

True
DUNGEON®

TOKEN GUIDE COMPENDIUM



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General Notes:

Color - Rarity - Strength

Common and Ingredient tokens are printed with **Brown** (wooden only) and/or **Black** lettering.

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

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

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

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

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

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

Special tokens printed with the same design each year and not intended to be part of any year's collection are printed with **Burgundy** text and do not have the traditional year marker symbols. In 2017, the trade and reserve tokens will be printed with brown lettering and mounted on brown (a.k.a. "Chocolate") backs.

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

Ingredient tokens are acquired as treasure. Ingredients can be substituted for some items necessary to make transmuted items, or traded for other tokens.

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

Scrolls

Scroll tokens released before 2012 with the "All" designation can be used by:

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

Scroll tokens released before 2012 with the "Arcane" designation can be used by:

Elf Wizards, Wizards and Bards.

Scroll tokens released before 2012 with the "Divine" designation can be used by:

Clerics, Druids, and Bards.

Potions, Elixirs, and other Liquids

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

Wands

Wands require a verbal command to activate, which means that if a character is under the effect of a silence spell or the character has lost his voice for some reason, the wand cannot be used.

Wands are only usable by the class(es) printed on the token.

Amulets and Rings

Generally usable by all characters, amulets and rings take up a slot on the body. In True Dungeon, you may only have one amulet and two rings in active use at any one time. (Note: Characters wearing a Hand of Glory or Gloves of Glory may wear three rings)

Cumulative Penalty Limitations

After entering the adventure, no single statistic can be reduced by more than 6 points. This limit applies to spells or effects that affect ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma), Saving Throws, Armor Class, Maximum Hit Points, To Hit modifiers, Damage modifiers, etc. No matter how many temporary effects or spells have been used, no single stat/ability on a specific victim can be reduced more than 6 points. This rule applies to both player characters and monsters.

However, this does not apply to permanent items used by the character before beginning the adventure. If you have equipped various items that result in more than a 6-point penalty, you must endure the full penalty. Additional temporary penalties may be incurred in the adventure, but those additional penalties cannot further reduce you more than 6 more points. E.g., if you equipped the following items you would suffer a -8 to your Reflex saving throws:

- Helm of the Boar (-4 Reflex)
- Oakskin Medallion (-1 to all saves)
- Redoubt Mail (-2 Reflex)
- Wicked Charm (-1 to all saves)

Once inside the adventure, the character in the aforementioned example could suffer additional Reflex penalties, up to a grand total of -14. Some item effects have stricter stacking limits or may not stack at all. Please see the individual token's description in the Token Database for details. Reaching the cap on one stat does not prevent a different stat from being reduced, even on the same victim.

This cap can sometimes negate a drawback. E.g., if you drank three Creeper Stout potions (heal 5 HP, -2 AC) in a single room, you would heal 15 HP and suffer a -6 AC penalty. If you drank a fourth Creeper Stout, you would heal another 5 HP, but your AC would not decrease any further. The AC penalty stacks each time you drink a Creeper Stout, but once you hit the cumulative penalty cap for AC, any additional Creeper Stouts you consume in that room would effectively be standard 5 HP heal potions. Additionally, no other effect could reduce your AC any further—in that room.

Miscellaneous

Any token used during combat (except for Shields, Weapons*, and Armor, which are automatically used) takes the player a round to use. Some tokens will provide an exception. The following list of tokens (not exhaustive) are considered one-time use items, generally indicated on the token that they are single use, and must be turned into the DM or Coach when used in the game:

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

All other tokens (including all Gear, Weapons*, and Armor) are kept by the player and may be used throughout the event and through future events, except in the rare and extreme circumstance that they are destroyed during an adventure. Note: there are a few minor exceptions; see Weapons section for details.

The following tokens are permanent but can only be used once a limited number of times per adventure, and only one of each may be brought into any given dungeon by a party:

| Once per adventure | Once per Room | Once per Combat |
|---------------------------|---------------------------|----------------------|
| Masterwork Thieves' Tools | Ektdar's Tinkering Tool | Orb of Pelor |
| Bowl of Spirit Sight | Greater Alchemist's Pouch | Pouch of Tulz |
| Carter's Tome of Insight | | Quiver of Anointment |
| Drugar's Death Die | One per character | Skull of Doom |
| Lamp of the Efreeti | Bracer of Quivering Palm | |
| Lamp of the Marid | | |

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

Print Runs

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

Token Identification



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

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

In 2007 all tokens were converted from silk-screened wooden “nickels” to resin cast chips with metallic cores. This allowed full color images and greater amounts of text to be placed on each chip. These tokens look and feel much more substantial. The metal core is surrounded by resin material and is cast in many hues, a standard gold tone for all tokens, a special “platinum” tone for a collectable “chaser”, a “copper” tone for lore (currently 2010 only) and True Craft items, and a dark back “onyx” base has been used in the past for proofing the first artwork from a particular year tokens. The platinum chaser tokens are produced randomly and are included 1 per pack with each pack of 10 tokens purchased. Almost all standard run token images (Common, Uncommon, and Rare) have the potential to appear as a special platinum token. Onyx tokens have been given out as promotional tokens to early online purchasers of a specific amount of tokens, they may also appear in treasure chests as extremely rare special items. The Ultra-rare tokens will be printed on gold and onyx blanks only.

Special unique tokens will have unique colors to distinguish them. Base level Transmuted (Enhanced and Exalted) tokens will appear on light blue backs, higher level Transmuted (Relic) tokens will appear on a dark blue back, Legendary tokens will be printed with an orange back, and special Relic Eldritch tokens will be printed on a dark green back to set them apart. In addition, Trade Items will appear on new brown (chocolate, not shown) backs, special tokens of appreciation (Paragon and Premium) given will be printed on a dark red back and light green backs respectively, and Treasure Chip tokens are printed on yellow and dark yellow (not shown) backs depending on the number of draws. Artifact tokens were printed on a purple blank.

Finally as part of our ongoing efforts to aid in verifying authenticity of tokens, starting in 2016, and eventually all token backs will appear with the year embossed over the True Dungeon Logo.



New Front Design

In the future, because we were changing designs for the backs and adding the year, we decided it was time to update the front of some tokens by adding eight pointed stars around the circumference rather than circular depressions. Ultra Rare (gold or onyx backs), Exalted (light blue back), 10× Treasure Chips (dark yellow back), and Badge of Nobility (platinum back) are the only tokens with stars instead of round dimples.



Token Errata

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

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

Item and Effect “Stacking”

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

Note: a +1 and +2 Ring of Protection do stack.

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

Charms

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

Note: if a character is wearing a Charm Necklace and or Bracelet, up to eight different charms may be utilized.

Runestones

As a standalone object, only one Runestone may be used per adventure and is turned in at the beginning of the adventure. The effects of that runestone apply to the player’s overall stats. Two additional runstones may be attached to a specific weapon, or one each to two different weapons, with the use of the Runestone Fitting Base. See [page 151](#) for more information.

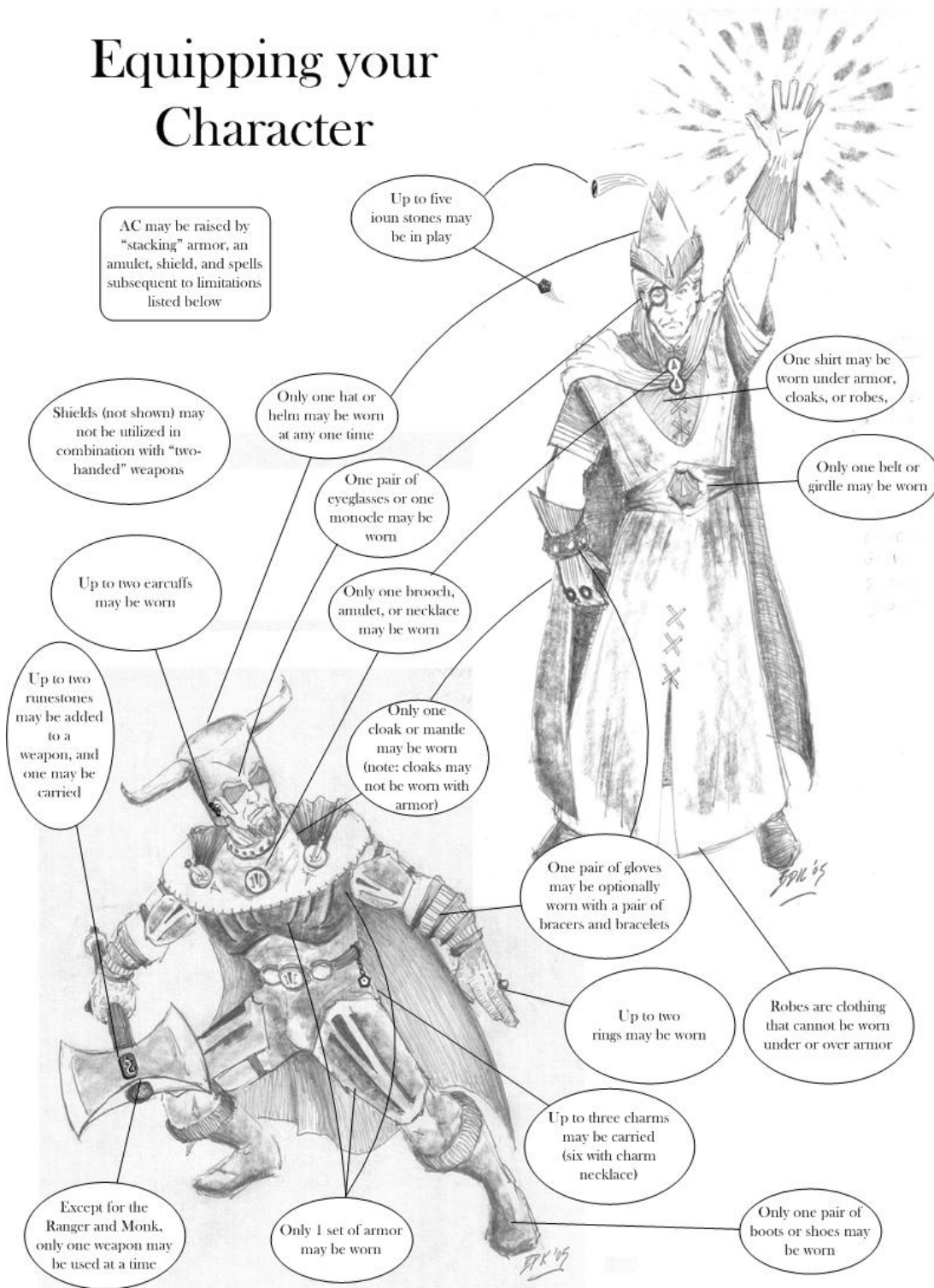
Ioun Stones

A player may use/have up to five (5) Ioun Stones in play at any one time. Ioun stones follow the no duplicate item rule, so no more than one Ioun stone with the same name may be equipped. An Earcuff of Orbits allows the wearer to equip up to two additional Ioun stones.

Equipment

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

Equipping your Character



Illustrations by Brian D. Kelley

Items By Slot

| Max # of Items per Slot | Body Slot |
|-----------------------------------|--|
| 1 (up to 2) | Back +1 w/ CHARM OF BROOCHING |
| 3 (up to 8) | Charm +2 w/ CHARM BRACELETS (stacks) +3 w/ CHARM NECKLACE (stacks) |
| 2 | Ear |
| 1 | Eyes (even if it's just one lens) |
| 1 | Feet |
| 1 | Figurine +1 if your character has 16 or higher CHA |
| 2 (up to 3) | Finger +1 w/ GLOVES OF GLORY (not stackable) +1 w/ HAND OF GLORY (not stackable) |
| 1 | Hands |
| 1 | Head |
| 5 (up to 7) | Ioun Stone +2 w/ EARCUFF OF ORBITS |
| 1 | Legs |
| 1 | Mainhand* (weapon) |
| 1 | Neck |
| 1 | Offhand |
| 1 (up to 3, with restrictions) | Runestone +1 w/ RUNESTONE FITTING BASE** |
| 1 | Shirt |
| 1 | Torso (armor) |
| 1 | Waist |
| ∞ | slotless |

*You may carry and use more than one weapon, but unless you're playing a ranger or monk, you may only use one at a time.

**Up to two additional Rare runestones may be applied to a specific weapon (requires one RUNESTONE FITTING BASE for each additional Rare runestone), but the effects apply to just that weapon.

There are some tokens which you cannot use more than one of. [Click here for the full list](#). Even if you, as a player, own more than one copy of one of these tokens, the character you are playing may not bring (nor benefit from) more than one copy of these tokens into an adventure

Token Set Effects

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

Cabal set: When the Bracelets, Charm, and Gloves of the Cabal are worn/enabled, a spell caster is able to cast two spells in one round (usable once per room). Unlike the Bracelets of the Zepher, the bonus spell is not cast as a scroll and can be modified.

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

Charming set: When any three or more “Charming” items are equipped the player will receive a +1 advancement to their level.

Darkthorn set: When the Darkthorn Helmet, Armor, and Shield are worn, the wearer is causes two (2) points of piercing damage to any melee attacker that successfully scores a hit on the wearer.

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

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

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

Eldritch Set (Duo): (Boots of the Four Winds, Supreme Ring of Elemental Mastery, Rod of Seven Parts) When any **two** items that contain Eldritch power are worn, a character is infused with a very ancient and powerful Druidical magic which has not been conjured for many millennia. Character spell casters will gain the special power over magical defenses of their foe and can ignore any monster’s Spell or Magical Damage Resistance and their healing spells will gain an additional ten (+10) points of healing beyond the normal total. Note: if the healing spell targets multiple players, a pool of ten (+10) points is distributed amongst the affected players. Additionally, any Druid or Ranger who completes this power set will also gain one character level for the adventure. When any **three** items that contain Eldritch power are worn the effects are the same as when two are worn except that any character class will gain a level

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

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

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

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

Redoubt Set: (mail, plate, shield, helm, blessed mail, blessed plate, blessed shield, Byr's plate, Giln's shield, and Sill's mail) When at least three of these items are worn, the character gains two (+2) points to strength and five (+5) to max HP. More than three worn do not give additional bonuses.

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

Viper Strike Set: (belt, shirt, +2 Fang, +3 Fang, and Asher's Fang) When at least three items are worn or used, all characters gain two (+2) points to their attack slides (including spells). In addition to the base bonus, Monks gain five (+5) points of poison damage on all critical hits (which is doubled along with the base damage), and Rogues gain bonus damage (+15 if fourth level, +20 if fifth level) if performing a Sneak Attack. This Rogue bonus damage is subject to doubling if a critical hit is scored (Note: under normal circumstances, bonus damage is not subject to doubling).

Wind set: When the Amulet, Cloak, and Earcuff of the Wind are worn, the wearer gains permanent feather fall effect, and is immune (i.e., automatically deflects/dodges) to non-magical physical missile attacks. Note: Boots of the North/South/East/West Wind are not included in this set.

Currency:

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





Gems, Jewelry, and Treasure:



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Continued on next page...



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

Gear:



Continued on next page...



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

Sea Dragon Scroll Tube: Similar to the Bone Scroll Case, this case protects scrolls from normal environmental damage (including underwater). The magic imbued in this case also allows scrolls to be used underwater without being damaged. However it does not also grant the ability to talk or utter verbal components necessary to release the magic in a scroll.

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

Weapons:

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

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

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

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

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

Bladed Weapons: Swords



Continued on next page...



| | <i>Monk</i> | <i>Druid</i> | <i>Barbarian</i> | <i>Wizards</i> | <i>Rogue</i> | <i>Ranger</i> | <i>Paladin</i> | <i>Fighters</i> | <i>Cleric</i> | <i>Bard</i> |
|---|-------------|--------------|------------------|----------------|--------------|---------------|----------------|-----------------|---------------|-------------|
| <i>Cutlass</i> | | | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Cutlass, +1</i> | | | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Creeper Blade</i> | | | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Creeper Blade +1</i> | | | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Drow Darkthorn</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Drow Darkspike</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Drow Darkspike, +1</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Dune Sword</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Dune Raider Sword</i> | | | ✓ | | | | | ✓ | | |
| <i>Dune Raider Sword, +1</i> | | | ✓ | | | | | ✓ | | |
| <i>Drow Blood Sword</i> | | | ✓ | | | | | ✓ | | |
| <i>Drow Blood Sword, +1</i> | | | ✓ | | | | | ✓ | | |
| <i>Fey Blade</i> | | ✓ | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Fey Blade, +1</i> | | ✓ | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Falchion, Elven</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Falchion, Elven, +1</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Falchion, Elven, +1, Life Stealing</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Gladius</i> | | | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>+1 Kopis</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Khopesh</i> | | | ✓ | | | ✓ | ✓ | ✓ | | |
| <i>Rapier, Elven</i> | | | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Rapier, Silver, +1</i> | | | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Rapier, Elven, +1</i> | | | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ |
| <i>Rapier, +1 Piercing</i> | | | ✓ | | ✓ | | | ✓ | | ✓ |
| <i>Long Sword</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Long Sword, +1</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Long Sword, Elven</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Long Sword, Elven, +1</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Long Sword, Silver</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Long Sword, Mithral, +1 †</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Long Sword, Celestial Keen +1 †</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Long Sword, +2</i> | | | ✓ | | | ✓ | ✓ | ✓ | | ✓ |
| <i>Great Sword</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Silver Great Sword</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Great Sword, +1</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Silver Great Sword, +1</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Great Sword, +2, Holy ††</i> | | | ✓ | | | | ✓ | ✓ | | |
| <i>Bastard Sword</i> | | | ✓ | | | | | ✓ | | |
| <i>Silver Bastard Sword</i> | | | ✓ | | | | | ✓ | | |
| <i>Bastard Sword, +1</i> | | | ✓ | | | | | ✓ | | |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|---|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Silver Bastard Sword, +1</i> | | | ✓ | | | | | ✓ | | |
| <i>Drow Broadsword</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Broadsword, Lifestealing, +1</i> | | | ✓ | | ✓ | | | ✓ | | |
| <i>Dread Sword, +2</i> | | | ✓ | | | | | | | |
| <i>Claymore</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Sai, +1, Snaring</i> | | | | | | | | | | ✓ |
| <i>Scimitar</i> | | | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Scimitar, Dune</i> | | | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Scimitar, Greater</i> | | | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Scimitar, Greater, +1</i> | | | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Silver Scimitar</i> | | | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Scimitar, +1</i> | | | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Silver Scimitar, +1</i> | | | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Scimitar, Keen +2</i> | | | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Short Sword</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Silver Short Sword</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Short Sword, +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Silver Short Sword, +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Short Sword, +2 (Nightshade * & Sun)</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Sickle, Silver</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Sickle, Orcish</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Sickle, Orcish, +1</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Slayer Sword, +2</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Slayer Sword, +3</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Slayer Sword, Welfor's +5</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Thrall Blade</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Thrall Skewer</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Thrall Sword</i> | | | ✓ | | | | | ✓ | | |
| <i>Thrall Sword, +1</i> | | | ✓ | | | | | ✓ | | |

Note: Different series tokens may have different damage indicators.

