		1 M												
+1 Sai of Snaring	Bl			MM			1 M												
+2 Scepter of Might	Bl			MM			1 M												
+1 Scepter of the Stirge	Bl			MM			1 M												
Scimitar			Sl	MM			1 M												
+1 Scimitar			Sl	MM			1 M												
Scythe		Pi	Sl	MM			2 M												Uw
Scythe of Reaping		Pi	Sl	MM			2 M											O	Uw
Sea Elf Spear		Pi		MM		†	1 C												Uw
+1 Sea Elf Spear		Pi		MM			1 C												Uw
SeyLah's +2 Sundering Cestus	Bl			MM			1 M											O	Uw
Short Bow		Pi				NR	2 R												
Short Sword		Pi		MM			1 M												Uw
+1 Short Sword		Pi		MM			1 M												Uw
+2 Short Sword		Pi		MM			1 M												Uw
+2 Short Sword of the Sun		Pi		MM			1 M										Un		Uw
Shuriken		Pi				NR	1 R												
+1 Shuriken		Pi					1 R												
Shuriken of Shock		Pi					1 R								Sh				
Shuriken of Venom		Pi					1 R						Po						
Silver Bastard Sword			Sl	MM			1 M												
+1 Silver Bastard Sword			Sl	MM			1 M												

Weapon Name	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal Melee</u>	<u>Non-Magical Wood Melee</u>	<u>Non-Magical Ranged</u>	<u>1 or 2 Handed</u>	<u>Melee/Ranged/Compound</u>	<u>Cold</u>	<u>Darkrift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable Underwater</u>
Silver Battle Axe			SI	MM			1	M											
Silver Blunder Slug	BI							R											
Silver Great Sword			SI	MM			2	M											
+1 Silver Great Sword			SI	MM			2	M											
Silver Halberd		Pi	SI	MM			2	M											
Silver Heavy Mace	BI			MM			1	M											
+1 Silver Heavy Mace	BI			MM			1	M											
Silver Long Sword			SI	MM			1	M											
Silver Sickle			SI	MM			1	M											
+1 Silver Rapier		Pi		MM			1	M											Uw
Silver Quarter Staff	BI			MM			1	M											
Silver Scimitar			SI	MM			1	M											
+1 Silver Scimitar			SI	MM			1	M											
Silver Short Sword		Pi		MM			1	M											
+1 Silver Short Sword		Pi		MM			1	M											
Skull of Doom	BI					NR	1	R											
+2 Slayer Sword			SI	MM			1	M											
+3 Slayer Sword			SI	MM			1	M											
Sleep Arrow		Pi						R										O	
Sling Bullet of Acid	BI							R										O	
Sling Bullet of Chaos	BI							R	Co		Fr				Sh	So			
Sling Bullet of Fire	BI							R			Fr								
Sling Bullet of Frost	BI							R	Co										
Sling Bullet of Shock	BI							R							Sh				
Sling Stone of Chaos	BI							R	Co		Fr				Sh	So			
Sling	BI					NR	1	R											
+1 Sling	BI						1	R											
+2 Sling of Impact	BI						1	R											
Spiked Buckler		Pi		MM			1	M											
+2 Staff of Power	BI						2	M											Uw
+1 Staff of Striking	BI						2	M											Uw
+2 Staff of Striking	BI						2	M											Uw

Weapon Name	<u>Blunt</u>	<u>Piercing</u>	<u>Slashing</u>	<u>Metal</u> <u>Melee</u>	<u>Non-Magical</u> <u>Wood</u> <u>Melee</u>	<u>Non-Magical</u> <u>Ranged</u>	<u>1</u> or <u>2</u> Handed	<u>Melee</u> / <u>Ranged</u> / <u>Compound</u>	<u>Cold</u>	<u>Darkrift</u>	<u>Fire</u>	<u>Force</u>	<u>Poison</u>	<u>Sacred</u>	<u>Shock</u>	<u>Sonic</u>	<u>vs. Undead</u>	<u>Other</u>	<u>Usable</u> <u>Underwater</u>
Sylvan Scepter	Bl				WM		1	M											
Thunder Stone (or Thunderstone)						NR		R								So			
Traveler's Staff	Bl				WM		2	M											
Trident		Pi		MM		†	1	C											Uw
Unarmed Attack* (Monk)	Bl			MM			1	M											Uw
+2 Viper Strike Fang		Pi	Sl	MM			1	M					Po						Uw
+3 Viper Strike Fang		Pi	Sl	MM			1	M					Po						Uw
Walking Stick	Bl				WM		1	M											
Weighted Net						NR	2	R										O	
Welfor's +4 Slayer Sword			Sl	MM			1	M											
Wicked Spear		Pi		MM		NR	1	C											Uw
Widseth's +2 Dancing Sword		Pi		MM			0	C											Uw
Whip	Bl						1	M											
Wooden Oar	Bl				WM		2	M											