† **Set effect:** See Token Set Effects section ([page 14](#)) for information on set effects.

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

Celestial Keen Long Sword (+1): The +1 Celestial Keen Long Sword is permanently imbued with the Keen Edge spell. This means that when used a player will cause a critical wound on scores of 19 or 20. This weapon is not subject to further effect from the Scroll: Keen Edge. See [page 14](#) for set effects.

Drow Blood Sword (+1): This dark blade has been enchanted to heal the wielder one (+1) HP for each successful attack.

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

Holy Great Sword (+2): The +2 Holy Great Sword causes an additional 3 HP damage against evil creatures if the sword is wielded by a Paladin††. It is a normal +2 Great Sword if used by a Barbarian or Fighters. See [page 14](#) for set effects.

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

Mithral Long Sword (+1): This special weapon, made from lighter weight Elven Mithral silver, eliminates the 50% miss chance associated with some “ghost-like” undead. This sword totally negates that undead defensive power for the wielder. In addition, the lighter weight of this sword allows the Ranger to use it as an off-hand weapon. See [page 14](#) for set effects.

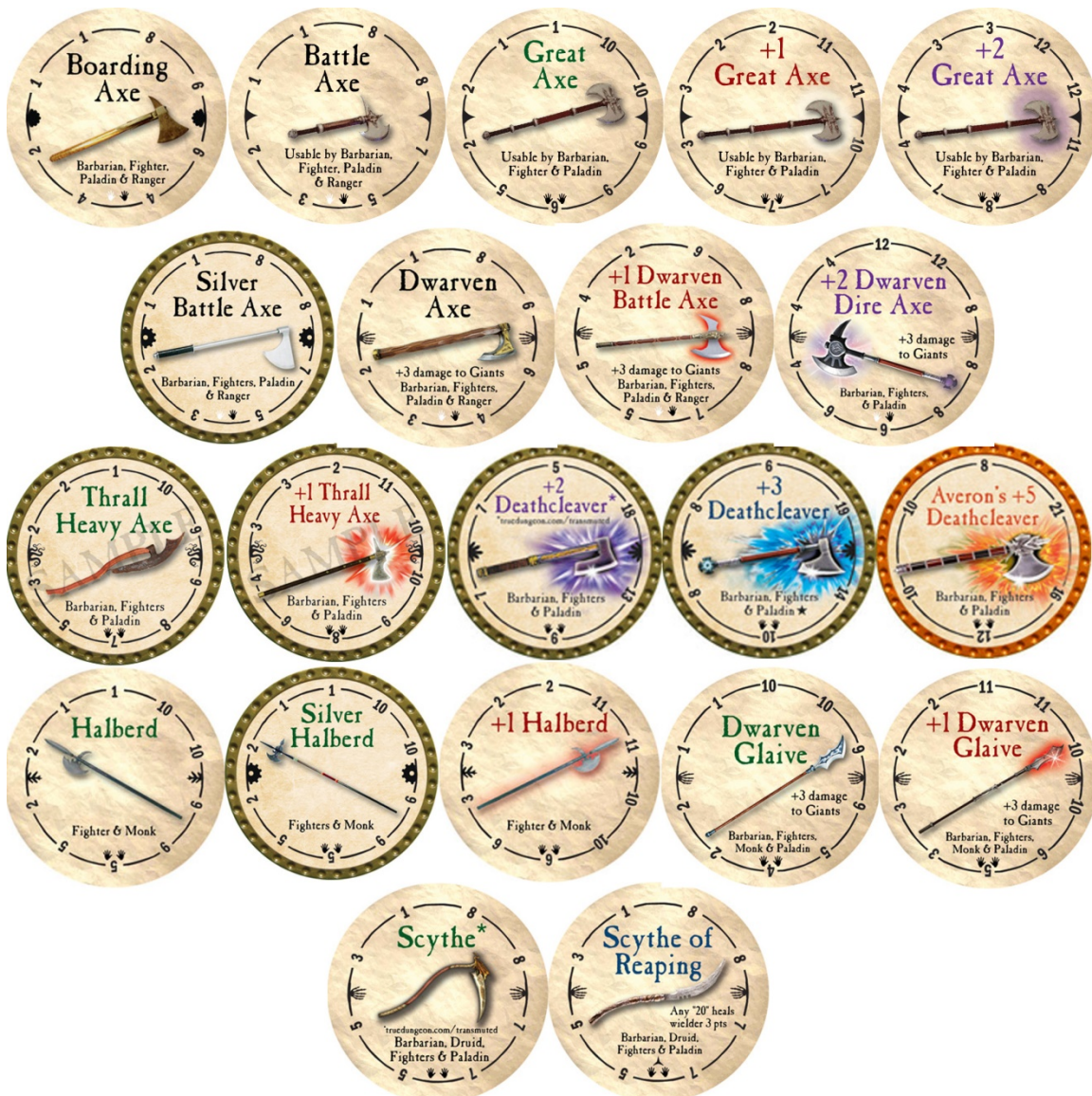
Nightshade's +2 Short Sword: This special weapon, created at the request of the Thieves' Guild Master Nightshade, has unique properties in the hands of a Rogue when she is attempting a sneak attack. *If the Rogue uses this weapon to perform a sneak attack, (assuming the monster has vital areas and CAN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

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

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

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

Bladed Weapons: Axes, Scythes, and Pole weapons



| | Bard | Cleric | Fighters | Paladin | Ranger | Rogue | Wizards | Barbarian | Druid | Monk |
|---------------------------|------|--------|----------|---------|--------|-------|---------|-----------|-------|------|
| Boarding Axe | | | ✓ | ✓ | ✓ | | | ✓ | | |
| Battle Axe | | | ✓ | ✓ | ✓ | | | ✓ | | |
| Deathcleaver, +2 | | | ✓ | ✓ | | | | ✓ | | |
| Deathcleaver, +3 | | | ✓ | ✓ | | | | ✓ | | |
| Deathcleaver, Averon's +5 | | | ✓ | ✓ | | | | ✓ | | |
| Silver Battle Axe | | | ✓ | ✓ | ✓ | | | ✓ | | |
| Great Axe | | | ✓ | ✓ | | | | ✓ | | |
| +1 Great Axe | | | ✓ | ✓ | | | | ✓ | | |
| +2 Great Axe | | | ✓ | ✓ | | | | ✓ | | |
| Dwarven Axe | | | ✓ | ✓ | ✓ | | | ✓ | | |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|-----------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>+1 D. Battle Axe</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>+2 D. Dire Axe</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Dwarven Glaive</i> | | | ✓ | ✓ | | | | ✓ | | ✓ |
| <i>+1 D. Glaive</i> | | | ✓ | ✓ | | | | ✓ | | ✓ |
| <i>Halberd</i> | | | ✓ | | | | | | | ✓ |
| <i>Silver Halberd</i> | | | ✓ | | | | | | | ✓ |
| <i>+1 Halberd</i> | | | ✓ | | | | | | | ✓ |
| <i>Scythe</i> | | | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Scythe of Reaping</i> | | | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Thrall Heavy Axe</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Thrall Heavy Axe, +1</i> | | | ✓ | ✓ | | | | ✓ | | |

Note: For Hand Axe and Thrall Throwing Axe, see Compound Weapons

Bladed Weapons: Daggers



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

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

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

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

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

Viper Strike Fang (+2, +3, and Asher's +5): These stealthy blades pack a hidden punch. Each deadly little weapon is imbued with magic causing an additional two (+2) points of poison damage with each successful attack. See [page 14](#) for set effects.

Blunt Weapons



Continued on next page...



Continued on next page...



| | Bard | Cleric | Fighters | Paladin | Ranger | Rogue | Wizards | Barbarian | Druid | Monk |
|--------------------------------------|------|--------|----------|---------|--------|-------|---------|-----------|-------|------|
| <i>Baton of Focus +2</i> | | ✓ | | | | | | | ✓ | |
| <i>Baton of Focus +3</i> | | ✓ | | | | | | | ✓ | |
| <i>Baton of Focus, Drue's +5</i> | | ✓ | | | | | | | ✓ | |
| <i>Bracer of the Asp</i> | | | | | | | | | | ✓ |
| <i>Bracer of the Dragonfist +1</i> | | | | | | | | | | ✓ |
| <i>Bracer of the Quivering Palm</i> | | | | | | | | | | ✓ |
| <i>Bracer of Smiting</i> | | | | | | | | | | ✓ |
| <i>Buckler, Spiked</i> | | | | | ✓ | | | | | |
| <i>Cestus</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Cestus, +1</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Cestus, SeyLah's Sundering +2</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Club, Orcish</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Club, Darkling</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Club, Darkwood</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|-----------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Club, Darkwood +1</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Club, Dune</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Club, Faerie-Iron</i> | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ |
| <i>Club, Great</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Club, Great +1</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Club, Great, Bashing +2</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Club, Innkeeper's</i> | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ |
| <i>Club, Pressman's</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Club, Sahuagin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ |
| <i>Cudgel</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Cudgel, Elven</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Cudgel, Thrall</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Cudgel, Thrall +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Flail, Malice +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Flail, Orcish</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Flail, Orcish +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Hammer, Light, Dwarven</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Hammer, Light, Gnomish</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Hammer of Thunderbolts +2</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Knout, Sergeant's</i> | | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Mace, Dwarven</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Heavy</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Heavy, Silver</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Drow Blood</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Bone Desert</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Dwarven +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Heavy +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Heavy, Silver +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Drow Blood +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Bone Desert +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Heavy, Gearon's +2</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Deadly Drow Blood +2</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mace, Dispelling +2</i> | | ✓ | | ✓ | | | | | | |
| <i>Maul</i> | | | ✓ | ✓ | | | | ✓ | | |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|-----------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Maul, +1</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Maul of Titans</i> | | | ✓ | | | | | ✓ | | |
| <i>Morningstar</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Morningstar, +1, Smiting</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Mug, Brawler's</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Mug, Captain's</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Orb of Might</i> | ✓ | ✓ | ✓ | ✓ | ✓* | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Pick, Reaper's</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Rod of Disjunction +2</i> | ✓ | ✓ | | | | | ✓ | | ✓ | |
| <i>Rod of Persuasion +2</i> | | | | | | ✓ | | | | |
| <i>Rod of Niltongue +3</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sap, Drow</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Scourge, Orcish</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Scepter, Sylvan</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Scepter of the Stirge +1</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Scepter of Might +2 †</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Shillelagh, Darkwood</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Darkwood</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Dark Gnome</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Dwarven Stout</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Dwarven Stout +1</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Quarter</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Quarter, Silver</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Quarter +1</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Darkwood +1</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff, Quarter +2</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff of Focus +2</i> | | | | | | | ✓ | | | |
| <i>Staff of Focus +3</i> | | | | | | | ✓ | | | |
| <i>Staff of Focus, Drake's +5</i> | | | | | | | ✓ | | | |
| <i>Staff of Power +2</i> | | | | | | | ✓ | | | |
| <i>Staff of Striking +1</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Staff of Striking +2</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|-----------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Stein, Stu's Handy +3</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Thrall Truncheon</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Traveler's Staff</i> | | ✓ | ✓ | ✓ | | | ✓ | ✓ | ✓ | ✓ |
| <i>Walking Stick</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Warhammer, Faerie-Iron</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Wooden Oar</i> | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Whip</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |

* Only Ranger and Monk can use as a melee weapon.

† **Set effect:** See Token Set Effects section ([page 14](#)) for information on set effects.

Baton of Focus (+2, +3, Drue's +5): This collection of combat wands are not only effective cudgels for Clerics and Druids, but the magic imbuing them also provides a bonus to healing, offensive (attack) spells, and polymorph magic equal to the same named bonus.

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

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

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

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

Gnomish Weapons: These stout efficiently designed weapons have added bonus of dealing an additional (+3) points of damage to Constructs.

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

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

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

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

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

Orb of Might: This unique sphere has two different functions, every character can place this orb in their off-hand (thus they only can use one handed weapons) to add +2 points to their strength (+1 damage for melee or thrown weapons). The exception is that the Ranger and Monk can use the orb as an off-hand blunt melee weapon. The orb cannot be thrown for damage, and is not usable in the offhand slot when using ranged one handed weapons. See [page 14](#) for set effects.

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

Scepter of Might (+2): Any successful attack with this weapon will reduce the target's ability to hit (attack) by one (-1) point in addition to the physical damage delivered. This effect will only work four times total per combat, (even if multiple scepters are used), for a total maximum reduction of four (-4) points to each attack attempt. See [page 14](#) for set effects.

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

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

Staff of Focus (+2, +3, Drake's +5): This collection of Wizards staffs not only serve as a stout melee weapon, its enchantment also provides a bonus to offensive (attack) spells equal to the same named bonus.

They have no effect on spells emanating from items, scrolls, or spells cast by the wearer which neither reduce nor restore HP. When druids polymorph while wielding one of these weapons, they deal +2/+3/+5 Damage when they attack in their animal form.

Under most circumstances, either two free hands or a shield and one free hand are required to cast a spell. However, the magic contained within these weapons aid in spellcasting, thus allowing its owner to hold one of these weapons and cast a spell. However, these weapons do not grant the ability to simultaneously make a physical attack and cast a spell.

If a spell under the influence of a focus-effect can affect more than one target, the caster gets a total of 2/3/5 extra points of healing/damage from the baton, not +2/+3/+5 points per target. The caster chooses the recipient(s) of the extra points and may allocate the points as they see fit among the eligible recipients.

Rod of Niltongue (+3): In addition to physical damage, possessing this artifact at the time of death will allow the ghostly character to continue to speak with their living party members as a permanent speak with dead spell.

Rod of Persuasion (+2): This cleverly shaped lever makes an effective weapon, but also serves as a “master key” to defeat a rogue challenge. However the brute force nature of its application also subjects the user to ten (-10) HP damage in the effort, this tradeoff of desperation can be used once per encounter (room), but the rod will continue to serve as a handy weapon.

Drow Blood Mace (base, +1, and +2 Deadly): The Drow weapons masters that created these unique weapons also enhanced them with magic that draws from the life force of the attacked target to heal the wielder one (+1) HP of damage with each successful attack. The +2 Deadly mace heals two (+2) HP of damage.

Malice Flail (+1): The abandon required to wield this weapon also has the negative trade-off of reducing the wielder's AC by one (-1).

Stu's Handy Stein (+3): The bearer of this finely wrought cup will discover it makes a formidable weapon as well as allowing the wielder to consume up to two (2) potions in one combat round as a free action. This action may be used once per encounter (room). No matter how many of these steins one may possess, the effect can only be used once per encounter (room.) E.g., a ranger may dual-wield two Stu's +3 Handy Steins, but could not use the steins' potion-drinking effect more than once per room. Note: In order to utilize this item's potion effect in combat, you must be wielding this weapon at the time the potions are consumed. Simply possessing this item is not sufficient to take advantage of the effect.

Ranged Weapons



Continued on next page...



| | Bard | Cleric | Fighters | Paladin | Ranger | Rogue | Wizards | Barbarian | Druid | Monk |
|---------------------------|------|--------|----------|---------|--------|-------|---------|-----------|-------|------|
| <i>Sling</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling, Dwarven</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling of Seeking</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling, War</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling, War +1</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling +1</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling, Mighty</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling, Mighty +1</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling of Impact +2</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sling, Sacred +2</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Shortbow</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Shortbow, Darkwood</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|--|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Shortbow, Elven</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Shortbow, Dwarven</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Shortbow, Dwarven +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Shortbow, +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Shortbow, Frost</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Shortbow, Orchorn +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Shortbow, Flaming +2</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Shortbow, Mighty +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Longbow</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow, Elven</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow, Darkwood</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow, +1</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow, Elven +1</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow, Darkwood +1</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow, Mighty +1</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow of the Sun +2</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow Keen +2</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Longbow Keen Slayer +2</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Io's Ultra Keen Slayer Bow +4</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Crossbow, Hand</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | ✓ |
| <i>Crossbow, Drow Hand</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | ✓ |
| <i>Crossbow Hand +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | ✓ |
| <i>Crossbow, Light, Dwarven</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Crossbow, Light, Nixie</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Crossbow, Light, Drow</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Crossbow, Light, Blunt, Sahuagin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Crossbow, Light, Blunt, Sahuagin +1</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Crossbow, Light, Drow +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Crossbow, Light, Frost +2</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | ✓ |
| <i>Crossbow, Heavy</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | ✓ |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|---------------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Crossbow, Heavy, Drow</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | ✓ |
| <i>Crossbow, Heavy, Dwarven</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | ✓ |
| <i>Crossbow, Heavy, Drow +1</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | ✓ |
| <i>Crossbow, Heavy, Dwarven +1</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | ✓ |
| <i>Crossbow, Heavy, Repeating</i> | | | ✓ | | | | | ✓ | | |
| <i>Crossbow, Heavy, Repeating +1</i> | | | ✓ | | | | | ✓ | | |
| <i>Crossbow, Assassin's +2</i> | ✓ | | | | ✓ | | | | | |
| <i>Shuriken</i> | | | ✓ | | | ✓ | | | | ✓ |
| <i>Shuriken, Masterwork</i> | | | ✓ | | | ✓ | | | | ✓ |
| <i>Shuriken +1</i> | | | ✓ | | | ✓ | | | | ✓ |
| <i>Shuriken of Shock</i> | | | ✓ | | | ✓ | | | | ✓ |
| <i>Shuriken of Venom</i> | | | ✓ | | | ✓ | | | | ✓ |
| <i>Pipe, Blunder</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Horn, Blunder</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Cannon, Blunder</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Cannon, Blunder, Double Barrel</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Boom Stick, +2</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |

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

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

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

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

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



| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|---------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Alchemist Fire</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Dart, Drow</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Fire Bird</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Firebloom Geode</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Fireseed: Hickorynut</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Fireseed: Hollyberry</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Fireseed: Hollyberry</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|--------------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Flask of Combustion</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Flask of Conflagration</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Holy Water</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Holy Lager</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Lava Seed</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Orb of Acid</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Orb of Lightning</i> | ✓ | ✓ | ✓ | ✓ | ✓* | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Orb, Otiluke's Freezing</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Orb of Pelor</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Orb of Venom, Minor</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Orb of Venom</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Thunder Stone</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Skull of Doom +2</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Skull, Thrall, Faerie-Iron</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Skull, Thrall, Faerie-Iron +1</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Sacred Hand Grenade</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Weighted Net</i> | | | ✓ | | | | | ✓ | | |

* Only Ranger and Monk can use as a melee weapon.

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

In general weapons that are physically thrown will gain enhancement from items that modify dexterity, thus To Hit bonus (e.g., Cat's Grace), and those that modify strength which would affect Damage.

Alchemist Fire: The mixing of certain elements allows the player to create a hot chemical fire. It can be cast at a monster (slid as weapon on combat board) to hit the intended target at an AC 15. A successful attack will cause up to 8 points of fire damage. Damage is scored the same as with a weapon. It also may be used to ignite combustible substances. **Note: Older tokens cause fixed damage if the attack is successful.**

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

Fire Bird: This unique thrown device is designed to carry an incendiary payload. Upon successful hit it has the potential of delivering significant concussive damage. The nature of explosive materials can be fickle, however, so there exists a 25% chance of the charge not going off as indicated by the symbol on the damage wheel.

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

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

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

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

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

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

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

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

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

Orb of Lightning: This one-time use weapon explodes upon impact and causes damage in the form of Electrical shock.

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

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

Orb of Venom (normal and minor): This onetime use weapon is actually a crystal glass sphere containing a powerful toxin causing poison damage to the target upon a successful hit.

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

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

Thrall Faerie-Iron Skull (base and +1): When thrown these heavy constructs can cause significant damage. Made from Faerie-Iron, they also cause an additional three (+3) HP damage to Fey creatures.

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

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

Compound Weapons



| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|--------------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Axe, Hand</i> | | | ✓ | ✓ | ✓ | | | ✓ | | ✓ |
| <i>Axe, Hand, Dwarven</i> | | | ✓ | ✓ | ✓ | | | ✓ | | ✓ |
| <i>Axe, Hand, Keen +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Axe, Throwing, Thrall</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Hammer, Throwing, Dwarven</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Hammer, Throwing, Dwarven +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Hammer, Throwing, Gnomish</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Hammer, Throwing, Gnomish +1</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Javelin, Bone</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Javelin, Dune Stalker</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Javelin, Dune Stalker +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Javelin, Light, Dune</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Spear, Drow</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Spear, Long, Dragonslaying +2</i> | | | ✓ | ✓ | | | | ✓ | ✓ | ✓ |
| <i>Spear, Masterwork</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Spear, Sea Elf</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Spear, Sea Elf +1</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Spear, Wicked</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ |
| <i>Spear, Iron Long</i> | | | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Spear, Iron Long +1</i> | | | ✓ | ✓ | | | | ✓ | ✓ | ✓ |
| <i>Pilum of Lightning</i> | ✓ | | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Trident</i> | | | ✓ | | | | | ✓ | | |
| <i>Trident, Light</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Trident, Light +1</i> | ✓ | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Trident, Heavy, Skewering, +2</i> | | | ✓ | | | | | ✓ | | |
| <i>Staff, Sling</i> | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | ✓ | ✓ | ✓ |

These weapons have the functionality of being both a melee and ranged weapon. These (and daggers) are the only weapons that can be used in this manner; regular melee weapons, e.g.,

swords, cannot be used as ranged weapons. Note that any bonus from strength or strength enhancing items (e.g., Gauntlets of Ogre Strength) will add a bonus to damage. Items that affect dexterity will add a bonus to attack if the Compound Weapon is used as a ranged weapon. Unless otherwise stated (Dagger of Throwing) thrown weapons cannot be retrieved until after combat is completed.

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

Gnomish Weapons: These stout efficiently designed weapons have added bonus of dealing an additional (+3) points of damage to Constructs.

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

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

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

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

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

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

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

Projectiles:



Continued on next page...



Projectiles augment the weapon (e.g., bow, crossbow, or sling) they are used with. The combat slide is still made with the ranged weapon, but the projectile's bonus is added to the attack. Arrows are used with bows and can be used by anyone who can use a bow. Bolts are used with crossbows, hand crossbow bolts work only with hand crossbows. Bullets and stones work only with slings. Slugs only work with blunder guns (including the +2 Boom Stick.) An individual token may have exceptions, but for the most part, if a character can use the weapon, they also can use the associated projectile.

All projectiles are one time use only.

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

+3 Ammo of Alteration: This transmuted device allows the user to transform this small orb into any type of ammunition needed. This magically imbued projectile will be plus three (+3) to hit and cause an additional three (+3) damage.

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

Arrow of True Flight (standard and +1): Use of this arrow negates penalties for targets behind cover and from high wind. The enhanced (+1) arrow adds an additional one (+1) point to both attack and damage.

Arrow of Venom: Upon successful hit, the target receives an additional two (+2) HP damage from poison.

Blunder Slug – Charged, Flaming, and Explosive: Adds +2 HP electrical, fire, and force damage respectively to normal damage indicated on a blunder weapon.

Blunder Slug – Silver: Adds +1 HP damage to normal damage indicated on a blunder weapon and as a silver weapon may have additional affects against certain foe.

Bolt of Deephold: A successful hit forces the monster to make a Fortitude save or be limited to only one attack per round (if previously could make multiple attacks/round).

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

Bolt of Poison: Upon successful hit, the target receives an additional two (+2) HP damage from poison.

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

Hand Crossbow Bolt of Idiocy: Upon successful hit, the target is forced to make a Will save or lose the ability to cast spells.

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

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

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

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

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

Sling Bullet of Gazebo Slaying +2: This mystical slug has the ability of slaying the deadly Gazebo on a slide of a natural 20 on the combat board.

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

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

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

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

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

Armor:

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

| <i>Shields</i> | <i>Armor (provided class allows)</i> | | <i>Helm</i> |
|-------------------------------|--|----------------------------|---------------------------------|
| <i>Archer’s Buckler</i> | <i>Leather</i> | <i>Drow Sting</i> | <i>Cap of the Miner</i> |
| <i>Small Shield</i> | <i>Hill Dwarf</i> | <i>Drow Death</i> | <i>Thrall Helm</i> |
| <i>Sm. Dkwd. Shield</i> | <i>Nixie Leather</i> | <i>Drow Assassin</i> | <i>Darkling Helm</i> |
| <i>Sm. Fey Shield</i> | <i>L. Brigandine</i> | <i>Creeper Chitin</i> | <i>Bone Desert Helm</i> |
| <i>Sea Turtle</i> | <i>Reinf. Leather</i> | <i>Troll Hide</i> | <i>Drow Helm</i> |
| <i>Dwarven Shield</i> | <i>Ironleaf</i> | <i>Heartwood Chainmail</i> | <i>Footman Cap</i> |
| <i>Gnomish</i> | <i>Animal Hide</i> | <i>of the Vale</i> | <i>Great Helm</i> |
| <i>Nixie</i> | <i>Nixie Vest</i> | <i>Scalemail Owl Totem</i> | <i>Cassis</i> |
| <i>Dune Stalker</i> | <i>Hide Armor</i> | <i>Devil Crab</i> | <i>Triton Helm</i> |
| <i>Sm. Darkling Shield</i> | <i>Studded Leather</i> | <i>Eelskin</i> | <i>Elven Coif</i> |
| <i>Sm. Drow Shield</i> | <i>Gnomish Leather</i> | <i>Mithral Chain</i> | <i>Skull Helm</i> |
| <i>Shield of Lava Spawn</i> | <i>Ironhide</i> | <i>L. Squametea</i> | <i>Darkthorn Helmet</i> |
| <i>Shield of Venomward</i> | <i>Fox Totem</i> | <i>Vile</i> | <i>Helmet of Fortitude</i> |
| <i>Darkling Shield</i> | <i>Mountain Dwarf</i> | <i>Thrall Lieutenant</i> | <i>Helm of the Boar</i> |
| <i>Dark Shield</i> | <i>Serpent Skin</i> | <i>Dire Spider Hide</i> | <i>Helm of the Eagle</i> |
| <i>Footman Shield</i> | <i>Thrall</i> | <i>Thrall Scale</i> | <i>Helm of Clear Thought</i> |
| <i>Lg. Dkwd Shield</i> | <i>Dark Gnome</i> | <i>Chainmail of the</i> | <i>Defender Helm</i> |
| <i>Darkthorn Shield</i> | <i>Eagle Totem</i> | <i>Dunes</i> | <i>Helm of Dark Visage</i> |
| <i>Faerie-Iron Shield</i> | <i>Winter Wolf</i> | <i>Bulette Chitin</i> | <i>Mithral Cap</i> |
| <i>Sea Elf</i> | <i>Crocodile Skin</i> | <i>Dragonhide</i> | <i>Dragonscale Helmet</i> |
| <i>Shield of the Tinkerer</i> | <i>Bone</i> | <i>Dwarven Half Plate</i> | <i>Helm of Retribution</i> |
| <i>Large Shield</i> | <i>Abalone</i> | <i>E. Ringmail</i> | <i>Twolf’s Helm of the Wild</i> |
| <i>Lg. Elven Shield</i> | <i>Leather Cuirass</i> | <i>Banded</i> | <i>Templar Helmet</i> |
| <i>Shield of Deflection</i> | <i>Lorica Hamata</i> | <i>Half Plate</i> | <i>Redoubt Helm</i> |
| <i>Shield of Deflection</i> | <i>Wolf Totem</i> | <i>Mist</i> | |
| <i>Large Drow</i> | <i>Chainmail</i> | <i>Hawk Kin</i> | |
| <i>Large Thrall</i> | <i>Elven Chainmail</i> | <i>Redoubt Mail</i> | |
| <i>Vipron Shield</i> | <i>Fey Chainmail</i> | <i>Thrall Captain</i> | |
| <i>Shield of Refraction</i> | <i>Sea Turtle</i> | <i>Armor of the Efreet</i> | |
| <i>Shield of the Prism</i> | <i>Dire Turtle</i> | <i>Drow Commander</i> | |
| <i>Vipron Heavy Shield</i> | <i>Sea Elf</i> | <i>Powered Plat</i> | |
| <i>Defender Shield</i> | <i>Ram Totem</i> | <i>H. Pl. of Life</i> | |
| <i>Tower Shield</i> | <i>Toad Totem</i> | <i>Darkmail</i> | |
| <i>Dragonscale Shield</i> | <i>Faerie Iron</i> | <i>Oakspirit</i> | |
| <i>Shield of Redemption</i> | <i>Yeti Hide</i> | <i>Sharkskin</i> | |
| <i>Shield of the Scholar</i> | <i>Thrall Leather</i> | <i>Shark Tooth</i> | |

| <i>Shields</i> | <i>Armor (provided class allows)</i> | | <i>Helm</i> |
|------------------------------|--|------------------------------|-------------|
| <i>Shield of the Phalanx</i> | <i>Hawk-Kin</i> | <i>Fey Plate</i> | |
| <i>Tower Shield</i> | <i>Drow Raider</i> | <i>El. Splintmail</i> | |
| <i>Templer Shield</i> | <i>Drow Leather</i> | <i>Serpent Watch</i> | |
| <i>Redoubt Shield</i> | <i>Darkling Shade</i> | <i>Blessed Redoubt Mail</i> | |
| | <i>Desert Hide</i> | <i>C. Lorica</i> | |
| | <i>Ironbark</i> | <i>Segmenta</i> | |
| | <i>Darkthorn</i> | <i>Defender</i> | |
| | <i>Divine</i> | <i>Dragonscale</i> | |
| | <i>Armor of Lynx</i> | <i>Full Plate</i> | |
| | <i>Topaz Infused</i> | <i>Templar</i> | |
| | <i>Grounding</i> | <i>Platemail of the</i> | |
| | <i>Smith Wyvern Hide</i> | <i>Depths, Absorption,</i> | |
| | <i>Scorpion Chitan</i> | <i>and Attack</i> | |
| | <i>Footman Chain</i> | <i>Redoubt Plate</i> | |
| | <i>Thrall Soldier</i> | <i>Sill's Anointed</i> | |
| | <i>Thrall Sargent</i> | <i>Redoubt Mail</i> | |
| | <i>Scarab Chitin</i> | <i>Blessed Redoubt Plate</i> | |
| | <i>Darkling Void</i> | <i>Byr's Anointed</i> | |
| | <i>Darkling Shadow</i> | <i>Redoubt Plate</i> | |

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



Continued on next page...



Continued on next page...



Continued on next page...



| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|---------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Leather</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Leather Brigandine</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Animal Hide</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Fox Totem ***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Hide Armor</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Nixie Vest</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Hill Dwarf</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Ironleaf</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Dark Gnome</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Serpent Skin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Thrall Crude</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Eagle Totem</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Mountain Dwarf†</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Winter Wolf</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Crocodile Skin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Bone</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Studded Leather</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Gnomish Leather</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Ironhide</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Owl Totem ***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Devil Crab ***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Darkling Shade</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Desert Hide</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Drow Leadther</i> | | | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Drow Raider</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Hawk-Kin Light</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Thrall Leather</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Nixie Leather</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Yeti Hide</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Ironbark</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Darkthorn</i> | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Reinforced Leather</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Leather Cuirass</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Sea Turtle</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Wolf Totem ***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Thrall Sergeant</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Scarab Chitin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Creeper Chitin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Drow Sting</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Drow Death</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|-------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Darkling Shadow</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Scorpion Chitin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Thrall Soldier</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Wyvern Hide</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Darkling Void</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Toad Totem ***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Ram Totem ***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Fey Chainmail ***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | | | |
| <i>Dire Turtle***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Topaz Infused</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Divine†</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Armor of the Lynx</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Elven Ringmail ***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | | |
| <i>Eelskin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Grounding</i> | ✓ | ✓ | ✓ | ✓ | | | | | | |
| <i>Smith</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Footman</i> | ✓ | ✓ | ✓ | ✓ | | | | | | |
| <i>Chainmail†</i> | ✓ | ✓ | ✓ | ✓ | | | | | | |
| <i>Chainmail</i> | ✓ | ✓ | ✓ | ✓ | | | | | | |
| <i>Lorica Hamata</i> | ✓ | ✓ | ✓ | ✓ | | | | | | |
| <i>Drow Assassin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Elven Chainmail</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | | | |
| <i>Chainmail of the Vale</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | | | |
| <i>Sharkskin</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Faerie-Iron Armor***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | | | |
| <i>Troll Hide Armor***</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Heartwood</i> | | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Thrall Scale</i> | | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Chainmail of the Dunes</i> | | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Dire Spider Hide</i> | | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Bulette Chitin</i> | | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Vile</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Scalemail</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Mithral Chainmail†</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | | | |
| <i>Lorica Squametea</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Thrall Lieutenant</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Sea Elf</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Dragonhide</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Banded</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Half Plate</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Mist</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Drow Commander</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Hawk-Kin</i> | | ✓ | ✓ | ✓ | | | | | | |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|--|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Efreeti</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Thrall Captain</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Darkmail</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Dwarven Half Plate</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Oakspirit Armor</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Abalone</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Shark Tooth</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Powered Plate</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Half Plate of Life</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Fey Plate</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Elven Splintmail</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Commander's Lorica Segmenta ***</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Dwarven Half Plate</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Redoubt Mail †</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Blessed Redoubt Mail †</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>Defender Platemail†</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Plate</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Dragonscale Armor†</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Plate Armor of Absorption ***</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Platemail of the Depths</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Serpent Watch</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Blessed Redoubt Mail</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | | ✓ | ✓ | |
| <i>+1 Full Plate</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Templar†</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Plate Armor of Attack</i> | | | ✓ | | | | | | | |
| <i>Redoubt Plate†</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Sill's Anointed Redoubt Mail †</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Blessed Redoubt Plate†</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Byr's Anointed Redoubt Plate†</i> | | ✓ | ✓ | ✓ | | | | | | |

† **Set effect:** See Token Set Effects section (page 14) for information on set effects.