†Counts as Non-Magical Ranged only when thrown

*Monk hands are not made of metal—they're flesh. However, the monk base attack form (*flurry of blows*) is compatible with EEL SKIN GLOVES, so it's flagged as "metal" for that purpose only. Monks do not benefit from EEL SKIN GLOVES when using any kind of [bracer-weapon](#). (e.g., BRACER OF THE ASP or BRACER OF QUIVERING PALM)

What makes a weapon “magical”?

Some tokens indicate they only affect “magical” weapons while others indicate they only affect “non-magical” weapons. To determine which weapons are or are not “magical” for this purpose, follow this rule:

Other than “plain” Silver or Masterwork weapons/ammunition (which are the only exceptions), if a weapon has any kind of + To Hit or + Damage printed on the token, it counts as “magical”.

Therefore, the following broad classifications are observed:

- [Alchemical](#) (HOLY WATER, SACRED HAND GRENADE, etc.) = not magical
- Dwarven/Elven/Faerie-Iron/Gnomish = magical
- Masterwork = not magical
- Mighty = not magical
- Runestone (if it gives a + To Hit or + Damage) = magical
- Silver (without a +X in front of the name) = not magical
- +1 Silver = magical

Cumulative Penalty Limitation

No single character or monster stat/ability can be reduced by more than 6. This limit applies to magic items or spells that affect ability scores (STR, DEX, CON, INT, WIS, CHA), Saving Throws, Armor Class, Maximum Hit Points, To Hit modifiers, Damage modifiers, etc. No matter how many magic items or spells have been used, no single stat/ability on a specific victim can be reduced more than 6.

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

Some item effects have stricter stacking limits or may not stack at all. Please see the individual token’s description in the Token Guide or on-line [Token Database](#) for details.

2014 Token Checklist

Common

- ☐ 20 Gold Pieces
- ☐ 25 Gold Pieces
- ☐ 30 Gold Pieces
- ☐ Belt of Anchoring
- ☐ Cestus
- ☐ Charm of the Mirage
- ☐ Desert Hide Armor
- ☐ Dune Club
- ☐ Dune Light Javelin
- ☐ Dune Scimitar
- ☐ Dune Stalker Shield
- ☐ Dune Sword
- ☐ Hat of Shade
- ☐ Hawk-Kin Light Armor
- ☐ Khopesh
- ☐ Machine Oil
- ☐ Magnifying Glass
- ☐ Masterwork Arrow
- ☐ Minor Orb of Venom
- ☐ Potion Brawn
- ☐ Potion Deftness
- ☐ Potion Pure Oasis Water
- ☐ Ring of Quenching
- ☐ Sandstorm Cloak
- ☐ Sandstorm Goggles
- ☐ Scarab Chitin Armor
- ☐ Scroll Avenging Asp
- ☐ Scroll Endure Elements
- ☐ Scroll Fireblast
- ☐ Scroll Snakeskin
- ☐ Serpent Chitin Armor
- ☐ Shoes of Sand Walking
- ☐ Short Bow
- ☐ Silver Scorpion
- ☐ Taskmaster's Gloves
- ☐ Traveler's Robe
- ☐ Traveler's Staff
- ☐ Wand of Snakebind
- ☐ Waterskin
- ☐ Whip

Uncommon

- ☐ Amulet of Soothing Waters
- ☐ Anti-toxin
- ☐ Arrow of True Flight
- ☐ Arrow of Venom
- ☐ Belt of Freedom
- ☐ Bone Desert Helm
- ☐ Bone Desert Mace
- ☐ Boots of Anchoring
- ☐ Bracers of Ricochet
- ☐ Dune Raider Sword
- ☐ Dune Stalker Javelin
- ☐ Dust of Appearance
- ☐ Earcuff of Muting
- ☐ Gloves of Archery
- ☐ Gold Ankh
- ☐ Gold Scorpion
- ☐ Gold Serpent
- ☐ Greater Scimitar
- ☐ Hawk-Kin Armor
- ☐ Ioun Stone Iridescent Sphere
- ☐ Long Bow
- ☐ Masterwork Thieves' Tools
- ☐ Oil of Venom
- ☐ Orb of Venom
- ☐ Pearl of Prayer
- ☐ Potion Feather Fall
- ☐ Potion Vipron Wine
- ☐ Ring of Minor Fortitude
- ☐ Ring of Minor Reflexes
- ☐ Ring of Minor Will
- ☐ Scorpion Chitin armor
- ☐ Scroll Bless
- ☐ Scroll Poison Arrow
- ☐ Scroll Shield
- ☐ Scroll Stone to Flesh
- ☐ Shield of Venomward
- ☐ Shirt of Venomward
- ☐ Vipron Shield
- ☐ Wand of the Sirocco
- ☐ Wyvern Hide Armor