*****Special Features:**

| Item | Special Effect |
|---|---|
| Armor of the Lynx | Reduces the damage from cold or cold based attacks by five (-5) points |
| Armor of Grounding | additional -1 to shock damage |
| Armor of the Mist | +9 versus ranged attacks |
| Armor of the Smith | additional -1 to fire damage |
| Bulette Chitin | May walk on sand as if solid ground |
| Chainmail of the Vale | May sleep in armor with no penalty |
| Commander's Lorica Segmenta | adds +2 against attacks from projectiles |
| Darkling Shadow | adds +1 to reflex saves |
| Darkling Void | adds +2 to reflex saves |
| Devil Crab, Dire Turtle, and Sea Elf Armor | allow players to attack the first round while underwater |
| Dire Spider Hide | Immune to monster spider webs |
| Divine Armor † | adds +1 to fortitude saves |
| Dragonscale | Reduce fire damage by one (-1) |
| Drow Assassin | Immune to magical darkness |
| Drow Commander | Immune to magical silence |
| Drow Death | Adds one point (+1) to attacks while Sneak Attacking |
| Drow Sting | Adds one point (+1) to attacks with crossbows |
| Dwarven Half Plate | adds +2 to fortitude saves |
| Eelskin Armor, Sharkskin Armor, and Platemail of the Depths | allow the player to breathe underwater |
| Efreeti | Immune to fire damage from lava |
| Elven Ringmail | adds +5 to AC versus Orcs |
| Elven Splintmail | adds +8 to AC against Orcs |
| Faerie-Iron Armor | +2 against Fey creatures, -1 to Will saves |
| Fey Chainmail | adds +2 to reflex saves |
| Fey Plate | adds +2 to reflex saves |
| Fox Totem Armor | additional +2 to reflex saves |
| Half Plate of Life | adds +2 hit points |
| Heartwood Armor | Immune to Fey charm |
| Owl Totem Armor | adds +1 to will saves |
| Plate Armor of Absorption | Reduce melee damage by one (-1) |
| Plate Armor of Attack | May not use shields |
| Powered Platemail | additional +1 to melee damage |
| Ram Totem Armor | adds immunity to being stunned |
| Redoubt Mail † | penalty -2 to reflex saves |
| Redoubt Plate † | penalty -2 to reflex saves |
| Scorpion Chitin | Deals one point (+1) poison damage to any melee attacker hitting the wearer |
| Sea Elf | Allows attach first round while hindered |
| Serpent Skin | Reduce poison damage by one (-1) |

| Item | Special Effect |
|---|--|
| Shark Tooth Armor | Causes three (3) points of damage to monster upon successful melee attack from monster |
| Sharkskin Armor and Platemail of the Depths | decreases the wearer's reflex save attempts by one (-1) point |
| Thrall Captain | Adds +2 to max HP |
| Thrall Lieutenant | Adds +1 to max HP |
| Thrall Scale | Adds +1 to Will saves vs. charm |
| Thrall Soldier | Adds +1 to Fortitude saves |
| Toad Totem Armor | adds +1 to fortitude saves |
| Topaz Infused Armor | Reduces the damage from Darkrift based attacks by five (-5) points. |
| Troll Hide Armor | adds +4 to Fortitude saves |
| Wolf Totem Armor | additional +1 to reflex saves |
| Wyvern Hide | Adds +2 to saves vs poison |

† **Set effect:** See Token Set Effects section ([page 14](#)) for information on set effects.

Armor (Shields)



Continued on next page...



| | Bard | Cleric | Fighters | Paladin | Ranger | Rogue | Wizards | Barbarian | Druid | Monk |
|-------------------------------|------|--------|----------|---------|--------|-------|---------|-----------|-------|------|
| <i>Small Shield*</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Small Darkwood Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Small Fey Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Sea Turtle Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Dwarven Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Gnomish Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Archer's Buckler***</i> | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | ✓ | |
| <i>Nixie Shield***</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Dune Stalker</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Small Darkling</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Small Drow</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Shield of Lava Spawn</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Shield of Venomward</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Darkling</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Footman Shield†</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Dark Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Large Darkwood Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Darkthorn</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Sea Elf Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Faerie-Iron Shield***</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Shield of the Tinkerer</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Large Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Large Elven Shield</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Shield of Deflection</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Vipron</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Large Thrall</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Large Drow</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Vipron Heavy</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Shield of the Prism</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Shield of Refraction</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Defender Shield†</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Tower Shield</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Dragonscale Shield†</i> | ✓ | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|--------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Shield of Redemption***</i> | | ✓ | | ✓ | | | | | | |
| <i>Shield of the Scholar</i> | ✓ | ✓ | | ✓ | | | | | ✓ | |
| <i>Shield of the Phalanx</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>+1 Tower Shield</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Templar Shield†</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Redoubt †</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |

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

† Set effect: See Token Set Effects section ([page 14](#)) for information on set effects.

*****Special Features:**

| Item | Special Effect |
|-------------------------|---|
| Archer's Buckler | only provides the AC bonus when used with a two handed ranged weapon. |
| Darkling Shield | adds +1 to reflex saves |
| Dragonscale | Subtracts one (-1) from fire damage. See page 14 for set effects. |
| Faerie-Iron Shield | adds an additional two points of protection (+2) for a total of four points total (+4) against Fey. |
| Large Elven | A total of +3 AC against Orcs. |
| Lava Spawn | Subtracts one (-1) from fire damage |
| Nixie Shield | adds +1 to reflex saves |
| Redoubt | adds +2 to fortitude saves |
| Shield of Deflection | Adds two (+2) to AC normally, provides a total of four points (+4) to AC against missile attacks |
| Shield of the Phalanx | Additional one point (+1) to AC for every other member of the party also carrying the same shield. |
| Shield of the Prism | Allows player to ignore the first round ray effects |
| Shield of Redemption | allows a player, when killed, to heal all party members +7 HP. |
| Shield of Refraction | Immune to sudden light effects |
| Shield of the Scholar | Allows a player to use a scroll as a free action once per encounter (room) |
| Shield of the Tinkerer | A total of +4 AC against constructs. |
| Shield of the Venomward | Subtracts one (-1) from poison damage |
| Vipron Heavy | A total of +4 AC against snake subtypes. |

Armor (Other)



| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|-------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Cap of the Miner</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Thrall Helm</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Darkling Helm</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Bone Desert</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Drow Helm</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Footman Cap†</i> | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Great Helm</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Cassis</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Triton Helm</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|-----------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Elven Coif</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Skull Helm</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Darkthorn Helmet</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Helmet of Fortitude</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Helm of the Boar</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Helm of the Eagle</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Helm of Clear Thought</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Defender Helm†</i> | | ✓ | ✓ | ✓ | | | | | | |
| <i>Helm of Dark Visage</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Mithral Cap †</i> | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | | |
| <i>Dragonscale Helmet †</i> | | ✓ | ✓ | ✓ | | | | ✓ | ✓ | |
| <i>Helm of Retribution</i> | | | | | ✓ | | | | | |
| <i>Twolf's Helm of the Wild †</i> | | | | | ✓ | | | ✓ | ✓ | |
| <i>Templar Helmet †</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |
| <i>Redoubt Helm †</i> | | ✓ | ✓ | ✓ | | | | ✓ | | |

† **Set effect:** See Token Set Effects section ([page 14](#)) for information on set effects.

| Item | Special Effect |
|-----------------------|---|
| Cap of the Miner | Reduces damage from falling rocks by two points (-2) HP. |
| Defender Helm | Grants one point (+1) to all saving throw attempts. See page 14 for set effects. |
| Dragonscale Helmet | Subtracts one point (-1) from fire damage. See page 14 for set effects. |
| Elven Coif | A total of two points (+2) to AC vs Orcs |
| Footman Cap | Wearer cannot be surprised. See page 14 for set effects. |
| Helm of the Boar | Adds two points (+2) to melee damage, however reflex saves are penalized by four points (-4). |
| Helm of Clear Thought | This beautifully worked helm adds +1 to the wearer's AC and allows +4 to saves versus the effect of charms or mental attacks. |

| Item | Special Effect |
|---------------------------------|--|
| Helm of Dark Visage | Grants four points (+4) to saves against gaze attacks |
| Helmet of Fortitude | Reduces fortitude saves by three (-3) points. |
| Helm of the Eagle | Grants one point (+1) to hit with missile weapons |
| Helm of Retribution | Grants two points (+2) damage to attacks against a favored enemy |
| Mithral Cap | Provides immunity to undead mind control. See page 14 for set effects. |
| Redoubt Helm | Reduces will saves by two (-2) points. See page 14 for set effects. |
| Thrall Helm | Reduces reflex saves by one (-1) point. |
| Twolf's Helm of the Wild | Adds +1 to reflex saves and wearer cannot be surprised. |

Armor (Modifiers)

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

Armor Modifier Table

| <i>Armor Type</i> | <i>+ to AC</i> | <i>Armor Type</i> | <i>+ to AC</i> |
|---------------------------|---|------------------------------|--|
| <i>Leather</i> | <i>+2</i> | <i>Wolf Totem</i> | <i>+4 /+1 to reflex Saves</i> |
| <i>Leather Brigandine</i> | <i>+2</i> | <i>Dire Turtle</i> | <i>+4 (1st Round Attack)</i> |
| <i>Animal Hide</i> | <i>+2</i> | <i>Thrall Sergeant</i> | <i>+4</i> |
| <i>Fox Totem</i> | <i>+2 /+2 Reflex Saves</i> | <i>Scarab Chitin</i> | <i>+4</i> |
| <i>Hide Armor</i> | <i>+2</i> | <i>Creepers Chitin</i> | <i>+4</i> |
| <i>Nixie Vest</i> | <i>+2</i> | <i>Drow Sting</i> | <i>+4 /+1 to hit with crossbow</i> |
| <i>Hill Dwarf</i> | <i>+2</i> | <i>Drow Death</i> | <i>+4 /+1 to hit while sneak attacking</i> |
| <i>Ironleaf</i> | <i>+2</i> | <i>Darkling Shadow</i> | <i>+4 /+1 Reflex saves</i> |
| <i>Dark Gnome</i> | <i>+2</i> | <i>Scorpion Chitin</i> | <i>+4 /+1 point of damage to any monster successful melee attack</i> |
| <i>Serpent Skin</i> | <i>+2 /-1 Poison Damage</i> | <i>Thrall Soldier</i> | <i>+4 /+1 Fortitude saves</i> |
| <i>Thrall Crude</i> | <i>+2</i> | <i>Wyvern Hide</i> | <i>+4 /+2 Poison saves</i> |
| <i>Eagle Totem</i> | <i>+3</i> | <i>Darkling Void</i> | <i>+4 /+2 Reflex saves</i> |
| <i>Winter Wolf</i> | <i>+3</i> | <i>Toad Totem</i> | <i>+4 /+1 to Fortitude Saves</i> |
| <i>Mountain Dwarf†</i> | <i>+3</i> | <i>Ram Totem</i> | <i>+4 and Immunity to Stun</i> |
| <i>Crocodile Skin</i> | <i>+3</i> | <i>Fey Chainmail</i> | <i>+4 /+2 to Reflex Saves</i> |
| <i>Bone Armor</i> | <i>+3</i> | <i>Dire Turtle</i> | <i>+4 / attack first round while hindered</i> |
| <i>Studded Leather</i> | <i>+3</i> | <i>Topaz Infused</i> | <i>+4 /-5 to Darkrift Energy Damage</i> |
| <i>Gnomish Leather</i> | <i>+3</i> | <i>Divine†</i> | <i>+4 /+1 to Fortitude Saves</i> |
| <i>Ironhide</i> | <i>+3</i> | <i>Armor of the Lynx</i> | <i>+4 /-5 to Cold and Cold attack Damage</i> |
| <i>Owl Totem</i> | <i>+3 /+1 to Will Saves</i> | <i>Elven Ringmail</i> | <i>+4 /+5 vs. Orcs</i> |
| <i>Devil Crab</i> | <i>+3 (1st Round Attack)</i> | <i>Eelskin</i> | <i>+4 / Breathe Underwater</i> |
| <i>Darkling Shade</i> | <i>+3</i> | <i>Grounding</i> | <i>+4 /-1 Damage from Shock</i> |
| <i>Desert Hide</i> | <i>+3</i> | <i>Smith</i> | <i>+4 /-1 Damage from Fire</i> |
| <i>Drow Leather</i> | <i>+3</i> | <i>Drow Assassin</i> | <i>+4 / Immune to magical darkness</i> |
| <i>Drow Raider</i> | <i>+3</i> | <i>Footman Chainmail†</i> | <i>+5</i> |
| <i>Hawk-Kin Light</i> | <i>+3</i> | <i>Chainmail</i> | <i>+5</i> |
| <i>Thrall Leather</i> | <i>+3</i> | <i>Lorica Hamata</i> | <i>+5</i> |
| <i>Nixie Leather</i> | <i>+3 /+4 Underwater</i> | <i>Elven Chainmail</i> | <i>+5</i> |
| <i>Yeti Hide</i> | <i>+4</i> | <i>Chainmail of the Vale</i> | <i>+5 / sleep in armor w/o penalty</i> |
| <i>Ironbark</i> | <i>+4</i> | <i>Sharkskin</i> | <i>+5 / Breathe Underwater /+1 to Reflex Saves</i> |
| <i>Darkthorn</i> | <i>+4</i> | <i>Faerie Iron</i> | <i>+5 /+7 vs. Fey -1 to Will saves</i> |
| <i>Reinforced Leather</i> | <i>+4</i> | <i>Troll Hide Armor</i> | <i>+5 /+4 to Fortitude saves</i> |
| <i>Leather Cuirass</i> | <i>+4</i> | <i>Heartwood</i> | <i>+5 / immune to Fey Charm</i> |
| <i>Sea Turtle</i> | <i>+4</i> | <i>Thrall Scale</i> | <i>+4 /+1 Will save vs Fey Charm</i> |

| <i>Armor Type</i> | <i>+ to AC</i> | | <i>Armor Type</i> | <i>+ to AC</i> |
|-------------------------------|--|--|-------------------------------------|---|
| <i>Chainmail of the Dunes</i> | <i>+5</i> | | <i>Shark Tooth</i> | <i>+7 / 3 points of damage to monster in melee</i> |
| <i>Dire Spider Hide</i> | <i>+5 / immune to monster spider webs</i> | | <i>Powered Plate</i> | <i>+7 / +1 to melee damage</i> |
| <i>Bulette Chitin</i> | <i>+5 / may walk on sand like solid ground</i> | | <i>Half Plate of Life</i> | <i>+7 / +2 to HP</i> |
| <i>Vile</i> | <i>+6</i> | | <i>Fey Plate</i> | <i>+7 / +2 to Reflex Saves</i> |
| <i>Scalemail</i> | <i>+6</i> | | <i>Elven Splintmail</i> | <i>+7 / +8 vs. Orcs</i> |
| <i>Mithral Chainmail†</i> | <i>+6</i> | | <i>Commander's Lorica Segmenta</i> | <i>+7 / +9 against missiles</i> |
| <i>Lorica Squametea</i> | <i>+6</i> | | <i>Redoubt Mail †</i> | <i>+7 / -2 to reflex saves</i> |
| <i>Thrall Lieutenant</i> | <i>+6 / +1 to max HP</i> | | <i>Defender Platemail †</i> | <i>+8</i> |
| <i>Sea Elf</i> | <i>+6 (1st Round Attack)</i> | | <i>Full Plate</i> | <i>+8</i> |
| <i>Dragonhide†</i> | <i>+6</i> | | <i>Dragonscale Armor†</i> | <i>+8 / -1 to Fire Dam.</i> |
| <i>Banded</i> | <i>+6</i> | | <i>Plate Armor of Absorption</i> | <i>+8 / -1 damage from Melee attack</i> |
| <i>Half Plate</i> | <i>+7</i> | | <i>Platemail of the Depths</i> | <i>+8 / Breathe Underwater / +1 to Reflex Saves</i> |
| <i>Armor of the Mist</i> | <i>+6 / +9 vs. Ranged Attacks</i> | | <i>Serpent Watch</i> | <i>+8</i> |
| <i>Drow Commander</i> | <i>+7 / immune to magical silence</i> | | <i>Blessed Redoubt Mail †</i> | <i>+8</i> |
| <i>Hawk-Kin</i> | <i>+7</i> | | <i>+1 Full Plate</i> | <i>+9</i> |
| <i>Efreeti</i> | <i>+7 / immune to fire damage from lava</i> | | <i>Templar Armor†</i> | <i>+9</i> |
| <i>Thrall Captain</i> | <i>+7 / +2 to max HP</i> | | <i>Plate Armor of Attack</i> | <i>+10</i> |
| <i>Darkmail</i> | <i>+7</i> | | <i>Redoubt Plate †</i> | <i>+10 / -2 to reflex saves</i> |
| <i>Dwarven Half Plate</i> | <i>+7 / +2 to Fortitude Saves</i> | | <i>Sill's Anointed Redoubt Mail</i> | <i>+10</i> |
| <i>Oakspirit Armor</i> | <i>+7</i> | | <i>Blessed Redoubt Plate</i> | <i>+11</i> |
| <i>Abalone</i> | <i>+7</i> | | <i>Byr's Anointed Redoubt Plate</i> | <i>+13</i> |

† **Set effect:** See Token Set Effects section (page 14) for information on set effects.

Shield, Helm, and other AC Modifiers Table

| <i>Shield Type</i> | <i>+ to AC</i> | | <i>Shield Type</i> | <i>+ to AC</i> |
|-------------------------------|-----------------------------------|--|------------------------------|--|
| <i>Small Shield</i> | <i>+1</i> | | <i>Shield of the Prism</i> | <i>+2 / ignores first ray effect</i> |
| <i>Small Darkwood Shield</i> | <i>+1</i> | | <i>Shield of Refraction</i> | <i>+2 / immune to sudden light effects</i> |
| <i>Small Fey Shield</i> | <i>+1</i> | | <i>Defender Shield†</i> | <i>+3</i> |
| <i>Sea Turtle Shield</i> | <i>+1</i> | | <i>Tower Shield</i> | <i>+3</i> |
| <i>Dwarven Shield</i> | <i>+1</i> | | <i>Dragonscale Shield†</i> | <i>+3 / -1 to Fire Damage</i> |
| <i>Gnomish Shield</i> | <i>+1</i> | | <i>Shield of Redemption</i> | <i>+3</i> |
| <i>Archer's Buckler</i> | <i>+1</i> | | <i>Shield of the Scholar</i> | <i>+3 / may use scroll as free action 1/room</i> |
| <i>Nixie Shield</i> | <i>+1 / +1 to Reflex Saves</i> | | <i>Shield of the Phalanx</i> | <i>+3 / +1 for every other player equipping same shield in party</i> |
| <i>Dune Stalker Shield</i> | <i>+1</i> | | <i>+1 Tower Shield</i> | <i>+4</i> |
| <i>Sm. Darkling Shield</i> | <i>+1</i> | | <i>Templar Shield †</i> | <i>+4</i> |
| <i>Small Drow Shield</i> | <i>+1</i> | | <i>Redoubt Shield †</i> | <i>+5 / -2 to Fortitude saves</i> |
| <i>Shield of Lava Spawn</i> | <i>+1 / -1 damage from fire</i> | | <i>Helm Type</i> | <i>+ to AC</i> |
| <i>Shield of Venomward</i> | <i>+1 / -1 damage from poison</i> | | <i>Cap of the Miner</i> | <i>+0</i> |
| <i>Darkling Shield</i> | <i>+1 / +1 Reflex saves</i> | | <i>Thrall Helm</i> | <i>+1 / -1 to reflex saves</i> |
| <i>Footman Shield†</i> | <i>+2</i> | | <i>Darkling Helm</i> | <i>+1</i> |
| <i>Dark Shield</i> | <i>+2</i> | | <i>Bone Desert Helm</i> | <i>+1</i> |
| <i>L. Darkwood Shield</i> | <i>+2</i> | | <i>Drow Helm</i> | <i>+1</i> |
| <i>Darkthorn Shield</i> | <i>+2</i> | | <i>Footman Cap†</i> | <i>+0</i> |
| <i>Sea Elf Shield</i> | <i>+2</i> | | <i>Great Helm</i> | <i>+1</i> |
| <i>Faerie-Iron Shield</i> | <i>+2 / +4 vs. Fey</i> | | <i>Cassis</i> | <i>+1</i> |
| <i>Shield of the Tinkerer</i> | <i>+2 / +4 vs. Constructs</i> | | <i>Triton Helm</i> | <i>+1</i> |
| <i>Large Shield</i> | <i>+2</i> | | <i>Elven Coif</i> | <i>+1 / +2 vs. Orcs</i> |
| <i>Large Elven Shield</i> | <i>+2 / +3 vs. Orcs</i> | | <i>Skull Helm</i> | <i>+1</i> |
| <i>Shield of Deflection</i> | <i>+2 / +4 vs. Missiles</i> | | <i>Darkthorn Helmet</i> | <i>+1</i> |
| <i>Vipron Shield</i> | <i>+2</i> | | <i>Helmet of Fortitude</i> | <i>+1 / +3 to Fortitude saves</i> |
| <i>Large Thrall Shield</i> | <i>+2</i> | | <i>Helm of the Boar</i> | <i>+0</i> |
| <i>Large Drow Shield</i> | <i>+2</i> | | <i>Helm of the Eagle</i> | <i>+1 / +1 to hit with missile weapons</i> |
| <i>Vipron Heavy Shield</i> | <i>+2 / +4 vs Snake types</i> | | <i>Helm of Clear Thought</i> | <i>+1</i> |
| | | | <i>Defender Helm†</i> | <i>+1 / +1 to saving throw attempts</i> |

| <i>HelmType</i> | <i>+ to AC</i> | | <i>Other Items</i> | <i>+ to AC</i> |
|---------------------------------|--|--|----------------------------------|---|
| <i>Helm of Dark Visage</i> | <i>+1 / +4 to saves vs gaze attack</i> | | <i>Bracers of Defense</i> | <i>+1</i> |
| <i>Mithral Cap†</i> | <i>+1</i> | | <i>Torc of Natural Armor</i> | <i>+2</i> |
| <i>Dragonscale Helmet †</i> | <i>+2/-1 to Fire Dam.</i> | | <i>Celestial Bracers†</i> | <i>+2</i> |
| <i>Helm of Retribution</i> | <i>+2 / +2 damage vs. Favored Enemy</i> | | <i>Monk's Yellow Belt</i> | <i>+1</i> |
| <i>Twolf's Helm of the Wild</i> | <i>+2 / +1 to Reflex saves / cannot be surprised</i> | | <i>Monk' Green Belt</i> | <i>+2</i> |
| <i>Templar Helmet †</i> | <i>+3</i> | | <i>Monk' Red Belt</i> | <i>+3</i> |
| <i>Redoubt Helm †</i> | <i>+4 / -2 to Will saves</i> | | <i>Monk's Belt</i> | <i>+5</i> |
| | | | <i>Belt of Vitality</i> | <i>+3</i> |
| | | | <i>Necklace of Natural Armor</i> | <i>+2</i> |
| | | | <i>Shadow Cloak</i> | <i>+1 / +1 to saves</i> |
| | | | <i>Shade Cloak</i> | <i>+1 / +1 to saves / Speak with Dead</i> |
| | | | <i>Cloak of the Mage</i> | <i>+3 / +2 to Saves</i> |
| | | | <i>Robe of the Mage</i> | <i>+2</i> |
| | | | <i>Robe of the Vale</i> | <i>+2</i> |
| | | | <i>Mage Robe of the Vale</i> | <i>+1</i> |
| | | | <i>Creepier Robe</i> | <i>+1</i> |
| | | | <i>Spiderweb Robe</i> | <i>+1</i> |
| | | | <i>Traveler's Robe</i> | <i>+1</i> |
| | | | | |

† **Set effect:** See Token Set Effects section ([page 14](#)) for information on set effects.

Cloaks and Clothing:



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Boots of Agility: These beautifully crafted boots have been enchanted to increase the wearer's Dexterity by two (+2) points.

Boots of Anchoring: This flexible extra gripping footwear provide an additional four (+4) points to reflex save attempts against falling from heights.

Boots of Dodging: These light weight boots give the wearer an additional four (+4) points to reflex save attempts against Ray attacks.

Boots of the Drow: These sturdy well-made boots have been enchanted to provide the wearer an additional two (+2) points to Dexterity, however, as with any Drow magic, there is a price. The trade off for wearing these boots is a loss of two (-2) points of strength.

Boots of Drowkind: These stealthy coverings allow a Rogue the opportunity to make a second Sneak Attack against a different target immediately after a round where a Sneak Attack has been performed.

Boots of the East Wind: The Eastern entry of the legendary Wind boots have been enchanted to empower the wearer with an additional five (+5) points of Sonic damage to any successful attack with a melee weapon.

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

Boots of the Four Winds: The legendary product of powerful alchemy, the product of transforming pairs of each of the Boots of Winds, grants the wearer five (+5) points of mystical Eldritch damage to successful attacks with any weapon (ranged or melee) and offensive spells. See [page 14](#) for set effects and [page 195](#) for recipe.

They have no effect on spells emanating from items, scrolls, or spells cast by the wearer which neither reduce nor restore HP. When druids polymorph while wielding one of these weapons, they deal +2/+3/+5 Damage when they attack in their animal form. Under most circumstances, either two free hands or a shield and one free hand are required to cast a spell. However, the magic contained within these weapons aid in spellcasting, thus allowing its owner to hold one of these weapons and cast a spell. However, these weapons do not grant the ability to simultaneously make a physical attack and cast a spell. If a spell under the influence of a focus-effect can affect more than one target, the caster gets a total of 2/3/5 extra points of healing/damage from the baton, not +2/+3/+5 points per target. The caster chooses the recipient(s) of the extra points and may allocate the points as they see fit among the eligible recipients.

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

Boots of Lava Walking: These sturdy boots have been enchanted to allow the wearer to walk on lava as if they were walking on solid ground. They do not stop damage from fire, but do allow the wearer to traverse a pool of Lava while taking no damage.

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

Boots of the Marauder: Crafted for some of the most infamous raiders, these boots grant the wearer with an additional two (+2) points to Dexterity, and immunity to effects of Hold and Slow spells, and other hindrances.

Boots of Might: These stout foot coverings will raise a character's constitution by two points (+2). This will result in a one point (+1) per character level increase to a character's maximum Hit Points. Thus, a 4th level character will gain 4 hit points. The boots will also increase Fortitude saving throws by one point (+1). See [page 14](#) for set effects.

Boots of the North Wind: These boots, enchanted with the powers of the cold biting frozen North, add an additional three (+3) points of cold damage to successful attacks with a one-handed melee weapon.

Boots of the Raider: These boots provide the wearer protection from mechanical traps by reducing potential damage by five (-5) points.

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

Boots of the South Wind: These legendary boots have been enhanced with the magic of the heated Southern winds. They grant the wearer an additional three (+3) points of fire damage when casting offensive spells that cause damage.

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

Boots of Traction: These boots, allow the wearer to remain sure footed on natural surfaces, preventing slips and falls. They have no effect on cut, polished, or otherwise finished surfaces such as a finished marble floor.

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

Boots of the Vale: These boots, when worn by the Rogue in an outdoor environment (e.g., woods) allow the Rogue to perform a sneak attack without the one round set-up penalty.

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

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

Boots of the West Wind: Enhanced with the magic of the Western winds, these boots enhance the wearer's ranged weapon damage with an additional three (+3) points of Shock damage for every successful attack.

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

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

Cloak of Alarm: Magical enchantments placed on this cloak serve to protect the wearer by negating the extra damage that would occur from a successful Sneak Attack.

Cloak of the Bat: Wearing this enchanted garment will serve to slow the decent of the wearer in a fall such that they take no damage from the fall.

Cloak of Blending: This cloak made of fabric that confuses the eye, serves to confuse a potential enemy. This confusion prevents the wearer from being targeted visually for melee or ranged attacks until the wearer makes an offensive action either physical or magical. As long as the wearer takes no offensive action, the wearer cannot be visually targeted by the monster with a melee or ranged attack. The list below defines what an offensive action is. If it's not on this list, it's not considered an offensive action:

- Physically attacking
- Casting a damage-inflicting spell
- Casting a spell which requires a magic/spell resistance check
- Casting a spell requiring the monster to make a saving throw

If the wearer performs an action which negates this cloak's effect, the cloak's effect cannot be used again for the rest of the room. Some creatures are capable of locating prey via non-visual means, including scent or sound. This cloak does not provide protection against non-visual detection.

This item does not prevent the monster from affecting the wearer with an attack or effect that affects multiple targets. Though the net effects are similar, this item is superior to a Cloak of Elvenkind because a CoE does not allow the wearer to perform any action. **Note: If the wearer is the last living party member in the room, the monster will discover and may target the character.**

Regarding Taunt: Taunt requires the monster to see and hear the character doing the taunting. Using taunt while under the influence of Cloak of Blending's concealment power would be ineffective and a waste of that ability (its use will be marked off the class card). Nevertheless, taunt is not an offensive action (see first paragraph) so it doesn't break the concealment this cloak provides.

Cloak of Blessed Silk: Mystical blessings laid on the cloth of this covering, render the wearer immune to attacks from natural insects and arachnids.

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

Cloak of Deeperdark: This finely draped cloak is imbued with the master craftsman of the nether realms with Deeperdark magic reducing damage from Fire by one (-1) point.

Cloak of Destiny: The wearer of this fine garment will receive the benefit of an additional three (+3) points to all saving throw attempts.

Cloak of Destiny, Greater: A product of transmutation, the resultant imbued garment will grant the wearer an additional four (+4) points to all saving throw attempts.

Cloak of Destiny, Phracus' Greater: This legendary relic is the result of powerful magics enhancing the Greater Cloak of Destiny to increase the effect to an additional six (+6) points to all saving throw attempts.

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

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

Cloak of the Footpad: Favored by Rogues, wearing this covering will add two (+2) points to damage from Sneak Attacks (subject to doubling).

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

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

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

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

Cloak of Shadowskin: This mystical garment renders the wearer immune to the first successful melee or missile attack during combat (each separate combat event).

Cloak of the Vale: When in an outdoor setting, the wearer will become undetectable and will not be targeted by attacking monster as long as the wearer takes no actions during combat. To remain undetected, the wearer may not attack, move, talk, cast spells, play bardsong, or pretty much anything other than stand still & breathe. This item has no effect indoors. Note: If the wearer is the last living party member, the monster will discover the character and attack normally.

Cloak of the Wind: When worn, this cloak grants the wearer one point (+1) to all saving throws and wearer takes one point less (-1) damage from Shock based attacks. See [page 14](#) for set effects.

Cowl of Darkness: This special head covering conceals the face of the wearer in all but full direct sunlight.

Creeper Cowl: Wearing this garment grants the player immunity to olfactory attacks.

Creeper Robe: This simple modest looking robe is crafted from fabric infused with metallic alloy fibers. This composite fabric adds one (+1) point to the wearer's AC.

Creeper Shirt: The effect of wearing this simply made shirt masks the scent of the wearer preventing the player from being targeted or detected by monsters that hunt by or who's primary sense is smell.

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

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

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

Dragonhide Boots: Wearing these rugged boots will grant the wearer an additional four (+4) points to her armor class when fighting dragons. See [page 14](#) for set effects.

Dragonhide Cloak: This supple yet amazingly strong hide covering will endow the wearer with four additional points (+4) to his saving throws against Dragon breath attack. This token was given as volunteer recognition for True Realm 2009. See [page 14](#) for set effects.

Dragonhide Shirt: Made from the tanned skin of what some believe is a red dragon, this durable shirt will protect the wearer from four (4) points of melee damage from dragons. This shirt can be worn under armor. See [page 14](#) for set effects.

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

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

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

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

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

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

Hat of Intellect: Wearing this cap will increase the wearers intelligence by four (+4) points. It will also increase spell caster's potential to hit by two (+2) points on slide attacks with spells (not scrolls).

Hat of Readiness: This hat grants the wearer an additional one (+1) point to reflex saving throws against traps. Traps are specific physical or magical hazards intentionally set to cause harm to the party or individual. Damage from puzzles, push damage (for not successfully completing a room), and damage from the Rogues skill challenge, are not trap damage, even if the DM describes it that way as part of the enhanced description of the room.

Hat of Shade: This mystical covering protects the wearer from the effects of sun exposure.

Hood of Elvenkind: Wearing this finely wrought hood grants a Rogue with the ability to perform an immediate Sneak Attack without the requisite one round set up delay.

Linked Shirt of Healing: If this blessed shirt is worn by both the healer and the person being healed, the net effect is an additional three (+3) points for each healing cast, a useful item for each member in the party.

Mage Robe of the Vale: An enhanced version of the Robe of the Vale, this garment provides an additional two (+2) points to the wearer's AC.

Mithral Boots: In addition to being one part of the Mithral set of items that when worn together have a combination effect, these incredibly light but mithral clad boots will add three points (+3) to a wearer's Dexterity which will increase the character's Reflex saving throws, AC, and missile to hit modifier. See [page 14](#) for set effects.

Mountain Dwarf Boots: These sturdy boots aid the wearer by granting two (+2) points to Reflex save attempts versus slips and falls. See [page 14](#) for set effects.

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

Pants of Dodging: These special leggings reduce potential damage to the wearer from missile attacks by one (-1) point.

Pants of Springing: These pants strengthen the legs of the wearer allowing enhanced agility and the effect of reducing damage from successful melee attacks by one (-1) point.

Pantaloon of the Deeperdark: Wearing these leg coverings, similar to Pantaloon of the Underdark, grant the player immunity to effects from Hold, Slow, and other hindrances as well as granting an additional three (+3) points to the wearer's max HP.

Pantaloon of the Underdark: Wearing this garment renders the wearer immune to effects from natural or magic effects of Hold, Slow, or other hindrances.

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

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

Robe of the Vale: This simple covering provides an additional one (+1) point to the wearer's AC.

Sandstorm Cloak: This sturdy cloak made by desert nomad craftsman will protect the wearer by negating damage from sandstorms.

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

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

Shirt of Baneful Prowess: This wondrous shirt is the product of powerful alchemical magic. The wearer receives an additional two (+2) points to strength, but as a result also suffers the penalty of one (-1) point reduction in dexterity.

Shirt of Blessed Strength: Imbued with magic and reinforced by mystical blessings, this product of transmutation grants the wearer an additional two (+2) points to strength without any penalty to dexterity.

Shirt of Brawn: This finely crafted shirt is enhanced with enchantments that add to a wearer's strength. The result of its use enhances strength by one (+1) point. However, there is a price to pay, the added strength is not balanced by the body so the result is a decreased dexterity by one (-1) point.

Shirt of Health: This basic garment grants the wearer immunity to all forms of disease, magical or mundane, including lycanthropy.

Shirt of Shielding: This transmuted item renders the wearer immune to all forms of damage due to retribution types of spells or items. For example items imbued with the Thorns or Eelskin enchantment which deals damage back at an attacker upon a successful melee strike.

Shirt of Simplicity: This simple modest looking shirt is crafted with ancient alchemical magic. Wearing this shirt will add one (+1) point to the player's maximum HP for each equipped charm (maximum of three (+3) points per user).

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

Shirt of the Underdark: This garment of mystical cloth grants the wearer five (+5) points to their maximum HP.

Shirt of Venomward: Made from a tightly woven fabric infused with special Druidic magic, wearing this shirt grants the player a reduction of two (-2) points from poison damage.

Shoes of Sandwalking: Light on the feet, these foot coverings allow the wearer to walk on sand as if it were solid ground.

Shoes of the Spiderfoot: These shoes have been enchanted to protect the wearer from slips and falls from both natural and magical causes.

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

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

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

Spiderweb Robe: Crafted from spun spider silk, this ultra light weight robe provides an extra layer of protection. This gossamer fabric adds one (+1) point to the wearer's Armor Class.

Traveler's Robe: This ranger crafted road garment is made from a special blend of natural fibers that render the lightweight fabric with the strength of simple armor. This garment adds one (+1) point to the wearer's Armor Class.

Viper Strike Shirt: This durable covering made from some mystical hide reduces damage from successful melee attacks against the wearer of three (-3) points damage. See [page 14](#) for set effects.

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

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

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

Amulets, Crowns, and Necklaces:



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

Amulet of the Champion: Wearing this amulet increases the character's Armor Class by Strength, Dexterity, and Constitution by two (+2) points effectively increasing bonuses by one (+1) point.

Amulet of the Hero: Wearing this amulet increases the character's Armor Class by Strength, Dexterity, and Constitution by one (+1) point which has the potential in some cases to increase bonuses related to those traits.

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

Amulet of Soothing Waters: This special amulet grants the wearer a reduction of two (-2) points of damage from Fire.

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

Amulet of the Tinkerer: This gnomish amulet allows the wearer to score a critical hit against a Construct (normally not possible). Rogues who wear this amulet are allowed to perform a sneak or vital area attack on Constructs (normally not possible).

Amulet of Treasure Finding: Equipping this item grants the player four (+4) extra treasure draws at the end of the adventure.