Rare

- ☐ +1 Arrow of True Flight
- ☐ Belt of Ogre Power
- ☐ Bezoar Stone Amulet
- ☐ +1 Bone Desert Mace
- ☐ Boots of the Raider
- ☐ Bracer of the Asp
- ☐ Bulette Chitin Armor
- ☐ +1 Cestus
- ☐ Chainmail of the Dunes
- ☐ Charm of Enlightenment
- ☐ Charm of Wealful Wind
- ☐ Crown of Charisma
- ☐ +1 Dune Raider Sword
- ☐ +1 Dune Stalker Javelin
- ☐ Earcuff of Understanding
- ☐ Figurine of Power Scarab
- ☐ Gloves of Healing
- ☐ Goggles of Serpent Sight
- ☐ Gold Diamond Scorpion
- ☐ Gold Ruby Ankh
- ☐ Gold Ruby Saluki
- ☐ Gold Ruby Serpent
- ☐ +1 Greater Scimitar
- ☐ Hat of Intellect
- ☐ Hood of Elvenkind
- ☐ Ioun Stone Ruby Rhombus
- ☐ +1 Long Bow
- ☐ Lyre of Lore
- ☐ Potion Polymorph (Cobra)
- ☐ Potion Sacred Waters
- ☐ Ring of Protection +1
- ☐ Scroll Gripping Sands
- ☐ Scroll Soothing Wind
- ☐ Scroll Stoneskin
- ☐ Scroll Venom Strike
- ☐ Serpent Watch Platemail
- ☐ +1 Short Bow
- ☐ Shuriken of Venom
- ☐ Venom Runestone
- ☐ Vipron Heavy Shield

Ultra Rare

- ☐ Boots of the East Wind
- ☐ Charm of Brooching
- ☐ Cloak of Shadowskin
- ☐ Ektdar's Tinkering Tool
- ☐ Figurine of Power Cat
- ☐ Girdle of Might
- ☐ Gloves of Glory
- ☐ Gloves of the Flying Fist
- ☐ +2 Keen Longbow
- ☐ Lenses of Divine Sight
- ☐ Mad Invoker's charm
- ☐ Ring of Focus
- ☐ Ring of Protection +2
- ☐ Shield of the Scholar
- ☐ +2 Sacred Sling
- ☐ +2 Slayer Sword
- ☐ Stu's Stupendous Pendant
- ☐ +2 Viper Strike Fang
- ☐ Viper Strike Belt
- ☐ Viper Strike Shirt

Transmuted

- ☐ Asher's +5 Viper Strike Fang^L
- ☐ Boots of the Marauder★
- ☐ Io's +4 Ultra Keen Slayer Bow^L
- ☐ +2 Keen Slayer Bow★
- ☐ Oil of Deadly Venom▲
- ☐ Potion Distilled Healing★
- ☐ Relsa's Ring of Supreme Focus^L
- ☐ Ring of Greater Focus★
- ☐ Ring of Protection +4★
- ☐ +3 Rod of Niltongue★
- ☐ Rolland's Ring of Protection +6^L
- ☐ +3 Slayer Sword★
- ☐ +3 Viper Strike Fang★
- ☐ Welfor's +4 Slayer Sword^L
- ▲ Enhanced
- ★ Exalted
- ★ Relic
- ^L Legendary

Participation

- ☐ ____ of the ____ (R)
- ☐ ____ of the ____ (UC)
- ☐ ____ of the ____ (R)
- ☐ ____ of ____ (R)
- ☐ ____ of the ____ (UC)

Special

- ☐ 2014 5× Treasure Chips
- ☐ 2014 Treasure Chip
- ☐ ____ - ____ (Monster Trophy 1)
- ☐ ____ (Monster Trophy 2)
- ☐ ____ (Monster Trophy 3)
- ☐ ____ (Monster Trophy 4)
- ☐ Golden Ticket 2014
- ☐ Ioun Stone Quicksilver Cube (R, PT Volunteer)
- ☐ Ioun Stone Quicksilver Sphere (UR, FT Volunteer)
- ☐ Rod of Seven Parts
- ☐ Rod of Seven Parts, Segment 7