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

Amulet of Web Striding: This amulet grants the wearer the ability to move unhindered through web strewn areas where normal movement would be impeded.



Amulet of the Wind: This amulet grants the wearer immunity from the result of hindrance effects and magics such as Hold, Slow, and environmental effects like cold. See Token Set Effects section (page 14) for information on set effects.

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

Bezoar Stone Amulet: This powerful enchanted device grants the wearer an additional ten (+10) points to any saving throw attempt versus poison.

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

Commander's Holy Symbol: Usable by the Cleric, this blessed badge grants an additional two (+2) points of damage to turning spells used against corporeal undead.

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

Creeper Amulet: This special device, when worn, adds an additional point (+1) to the character's dexterity.

Crown of Charisma: Wearing this crown grants the wearer an additional four points (+4) to charisma and an additional four (+4) points to saves versus Charm.

Crown of Iron Will: Wearing this device grants the wearer an additional four points (+4) to Will saves.

Crown of Might: This headpiece grants the wearer an additional one point (+1) to melee attacks and damage. See page 14 for set effects.



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

Drow Raider Necklace: This amazing piece of enchanted jewelry grants the wearer a reduction of two (-2) points to damage from Darkrift, Fire, Poison, and Sacred enchantments.

Enhanced Creeper Amulet: This transmuted amulet grants the wearer plus two (+2) points to dexterity (effectively an extra one (+1) point to dexterity related bonuses)

Exalted Creeper Amulet: This second level transmutation product grants the wearer plus four (+4) points to dexterity (effectively an extra two (+2) points to dexterity related bonuses)

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

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



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

Medallion of Focus: Worn by spell casters, this badge grants an additional one (+1) point to the effects of healing and damage spells.

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

Medallion of Heroism: The wearer of this amulet gains one character level and may play the adventure at the next higher level (e.g., 5th level instead of 4th level). The downside is that the character may not wear/use any ring. Items that increase a player character level do not stack so the most a player could achieve is an increase in one level.

Medallion of Nobility: This medallion has no magical effect. Rather, it is a symbol of the awarding of nobility by the High Council of Greyhawk to your person. Every player who attains the 5th level of experience (not equal to the character level played in game) receives one of these tokens.

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

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

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

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

Necklace of Health: Wearing this device grants one (+1) point to max HP.



Necklace of Natural Armor: Wearing this necklace grants two (+2) points to AC.

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

Necklace of Shadows: Wearing this necklace grants two (+2) points to AC while traversing the Underdark.

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

Stu-pendous Pendant: This mystical medallion grants the wearer three (+3) points to Strength and Dexterity.

Talisman of Rage: The Barbarian adornment of choice, this medallion bestows an additional two (+2) points of damage during melee attacks while in Rage.

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

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

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

Bracers, Bracelets, Girdles, Belts, and Gloves:

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



Continued on next page...



Continued on next page...



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

| | <i>Bard</i> | <i>Cleric</i> | <i>Fighters</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Rogue</i> | <i>Wizards</i> | <i>Barbarian</i> | <i>Druid</i> | <i>Monk</i> |
|----------------------------------|-------------|---------------|-----------------|----------------|---------------|--------------|----------------|------------------|--------------|-------------|
| <i>Bracelets of the Zephyr</i> | ✓ | ✓ | | | | | ✓ | | ✓ | |
| <i>Bracelets of the Cabal</i> | ✓ | ✓ | | | | | ✓ | | ✓ | |
| <i>Caster's Gloves</i> | ✓ | ✓ | | ✓ | ✓ | | ✓ | | ✓ | |
| <i>Gauntlets of Linked Fury</i> | | | ✓ | ✓ | | | | ✓ | | |
| <i>Gloves of the Cabal</i> | ✓ | ✓ | | | | | ✓ | | ✓ | |
| <i>Gloves of the Flying Fist</i> | | | | | | | | | | ✓ |
| <i>Gloves of Healing</i> | | ✓ | | | | | | | ✓ | |
| <i>Monk's Yellow Belt</i> | | | | | | | | | | ✓ |
| <i>Monk's Green Belt</i> | | | | | | | | | | ✓ |
| <i>Monk's Red Belt</i> | | | | | | | | | | ✓ |
| <i>Monk's Belt</i> | | | | | | | | | | ✓ |

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

Belt of Anchoring: This belt grants the wearer one (+1) point to reflex saves.

Belt of Climbing: This sturdy belt grants the wearer an additional four (+4) points to Reflex saves while climbing.

Belt of the Fey: This finely wrought belt renders the wearer immunity from charm effects.

Belt of Freedom: This thin leather belt renders the wearer immune to physical and magical Constriction.

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

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

Belt of Vitality: This amazing enchanted item adds three (+3) points to a players maximum HP when worn.

Belt of the Vine: This belt grants the wearer an additional two (+2) points of damage in combat against plant based monsters.

Bracelets of the Cabal: Spell casters wearing this pair of bracelets will gain an additional bonus to their healing or offensive damage spells of one (+1) to three (+3) points depending on how many pairs of bracelets are worn within the entire party. One to two pairs grants one (+1) point, two to four pairs grants two (+2) points, and five pairs worn grants three (+3) points to all spells cast by the wearer. Spells cast by party members not wearing the bracelets are unaffected. If the spell cast affects multiple targets/party members, the caster must determine how the bonus will be applied (all to one or distributed). See Token Set Effects section ([page 14](#)) for information on set effects.

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

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

Bracelets of the Tinkerer: Wearing this pair Gnomish bracelets renders the wearer immune to the effects of magically created magnetism.

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

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

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

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

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

Bracers of Elementalbane: These enchanted arm guards serve to break down the Elemental based resistance to Critical hits and Sneak Attacks for attacks made by the wearer.

Bracers of Fast Fitness: Wearing these arm guards enhances Constitution and Dexterity (CON, DEX) by two (+2) points effectively raising any bonus from those traits by one (+1) point.

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

Bracers of Fire Deflection: These enchanted bracers serve to reduce damage from Fire based attacks by two (-2) points.

Bracers of Frost: These devices are enchanted to transfer additional damage in the form of extreme cold to any successful melee attack. Successful hits by the wearer will add an additional two (+2) points of damage from cold to the total.

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

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

Bracers of Ricochet: These decorative bracers serve to reduce damage from successful Ranged attacks by one (-1) point.

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

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

Celestial Bracers: Wearing these finely crafted devices will increase the wearer's AC by two (+2) points. See [page 14](#) for set effects.

Celestial Girdle: This beautifully crafter cincher will grant the wearer an additional two (+2) points to melee damage as well as immunity to Fear. See [page 14](#) for set effects.

Dragonhide Belt: Made from dragonskin, this hide belt will imbue the wearer with additional bonuses of four points (+4) to hit and damage against a dragon in melee. See [page 14](#) for set effects.

Dragonhide Bracers: These arm coverings, made from the hide of a slain dragon, enhance the wearer's attacks to add four (+4) points to each ranged combat slide (attack) and an additional four (+4) points of damage with missile weapon attacks vs. dragons. These have no effect on non-dragons. See [page 14](#) for set effects.

Drow Commander's Gloves: These enchanted gloves will add to the wearer's melee weapon damage by increasing damage for successful attacks by two (+2) points of Darkrift damage.

Drow Lieutenant's Gloves: These imbued gloves will add to the wearer's melee weapon damage by increasing damage for successful attacks by one (+1) point of Darkrift damage.

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

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

Gauntlets of Linked Fury: These hardened pieces increase the damage from wielding a +2 melee weapon (e.g., +2 Deathcleaver) by five (+5) points upon successful strike.

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

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

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

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

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

Girdle of Might: This stout leather cincher adds two points (+2) to a character's strength, which will increase a character's melee to hit by one (+1) point and melee and thrown weapon damage by one (+1) point. It will also add one (+1) point to all saving throw attempts. See [page 14](#) for set effects.

Girdle of Wealful Health: This enchanted device will enhance the effects of any consumed healing food or drink by increasing the effect by one (+1) additional HP.

Gloves of Archery: These gloves will add an additional point (+1) to damage done by missile weapons when worn.

Gloves of the Brute: These enhanced gloves add an additional five (+5) points to strength (STR) but comes with the penalty of subtracting two (-2) points to Dexterity (DEX). This effectively increases strength bonuses by two (+2) points (or more in some cases) and reduces bonuses due to Dexterity by one (-1) point.

Gloves of Cooling: Wearing these insulated gloves protects the character from Fire damage from wielded flaming or heated weapons.

Gloves of the Cabal: Spell casters wearing these gloves will gain an additional bonus spells (may cast an additional spell from their character card) depending on how many pairs of bracelets are worn within the entire party. One to two pairs grants one first level spell, two to four pairs grants two first level spells, and five pairs worn grants one second level spell to all spells cast by the wearer. Total spell bonus is not cumulative and spells must be selected prior to the adventure and indicated on the character card. Spells cast by party members not wearing the gloves are unaffected. See Token Set Effects section ([page 14](#)) for information on set effects.

Note: These gloves only affect scrolls. They cannot modify spells cast from the character card, magic items, or anything other than an actual scroll token. If an effect modifies a scroll, only the scroll's primary target is affected. E.g., if Arcane Scroll Tube is used to boost Scroll Cure Moderate Wounds, the primary recipient of the scroll's effect would heal 11 points and the secondary recipient would heal 10 points. (The order in which the primary & secondary targets are selected is irrelevant.)

Gloves of the Cutpurse: Wearing these gloves will grant the character an additional five (+5) points to Dexterity (DEX) but comes with the penalty of two (-2) points to strength (STR). This will effectively adjust bonuses based on DEX and STR.

Gloves of the Dark Gnome: These sturdy gloves add an additional two (+2) points to the wearer's Constitution and Dexterity (CON and DEX) effectively increasing any related bonuses by one (+1) point.

Gloves of Deflection: These amazing gloves render the wearer immune to missile attacks. When worn by a Monk the projectiles are actually deflected back at the attacker for damage.

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

Gloves of the Flying Fist: Wearable by the Monk only, these gloves allow the Monk to target a ranged foe with "Flurry of Blows" normally an enhanced melee attack.

Gloves of Glory: Wearing these gloves allows the player to equip a total of three enchanted rings instead of the normal two.

Gloves of Healing: These blessed gloves, when worn by Clerics and Druids, will increase the results of all healing spells (not healing from scrolls) by one (+1) point.

Gloves of Repulsion: Usable by any character, these gloves grant the wearer an additional four (+4) points to their AC when defending against ranged based attacks (physical and magical).

Gloves of Rope Climbing: These protective gloves enhance the wearer's climbing speed by effectively doubling the rate at which the character can climb.

Gloves of Spell Negation: These special defensive gloves negate the effects of initial (first) offensive spell (3rd level or lower) cast on the wearer (when the wearer is the only target).

Gloves of Weapon Finesse: Usable by any character, these gloves add three (+3) points to attack attempts (slide to hit) with melee weapons.

Mithral Bracers, +2 and +3: These bracers, enhanced with mithral and wrought by Dwarven craftsman, enhance the wearer's armor class by two or three (+2/+3) points. See [page 14](#) for set effects.

Mithral Bracers, TaMor's +4: These ancient devices, wrought by the legendary TaMor, enhance the wearer's armor class by four (+4) points. See [page 14](#) for set effects.

Mithral Gauntlets: These light weight armored hand coverings raise the wearer's strength by four (+4) points. The player does an extra two (+2) points to damage on melee attacks and plus two (+2) to attacks while wearing these gauntlets. These hand coverings do not add to the wearer's AC. See [page 14](#) for set effects.

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

Monk's Green Belt: Wearable only by Monks, this plain sash will add two (+2) points to the wearer's AC.

Monks Red Belt: Wearable by Monks only, this fine cloth sash will add three (+3) points to the wearer's AC.

Monk's Yellow Belt: Wearable by Monks only, this sash will add an additional one (+1) point to the wearer's AC.

Mountain Dwarf Mitts: These warm padded coverings protect the wearer from frigid climates allowing the wearer to be immune to the chance for dropping a weapon while fighting in a Cold Climate. See [page 14](#) for set effects.

Taskmaster's Gloves: these tight fitting leather gloves add an additional point (+1) to damage when the wearer wields as whip or scourge during combat.

Thrall Belt: This sturdy belt is enchanted to grant the wearer an additional one (+1) point of damage when using Thrall weapons.

Thrall Bracers: These sturdy leather coverings are enchanted to grant the wearer an additional one (+1) point to hit when using Thrall weapons.

Tinkerer's Gloves: These gnomish coverings protect the hands of the wearer from the effects of handling any naturally cold or hot objects.

Viper Strike Belt: This beautifully adorned belt adds an additional three (+3) points to Dexterity (DEX) when worn which will have an effective change on bonuses related to DEX. See [page 14](#) for set effects.

Scrolls:

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

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

Scrolls: All



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

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

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

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

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

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

Frost Storm: The power unleashed by this scroll causes two (2) points of Cold damage to all monsters in the room (encounter).

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

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



Rain Shower: This scroll allows the caster create a deluge of rain in a 5'x5' area, potentially useful to the party in many ways.

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

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

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

Scrolls: Arcane (Bard & Wizards)



Acid Burst: Releasing the stored enchantment of this spell allows the user to project a spray of acid, directed against one foe for ten (10) points of damage but also the collateral damage to all other foes in the area of five (5) points of Acid damage.

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

Avenging Asp: Activating the stored enchantment of this spell surrounds the caster in a field of magic that will cause three (3) points of Retribution Damage (RD) to any monster that makes a successful melee attack against the caster. When a melee attacker deals damage to a target possessing RD, the attacker takes damage equal to the target's total RD. Effect is subject to damage reduction and negation such as from Cloak of Shadowskin.

Banshee Wail: Releasing the stored energy of this scroll creates a sonic attack that causes four (+4) points of sonic damage to all monsters in the room. There is no save from the effect.

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

Blur: This scroll, when cast, renders the reader difficult to see, thus hit in combat, effectively adding two (+2) points to the casters AC.

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

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



Chill Touch: This stored magic causes six (-6) points of Cold damage to target when activated. The caster must successfully slide to hit AC 15 on the combat board to cause damage. Bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace do not apply.

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

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

Dark Arrow: Releasing the magic stored in this scroll causes a concentrated pulse of Darkrift energy to be released inflicting six (-6) points of damage to a monster. The caster must successfully slide to hit AC 15 on the combat board to cause damage. Note: energy-draining undead are immune to Darkrift energy, other undead creatures (e.g., skeletons) are affected normally. Bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace do not apply.

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

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

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

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



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

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

False Image: This scroll, when cast, obfuscates the caster's image causing all melee attacks against the caster to suffer a 50% chance to miss.

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

Fireblast: Releasing this stored energy causes four (4) points of Fire damage to a target monster with no possibility for a saving throw to reduce damage.

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

Flame Arrow: This ranged attack does 12 points of fire damage to one creature of the caster's choice. There is no save against this attack. This spell is not augmented by the Wizards' skills test. (Note: Older wooden tokens caused 14 points of damage.)

Flaming Hands: Releasing this stored energy causes three (3) points of Fire damage to all monsters in the encounter area (room).

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

Force Orb: Casting this scroll causes a sphere of mystical force to be created and hurled toward a foe. Provided the caster hits AC 15 or better, the spell will cause four (4) points of force damage.



Frostbolt: Invoking this magic will manifest a solid frozen shaft of ice which the caster may direct toward an enemy. The caster must successfully slide to hit AC 15 on the combat board to cause ten points of cold damage. Bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace do not apply.

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

Frost Spear: This devastating scroll causes twelve points of cold damage with no possibility of a saving throw attempt.

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

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

Ice Dart: Releasing this stored energy causes four (4) points of Cold damage to a target monster (with no possibility of a saving throw for damage reduction).

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

Note: new game mechanics make this token obsolete.

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

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



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

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

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

Magic Javelin: The release of this stored magic creates a projection of shaped Force causing six (6) points of Force damage to a target.

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

Magic Spear: The release of this stored magic creates a projection of shaped Force causing ten (10) points of Force damage to a target.

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



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

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

Missilebane: Releasing the magic stored in this spell surrounds the caster with a field rendering the caster immune to physical damage from missiles.

Poison Arrow: This scroll creates a physical missile which must be hurled at the target. The caster must slide to hit AC 15 on the combat board to successfully hit the target. A successful attack will cause ten (10) points of Poison damage.

Ray of Enfeeblement: Invoking this spell will cause an invisible ray to emanate from the caster towards her target. She must slide on the combat board to hit AC15. A successful attack will so weaken the monster as to reduce its melee attack damage by one (-1) point of damage. The effect lasts for the entire combat. Ranged bonuses to attack (not damage), such as from the Bracers of Archery or Cat's Grace, apply to this slide.

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

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



Shockbolt: Releasing the stored magic in this scroll will cause a bolt of electricity to arc toward a monster causing nine (9) points of damage. The user must master control of the magic by sliding to hit AC-15 or above on the combat board. This scroll can be activated under water without harm to the caster or the party. Ranged bonuses to attack (not damage), such as from the Bracers of Archery or Cat's Grace, do not apply.

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

Snakeskin: Casting the spell from this scroll will cause the skin of the target (can be the caster) to harden increasing the target's AC by one (+1) point.

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

Stone Rain: The magic stored in this scroll will create a hail of solid objects that will cause five (5) points of damage to all monsters in an encounter (room).

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

Stoneskin: The magic stored in this scroll will harden the targets skin for a temporary period negating the effect of next successful melee attack on the target.

Swirling Shadows: Casting the magic of this scroll causes a visual swirl of darkness to surround the target, effectively increasing the target's Armor Class (AC) by three (+3) points.



Vanish: When cast, this scroll causes the caster to disappear for one combat round, making it impossible for the monster to target the caster. This effect cannot be cast on other party members.

Venom Strike: Releasing the stored magic of this scroll causes twelve (12) points of Poison damage to a target monster. There can be no saving throw attempt to reduce damage.

Scrolls: Divine (Bard, Cleric, & Druid)



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

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

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

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

Cure Disease: Casting removes the effects of one disease (including Lycanthropy) from the casters declared target.

Cure Fungal Attack: Casting removes the lasting effects of Fungal attack.

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

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

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

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

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



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

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

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

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

Fire Absorption: This spell will negate three (-3) points of Fire damage from attacks. The effect lasts for one target for an entire encounter (room).

Fury's Blessing: Use of this spell will heal a target six (+6) points of damage. However, if cast during combat as the caster's combat round action, the scroll will heal twelve (+12) points of damage.

Gripping Sands: Casting the magic stored in this scroll will serve to impair the target monster. If the target fails to make a Will save (15) or be restricted to one attack per round. This scroll has no effect on creatures not in contact with the ground, including but not limited to flying creatures.

Instant Awakening: This spell, if cast prior to going to sleep, serves as a virtual warning bell, awakening the caster if a monster enters the encounter area (room).

Magic Vestments: When invoked, this spell imbues the wearer's clothing with magical resistance to attacks from undead creatures. The effect will reduce the damage from a successful undead physical (e.g., claw, bite) melee attack against the caster by half (50%). The effect will last for an entire encounter (room). Note: this effect does not stack with the Ring of Iuz.

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



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

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

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

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

Refute Fire: The effects of the magic of this scroll surround the target with a magic barrier reducing the effects of Natural Fire by five (-5) points. The effect lasts the entire encounter (room).

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

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

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

Rockhide: The effects of the magic of this scroll harden the skin of the target and serve to reduce the damage from melee attacks by two (-2) points. The effect lasts for the entire encounter (room)



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

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

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

Soothing Wind: The magic stored in this scroll has the ability to cure ten (10) points of damage to any one target, it also will remove any lasting effects from Fatigue.

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

Spike Growth: When cast in an outdoor environment, this scroll causes a spiked barrier to grow, causing an impediment to the target's movement, resulting in the loss of the target's action for that round.

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

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



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

Potions, Elixirs, Salves, Oils, and Liquids:

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



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

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

Black Dragon Breath: Casting this liquid at an enemy will cause five (5) points of Acid damage to all monsters in the encounter (room).

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

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

Brawn: Consuming this potion will add two (+2) points to Strength (STR) effectively increasing strength bonuses (hit and damage with melee and damage with thrown weapons) by one (+1) point.



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

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

Creeper Stout: Made from the sap of Creeper Vine Tendrils, this bitter brew will cure the imbiber five (+5) points of health, however the intoxicating effects will effectively reduce the drinker's AC by two (-2) points. The effect lasts for the entire encounter (room).

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

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

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

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

Darkling Draft: This brew heals 1 HP when consumed.

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

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



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

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

Deftness: This potion grants the user an additional two (+2) points to Dexterity (DEX) effectively raising the DEX bonuses by one (+1) point (AC, Reflex saves, and to hit with ranged weapons).

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

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

Distilled Healing: This potion heals 10 HP when consumed.

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

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

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



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

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

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

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

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

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

Essence Disguise: This potion grants an additional five (+5) points to disguise (illusion) checks.

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

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

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



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

Feather Fall: Consuming this potion will slow the drinker's fall such that no damage from falling is applied. The effect lasts for the entire encounter (room).

Feybane: Usable in outdoor environments only this potion will remove and prevent the effects of Charm spells and monster abilities.

Fiery Ice Lager: Drinking this draft will reduce the damage incurred from Cold and Fire by five (-5) points. The effect lasts for an entire encounter (room).

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

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

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

Frosty Lava Bock: Drinking this brew will reduce the damage incurred from Cold and Fire by two (-2) points. The effect lasts for an entire encounter (room).

Goodberry Wine: When consumed, this potion will cure three (+3) hit-points of damage.

Green Dragon Breath: Casting this liquid at the enemy will result in three (3) points of Poison damage to all monsters in the room.



Hallowed Oasis Water: This potion heals eight (+8) HP when consumed, but the drinker can no receive any other healing for the rest of the encounter (room).

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

Icy Blood: Consuming this potion causes three (3) points of Cold damage to any attacker successfully making a melee strike in combat. The effect lasts for the entire encounter (room).

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

Ironclad: Consuming this potion increases the drinker’s AC by two (+2) points. If the attacker is Fey, the bonus is increased to four (+4) points. The effect lasts for an entire encounter (room).

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

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

Luna’s Grace: Drinking this draught prior to being infected will prevent the consumer from contracting Lycanthropy. Note: this will not cure Lycanthropy after contracting the disease.



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

Moon Veil: This mystical concoction will remove the effects of all diseases and curses (more than one if applicable, including Lycanthropy) from the individual.

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

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

Oil of Deadly Venom: This oil takes one round to apply to a weapon. The effect of the oil, adds five (+5) points of Poison damage for each successful hit. The effect lasts for the entire combat.

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

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

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

Oil of the Tinkerer: When applied to a weapon this Gnomish concoction negates the special defenses of a construct allowing the user to score a Critical Hit, or if the user is a Rogue, perform a Sneak Attack.

Oil of Venom: This oil takes one round to apply to a weapon. The effect of the oil, adds three (+3) points of Poison damage for each successful hit. The effect lasts for the entire combat.



Oil of Will O' Wisp: When applied to a weapon this tincture adds three (+3) points of shock damage to a weapon's normal calculated damage.

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

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

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

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

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

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

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



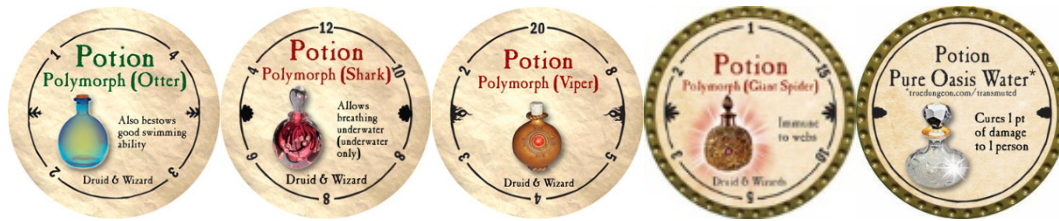
Polymorph (Bear): Usable by the Druid and Wizards only, this blend of oils and alchemy will transform the player into a bear. The effect lasts for the entire room and the token is used in the combat slider for attacks. The Druid or Wizards cannot use their spells or any physical items while physically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

Polymorph (Brownie): Usable by the Druid and Wizards only, this magical blend will transform the player into a Brownie. The drinker will also gain three (+3) points to AC and one (+1) point to Saving Throw attempts. The effect lasts for the entire room and the token is used in the combat slider for attacks. The Druid or Wizards cannot use their spells or any physical items while physically transformed. They do, however, retain their respective Armor Class and Hit Points. This token must be turned in to the DM before moving to the next room. The player may assume their natural form at any time, but it takes one round to change back to the character's normal form.

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

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

Polymorph (Gremlin): Usable by the Druid and Wizards only, this concoction will change the player into a gremlin. The effect lasts for the entire room and the token is used in the combat slider for attacks. The character gains the ability to instantly kill a construct, provided the attack is a natural twenty and the "starburst" symbol faces the damage indicator on the combat board. The Druid or Wizards cannot use their spells or any physical items while physically transformed. They do, however, retain their respective Armor Class and Hit Points. This token must be turned in to the DM before moving to the next room. The player may assume their natural form at any time, but it takes one round to change back to the character's normal form.



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

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

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

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

Pure Oasis Water: This potion heals one (+1) HP when consumed.



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

Sacred Stump Water: This mystical extract will cure the imbiber one (+1) hit-point of damage.

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

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

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

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

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

Spiderfoot: Drinking this potion renders the character immune to slips and falls (natural or magical). The effect lasts for the entire encounter (room).

Thrall Ale: This brew will cure the imbiber two (+2) hit-point of damage, however, the imbiber will not be able to drink any other potions for the rest of the encounter (room).

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



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

Vale Draught: Consuming this concoction will cure the player six (+6) hit-points of damage.

Vipron Wine: This rare infusion will heal the drinker three (+3) hit points of damage.

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

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

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

Miscellaneous Items:



Alchemist Purse: This magical tote protects potions and other liquids from damage that might render them useless (e.g., breakage or neutralization).

Arcane Lenses: These enchanted spectacles provided Bards and Wizards with an additional point of damage (+1) to offensive zero (0) and first (1) level spells cast (not scrolls).

Bowl of Spirit Sight: Usable by the Druid, scrying into this magical vessel allows the Druid (once per adventure/game) to automatically learn the Rogue and/or Bard clue for a room.

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

Carter's Tome of Insight: Once per game, a spell caster may reuse (recast) one second (2) level spell (or lower) from their character card as if it were a scroll.

Censer of Sacrifice: As the token indicates the sacrifice of 100GP in gems and the ignition of the censor's magic will remove most curses. The gems must be turned in to use but the Censor is a permanent item. Note: the censor does not "make change." E.g., if you sacrifice a 150 GP gem, the extra 50 GP is wasted.

Druegar's Death Die: This ancient device will allow the player a chance to resurrect themselves if they are killed in combat. If they successfully roll an 11 or better on a 20 sided die, they will be resurrected with one hit-point, if they roll a natural 20, they will be resurrected with full hit-points. This item is usable once per adventure/game.

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

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



Figurine of Power: Bat: Usable by the Wizards, carrying this figurine enhances offensive spells with an additional four (+4) points to combat slides for spells that require the action. This effect may be used once per adventure (game) and will last the for the entire encounter (room).

Figurine of Power: Cat: Carrying this figurine enhances offensive allows the bearer to re-roll a failed saving throw attempt. The player must take the results of the second roll and the effect can be used only once per adventure (game).

Figurine of Power: Cricket: This remarkable figurine will allow a character to survive an encounter (room)with one (1) HP, if “Push Damage” (Damage dealt to each character for failing a room) would kill the character as they moved to the next encounter. This effect may be used only once per adventure (game).

Figurine of Power: Dragon: Usable by the Bard, Rogue, and Wizards, carrying this small figurine allows the owner to negate the effect of a missed Fortitude based saving throw attempt. This item is usable once per adventure/game.

Figurine of Power: Owl: Usable by the Druid and Ranger, carrying this small figurine allows the owner to negate the damage from one melee or missile attack. The damage is absorbed by the figurine and the action can be taken only once per adventure. The figurine does not absorb damage from spells, traps, or “push” damage taken when moving to the next room. This item affects physical attacks, it does not mitigate wholly magical attacks or “attacks” made outside of combat. However, if the attack deals both physical damage and has a secondary effect (e.g., paralysis, sleep, Poison, ennui), the owl will negate both the physical damage and secondary effect(s). Melee attacks negated by the owl do not trigger Retribution Damage.

Figurine of Power: Panther: This remarkable figurine will allow a character to re-slide an attack slider (puck) leaving all other markers on the board. This effect may only be used once per adventure (game).

Figurine of Power: Phoenix: Usable by the Cleric and Paladin, carrying this small figurine allows the owner to heal one living character 20 hit-points as a Free Action. This item is usable once per adventure/game.

Figurine of Power: Salamander: This small figurine will absorb eight (8) points of Fire damage. This effect may be used only once in an adventure (game).



Figurine of Power: Scarab: This figurine will allow the player to “stack the deck” and add three (+3) points to a saving throw attempt before rolling. This effect may only be used once per adventure (game).

Figurine of Power: Spider: This amazing figurine will grant the player retribution damage by reflecting six (6) points of poison damage back at a melee attacker for each successful hit. This effect lasts the entire encounter (room) and may be used only once per adventure (game).

Figurine of Power: Toad: This little figurine will protect the plyer by absorbing five (5) points of damage from a fall. This effect may be used only once per adventure (game).

Figurine of Power: Tortoise: Usable by the Barbarian, Fighters, and the Monk, carrying this small figurine allows the owner to negate the effect of a missed Will based saving throw attempt. This item is usable once per adventure/game.



Flask of Sharing: A tool of desperation, this flask allows one healing potion to be shared with another player, splitting the effects and amount healed evenly between you and your partner (rounded down). This action may be used only once per adventure (game). To be used in conjunction with a Flask of Sharing, the healing token must have all of the following properties:

- The word “potion” printed in its title
- An actual potion
(If someday a “Scroll Destroy Potion” token were to be made that caused a targeted potion to explode, it would not be shareable via this item.)
- Restore HP expressed as an integer, not a variable such as “half” or “all”

Only HP-restoring effects are shared. Any secondary effects—positive or negative—from the potion only affects the owner of the Flask of Sharing. E.g., if a Potion Creeper Stout were shared, the flask’s owner and the other person would each regain 2 HP, but only the owner would suffer the -2 to AC penalty. If a Potion Thrall Ale were shared, only the flask’s owner would be prevented from drinking additional potions in that room. Potions which bring the dead back to life cannot be shared.

If the owner of this flask utilizes an item which increases the healing effect of a consumable (such as Greater Alchemist Pouch or Girdle of Wealful Health), the healing boost adds to the total healing effect pool which is split between the two drinkers of the potion. E.g., if the flask owner possesses a Greater Alchemist Pouch and shares a 7-point healing potion, a pool of 8 HP would be created and each drinker would heal 4 HP. Only the flask owner’s equipment can increase the healing effectiveness. If the flask owner is “naked” and the other recipient of a shared potion is wearing a Girdle of Wealful Health, the girdle does not bestow any extra healing.

The Flask of Sharing itself is a permanent item, but the shared potion token must be turned in when used.

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

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

Gem of the Oasis: When crushed, the energy released will heal all party members three (+3) HP. This is a one-time use item.



Gnomish Fizzy Lifting Pack: Once per combat, as a Free Action, the wearer may attack flying or levitating (not just at range, the monster must be in the air) monsters with melee weapons. It allows a character to leap up, attack, and land safely back in the same spot from which it took off. This item neither impairs or improves the ability to perform normal attacks or spell casting. The effect lasts one round and may only be used during combat.

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

Goggles of Instant Analysis: Wearing these eyepieces grants the user to an additional two (+2) points to melee attacks.

Goggles of Seeing: Wearing these eyepieces allow the user to see in normal darkness.

Goggles of Seeking: Wearing these lenses grants the user to an additional two (+2) points to sling attacks.

Goggles of Serpent Sight: Wearing these goggles render the user immune to surprise.

Greater Alchemist Pouch: This satchel protects all potions and liquids from damage and magics that might render them inert. The pouch also has the added effect of enhancing any healing brought used by one (+1) point of healing.

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

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

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



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

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

Kvothe's Bloodless: Carrying this relic reduces the damage from missiles and magic by four (-4) points.

Lamp of the Efreeti: This special lamp has the imbued power to cure six (6) points of Cold damage taken in one room. The effect may be used only once per adventure (game).

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

Lenses of the Marid: This rare lamp has the imbued power to cure ten (10) points of Fire damage taken in one room. The effect may be used only once per adventure (game).

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

Lenses of Alert: These rare spectacles will protect the wearer by increasing their AC by four (+4) points.

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



Lenses of Divine Sight: For Clerics and Druids who also have an augmented Wisdom of 20, wearing these lenses will duplicate the effect of a healing spell (with bonuses) onto a second target. 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, otherwise they may be used as often as desired. The player chooses when to use the effect. The duplicated spell is cast as a Free Action. A source spell that affects multiple targets cannot be duplicated.

The effect from this item results in two single-target spells—the source and its duplicate. It does not turn a single-target spell into a two-target spell. This distinction is important when dealing with multi-target vs. single-target effects and restrictions. **Healing Pools:** If a bonus to a healing spell states it gives a +X bonus to a single-target heal spell but only a pool of X (not +X to each recipient) when used on a multi-target spell, each target gets the full +X bonus when the spell is duplicated by these lenses.

Lenses of Fortune: Wearing these glasses grants the player one extra treasure chip at the end of the adventure. This cannot be used with any other treasure enhancing tokens.

Lenses of the Navigator: Wearing these goggles negates any vision penalties from clouds or smoke.

Lenses of the Raider: These protective goggles negates any temporary blindness or impairment from sudden exposure to natural light.

Lenses of Sage Speed: These special glasses will enable the spell caster to activate two spells per round (one as a free action) with no penalty.

Lenses of the Savant: Usable by Clerics, Druids, and Wizards, these spectacles allow one zero (0) level spell to be cast an additional time as if it were a scroll. This effect may be used only once per adventure (room).

Lenses of Vital Insight: Wearable by the Rogue only, this mystical eyewear will allow the Rogue to easily identify a foe's vital areas from a distance and allow the Sneak Attack ability with ranged weapons.



Libram of Looting: The knowledge contained within this much coveted text will allow a Rogue to both discover information about his environment (read the clue) and discover amazing treasures (treasure token draw) when the Rogue Skill Test is successful. Libram of Looting may be used in conjunction with any or all of the following: Ektdar's Tinkering Tool, Masterwork Thieves' Tools, +2 Rod of Persuasion

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

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

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

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

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

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



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

Quiver of Anointment: This magical container effectively stores any weapon-based enchanting oil and will allow the owner to apply that oil as a free action to an appropriate missile weapon (Including: bows, crossbows, slings, “blunder” guns, or any kind of weapons that shoots, flings, or launches a projectile. This device will function as effectively underwater. The application of oil using this item will last the entire combat encounter, not just one round, even if the individual token indicates differently. This device will not work with thrown, compound, or melee weapons.

Rod of Seven Parts: Eldritch enchantments facilitate the combination of each of the magical segments of this staff. The completed rod grants the traits of each of the seven parts plus once per year, grants the ability to play one of the twelve special subclasses. See [page 222](#) for trait information and [page 14](#) for set effects.

Sandstorm Goggles: These goggles will allow the user to see normally during a sandstorm.

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

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



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

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

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

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

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

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

Bard's Instruments

Bards have the ability to perform to inspire their party. This performance grants one point (+1) to attacks and one point (+1) to damage (+2 to each if 5th level). It is assumed the Bard is performing with a simple lute that requires both hands. The various instruments available add additional bonuses or actions above this standard bonus. The total listed on each token is added to the base bonus of the character, depending on level. See the chart on [page 237](#) for more information.



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

Lute of Muting: In addition to the normal bonuses of Bardsong, the use of this instrument negates two (-2) points of Sonic damage when taken by the party.

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

Lyre of Lore: The use of this instrument allows the Bard to not only perform and provide the benefits of Bardsong to the party, but also enhances that damage to a total of two (+2) points and allows the Bard to perform a Lore check as a free and simultaneous action while performing.

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

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

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



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

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

Satyr's Pipes of Dancing: Obtained from the famed Satyrs of Gaea, this enchanted instrument will allow the Bard to play a hypnotizing melody that will reduce one target monster two (-2) points in AC unless they make a Will save (DC-12). Note: This item cannot be used to play Bardsong and Satyr's Pipes of Dancing cannot be used on the same round with Widseth's Mystical Lute, Briano's Blessed Bodhrán, or similar Bardsong-capable instruments. Dissonance created by the competing melodies negates the magical effect of each instrument.

Trooper's Lute: This sturdy instrument not only allows the normal Bardsong bonus for the party when played but also adds an additional four (+4) points to the party's Reflex saving throw attempts.

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

Ioun Stones



Ioun Stone – Amethyst Ovoid: When released this crystal will circle the player’s head. This Ioun Stone will render the player immune to psychic blast and enables Psychic Power. With just the Ioun Stone the character has access to the Zero (0) level power of Cell Repair (Heal four (+4) HP) once per adventure (game). Teeth of the Cavadar allow access to higher level powers. See [page 222](#) for more info. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

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

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

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

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

Ioun Stone – Copper Cube: When released this cube will circle the player’s head. This Ioun Stone will remove reduce shock damage by one (-1) point. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

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



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

Ioun Stone – Emerald Cube: When released this cube will circle the player's head. This Ioun Stone, effective only in outdoor settings, will negate the effects of Hold, Slow, or other natural and magical hindrances. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack. This item only works in outdoor settings.

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

Ioun Stone – Emerald Pyramid: When released this pyramid will circle the player's head. This Ioun Stone will grant the player an additional four (+4) points to Fortitude based saving throw attempts versus plant based poison. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

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

Ioun Stone – Garnet Cube: When released this crystal will circle the player's head. This Ioun Stone will grant the player an additional two (+2) points to Constitution (CON). A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.



Ioun Stone – Garnet Prism: When released this crystal will circle the player’s head. This Ioun Stone will grant the player an additional four (+4) points to Reflex saves versus web entanglement. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

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

Ioun Stone – Iridescent Sphere: When released this crystal will circle the player’s head. This Ioun Stone will render the player immune to toxic gasses. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

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

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

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



Ioun Stone – Onyx Cube: When released this cube will circle the player’s head. This Ioun Stone will add two (+2) points to the character’s strength. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone – Onyx Sphere: When released this sphere will circle the player’s head. This Ioun Stone will add one (+1) point to the character’s strength. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone – Quicksilver Cube: When released this gem will circle the player’s head. This Ioun Stone will grant the player an additional two (+2) points to Dexterity (DEX). A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

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

Ioun Stone – Ruby Cube: When released this gem will circle the player’s head. This Ioun Stone will protect the user by reducing Fire damage by one (-1) point. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone – Ruby Prism: When released this gem will circle the player’s head. This Ioun Stone will negate (subtract) one point (-1) of inflicted melee damage per attack. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

Ioun Stone – Ruby Rhombus: When released this gem will circle the player’s head. This Ioun Stone will protect the user by reducing Fire damage by three (-3) points. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.



Ioun Stone – Sapphire Prism: When released this small blue sphere will circle the player’s head. This Ioun stone will increase the characters max AC by one (+1) point and add an additional one (+1) point to all saving throw attempts. A character may have up to 5 different Ioun Stones in use at one time, but identical Stone effects do NOT stack.

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

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

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

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

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

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

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

Charms



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

Charm Bracelets: While not a charm itself, these unique bracelets (do consume the bracelet slots) allows the player to have two additional charms (for five total) in play during the adventure. Note this will stack with the necklace for a total of eight charms in play.

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

Charm of Avarice : This legendary charm combines and provides the effects of the following items: Horn of Plenty, Ring of Riches, and Charm of Good Fortune. The combined effects of this charm could mean as few as five (+5) or as many as nineteen (+19) additional treasure draws at the end of the adventure depending on the number of charms in the party and how many rooms are defeated. The player may not wear additional copies of the HoP, RoR, or CoGF or the Amulet of Treasure Finding if using the charm. The charm was issued in 2015 as a regular transmuted item, but replaced in 2016 with Legendary status (orange back) as an anti-counterfeiting measure, the goal has been to remove all 2015 versions from circulation through exchange and the only one recognized in the game is the replacement Legendary one.

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

Charm of Brooching: The holder of this intricate charm is allowed to equip their character with an additional "back" slot item for a total of two allowed as part of the character configuration.



Charm of the Cabal: The holder of this charm (usable by the Bard, Cleric, Druid, and Wizards) reduces the target monster's spell resistance based on the number of charms held by other members of the party. One to two charms grants 10% reduction, two to four charms grants 15% reduction, and five charms carried grants a 20% reduction to the monster's spell resistance. See Token Set Effects section ([page 14](#)) for information on set effects.

Charm of Cleansing: The holder of this charm will essentially be immune to the effects of consuming natural Poison. The Charm will negate all effects.

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

Charm of Good Fortune: The bearer of this charm gains extra treasure chips at the end of the adventure. The number of treasure chips is dependent on the number of charms carried in the party. One to five charms grants two (+2) additional chips, six to nine charms grants three (+3) additional chips, and ten charms carried grants four (+4) additional chips. Party members without this charm will receive the normal number of treasure chips at the end of the adventure.

Charm of Enlightenment: This charm will grant the owner an additional eight (+8) points to Wisdom (WIS) effectively raising Wisdom related bonuses e.g., Will saves by four (+4) points.

Charm of Health: The owner of this charm will receive an additional two (+2) points to her character's maximum HP.

Charm of Heroism: The bearer of this transmuted charm gains one character level and may play the adventure at the next higher level (e.g., 5th level instead of 4th level). Items that increase a player character level do not stack so the most a player could achieve is an increase in one level.

Charm of the Lava Fiend: The bearer of this charm will gain a two (-2) point reduction in damage from Fire.



Charm of the Mirage: This unique charm grants the bearer an additional one (+1) point to Will saves versus Illusions.

Charm of Rampage: The bearer of this charm will gain one (+1) point of damage to successful attacks, when using two handed weapons in melee combat.

Charm of the Salamander: The bearer of this charm will gain a one (-1) point reduction in damage from Fire.

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

Charm of Still Mind: This unique charm grants the bearer an additional two (+2) points to Will saves versus Domination.

Charm of Sweet Air: Using this charm grants the player immunity to the effects of volcanic fumes.

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

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

Charm of Wellful Wind: Having equipped this charm, the user will be able to make a second attempt at Reflex saves versus falling from heights. This effect may be used once per encounter (room).

Divine Echo Charm: If an ally is healed through the use of a scroll, the bearer of this charm will also be healed up to four (+4) points. This effect may be used once per encounter (room).



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

Fiendish Charm: Carrying this charm will add two (+2) points to the users Strength (STR) but with a penalty of two (-2) points reduction to Constitution (CON).

Mad Evoker's Charm: For Wizards with a maximized Intelligence of 20 or better with bonuses, the player may choose to double the base damage (including skill check bonus) of an offensive spell (not scrolls). The balance trade-off for this choice is that the player will take ten (-10) points of damage. See [page 239](#) for more info and answers to specific questions.

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

Vicious Charm: Carrying this charm will add two (+2) points to the users Dexterity (DEX) but with a penalty of two (-2) points reduction to Strength (STR).

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

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

Herbs and Food (with additional effect)



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

Drow Rations: When consumed, these rations will heal the player five (+5) HP however the user will be stunned for one round.

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

Fallen Star Mushroom: Consuming this rare mushroom will restore a recently dead character to life with maximum HP.

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

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

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

Golden Toadstool: Consuming this small fungus will cure six (+6) points of damage.

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

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



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

Mystic Mushroom: Consuming this rare mushroom will restore a recently dead character to life with one (1) HP.

Orcish Rations: While tough to chew and a bit of a challenge to the palate, consuming these rations will cure +1 hit point of damage. However, the player will attack at -2 to hit in combat for the rest of the room (due to the internal struggle to digest the “food”). Consuming multiple rations will have a stacking effect both in healing and in impaired attacks. The negative effects last for an entire room, but the healing is permanent.

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

Spotted Green Mushroom: Consuming this rare mushroom cure the user three (+3) HP and remove any lingering effects of Fungal attack.

Spotted Red Mushroom: Consuming this mushroom will restore one (+1) HP of damage.

Runestones

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



Air Runestone: Allows ranged weapons to function underwater.

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

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

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

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

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

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

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

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

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



Ice Runestone: If this runestone is implemented, the user's weapons will be immune to fire (magical and natural) damage.

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

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

Moon Runestone: If this runestone is implemented, the user's weapons will be immune to magical damage.

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

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

Salamander Runestone: If this runestone is implemented, the user's weapons will be immune to fire (natural) damage.

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

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

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

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

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

Venom Runestone: Adds one point (+1) Poison damage to melee weapons.

Viper Runestone: Monster struck during combat cannot regenerate or be healed.

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



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

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

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

Rings:

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



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

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

Ray’s Ring of Remembrance: Wearing this ring will reduce the damage dealt from failed attempts to solve puzzles by half. This does not include “Push Damage” for not completing a room.

Relsa’s Ring of Supreme Focus: Worn by Clerics, Druids and Wizards, this ring will increase the effects of cast spells (not scrolls) by five (+5) points. This includes healing and offensive damage spells.

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

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



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

Ring of Dire Warning: This transmuted ring allows the wearer to gain a four (-4) damage reduction from traps. Note: this does not include puzzle, push, or Rogue's Skill Test damage.

Ring of Direction: This simple band grants the wearer immunity to the effects of Confusion and Maze spells and magic.

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

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

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

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

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

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

Ring of Fire Absorption: The wearer of this ring will receive a reduction of three (-3) points from Fire damage.



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

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

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

Ring of Focus, Greater: Wearing this ring adds +3 to a player's healing related (Cleric or Druid) or combat related (Wizards or Druid) spells. It does not apply to scrolls or other magical items.

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

Ring of Fortitude, Minor: Wearing this ring adds +2 to a player's Fortitude Saving Throw attempts.

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

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

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

Ring of Health: Wearing this ring grants the player one (+1) to maximum HP.

Ring of Heroism: Wearing this ring grants the player one (+1) level for a chosen character.

Ring of Icy Ki: Wearable by Monks only, this ring adds one (+1) point of cold damage to the Monk's feat "Flurry of Blows."



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

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

Ring of Iuz: Wearing this ring protects the wearer by reducing damage from undead physical attacks (e.g., bite, claw) by half (50%). This effect does not stack with the Scroll of Magic Vestments.

Ring of Lone Justice: Wearing this ring grants the possibility of adding five (+5) points of damage to a combat slide, provided your slider is the only one scoring a natural twenty (20).

Ring of Lycanbane: Wearing this ring magically changes the effects of all weapons, granting them effects as if they were wrought of silver.

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

Ring of Protection +1, +2, and +4: Wearing this ring adds +1, +2, or +4 to the wearer's Armor Class. These ring's effects are negated/superseded by the Instant Safeguard Spell

Ring of Quenching: Wearing this ring adds negates the need for hydration.

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

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



Ring of Reflexes, Minor: Wearing this ring adds +2 to a player's Reflex Saving Throw attempts.

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

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

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

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

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

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

Ring of Spell Storing: A spell caster may use any spell in their arsenal as a free action and without it counting as used. This effect may only be used once per adventure (game).

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



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

Ring of Warning: This ring allows the wearer to gain a two (-2) damage reduction from traps. Note: this does not include puzzle, push, or Rogue's Skill Test damage.

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

Ring of Will, Minor: Wearing this ring adds +2 to a player's Will Saving Throw attempts.

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

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

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



Rolland's Ring of Protection +6: Wearing this ring adds six (+6) points to the wearer's Armor Class. These ring's effects are negated/superseded by the Instant Safeguard Spell

Supreme Ring of Elemental Command: When worn, this wondrous construct will reduce the damage from cold, fire, sonic, and electrical damage by ten (-10) points. In addition, the ring will deliver three (+3) points of Eldritch (divine Druid magic) damage to any monster that hits the wearer in melee combat. Given that Eldritch magic is a very rare and ancient form of magic lost to the ages, and only very ancient elder magic can conjure it, there is no known resistance to its effects. See [page 14](#) for set effects.

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

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

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

Wands:

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

| | <i>Bard</i> | <i>Cleric</i> | <i>Paladin</i> | <i>Ranger</i> | <i>Wizards</i> | <i>Druid</i> |
|--------------------------------|-------------|---------------|----------------|---------------|----------------|--------------|
| <i>Fey Wand</i> | | | | | ✓ | ✓ |
| <i>Scepter of the Dead</i> | | ✓ | | | | |
| <i>Wand: Cure Light Wounds</i> | ✓ | ✓ | | | | ✓ |
| <i>Wand: Detect Magic</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Wand: Eel</i> | | | | | ✓ | ✓ |
| <i>Wand: Forcebolts</i> | | | | | ✓ | |
| <i>Wand: Frost</i> | | | | | ✓ | |
| <i>Wand: Illumination</i> | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| <i>Wand: Lava Blasts</i> | | | | | ✓ | |
| <i>Wand: Lava Bolts</i> | | | | | ✓ | |
| <i>Wand: Lava Globs</i> | | | | | ✓ | |
| <i>Wand: Life Stealing</i> | | | | | ✓ | |
| <i>Wand: Lightning Bolt</i> | | | | | ✓ | |
| <i>Wand: Magic Missiles</i> | | | | | ✓ | |
| <i>Wand: Melf's Acid Arrow</i> | | | | | ✓ | |
| <i>Wand: Pyrotechnics</i> | | | | | ✓ | |
| <i>Wand: Shock</i> | | | | | ✓ | |
| <i>Wand: Sirocco</i> | | | | | ✓ | |
| <i>Wand: Slow</i> | | | | | ✓ | |
| <i>Wand: Snakebind</i> | | | | | ✓ | |
| <i>Wand: Snowballs</i> | | | | | ✓ | |
| <i>Wand: Sparks</i> | | | | | ✓ | |
| <i>Wand: Spider Swarm</i> | | | | | ✓ | |
| <i>Wand: Tentacles</i> | | | | | ✓ | ✓ |
| <i>Wand: Tide</i> | | | | | ✓ | ✓ |
| <i>Wand: Waves</i> | | | | | ✓ | ✓ |



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

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

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

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

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

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

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

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

Wand of Lava Blasts: When released, the magic of this wand causes a burst of lava causing eight (8) points of Fire damage to one target.

Wand of Lava Bolts: When activated, the magic of this wand causes a projectile of lava causing four (4) points of Fire damage to one target.



Wand of Lava Globbs: When activated, the magic of this wand causes a projectile of lava causing two (2) points of Fire damage to one target.

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

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

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

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

Wand of Pyrotechnics: Speaking the activation command releases a shower of flame, sparks, and cinders causing four (4) points of Fire damage.

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

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

Wand of Snakebind: Releasing the magic of this wand will cause the target to suffer a one (-1) point reduction to melee attack attempts unless a Reflex save (dc12). This spell can be cast on one target up to four times successfully for up to four (-4) reduction in melee attack attempts.



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

Wand of Sparks: Speaking the activation command releases a gout of electrical arcs causing two (2) points of Shock damage.

Wand of Spider Swarm: Releasing the magic of this wand will cause the all monsters in the room to suffer three (3) points of damage from Poison.

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

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

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

Coins



Mithral Coin of Luck: This enchanted coin can be exchanged for an additional attempt at a saving throw. It also adds ten points (+10) to that additional saving throw attempt. The type of save (e.g., reflex) does not matter.

Mithral Coin of Fate: This special favor token may be exchanged for a Ultra-Rare token of your choice (from 2007 to present) not including arcane Recipes, Artifacts, Relics, Wish Rings, or Legendary tokens. See [page 240](#) for a list of specific qualified and non-qualified tokens.

Earcuffs



Creeper Earcuff: This enchanted earcuff allows the wearer to understand spoken Deeperdark language.

Darkling Earcuff: This enchanted earcuff grants the wearer one (+1) point to reflex saves.

Earcuff of Abjuration: This enchanted earcuff protects the wearer from damage caused by falling type traps and natural rock slides.

Earcuff of Crenellations: This enchanted earcuff protects the wearer by reducing damage caused by missile weapons by two (-2) points when Bardsong is in effect.

Earcuff of Divination: Wearing this earcuff will render the wearer immune to being surprised, but only while underground.

Earcuff of Enchantment: This earcuff will negate the non-magical weapon resistance of some monsters, allowing a normal weapon to hit and cause damage as though it was magical. This does not add damage or increase in chance to hit to the normal weapon, it merely allows the weapon to damage a foe with resistance to non-magical weapons.



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

Earcuff of Inspiration: When a spellcaster wears this earcuff, the bonuses gained by Bardsong will be applied to offensive damage spells as if they were melee weapons.

Spells that require an attack slide gain no additional benefit from Earcuff of Inspiration because bardsong already modifies slide spells—no other token required.

This item's benefit immediately ceases when the bardsong effect ceases. In most cases the bardsong effect ends when the bard stops playing, but if the party's bard was using Lyre of Echoes, during the "off rounds" when the Lyre of Echoes is not being actively played but the bardsong effect is still active, this earcuff's power will still function.

Multi-Target Note: Multi-target damage spells get a pool bonus damage points (equal to whatever the bardsong's bonus is) which may be allocated among the eligible recipients at the caster sees fit. It does not grant the full bonus to every target. E.g., if bardsong is granting a +2 damage bonus, the wearer of this earcuff gets a pool of 2 damage points to allocate among the eligible recipients of the spell—not +2 damage to every target.

Earcuff of Intellect: This ear piece grants one (+1) point to Will based saving throw attempts.

Earcuff of Muting: When worn, this earcuff protects the user by reducing Sonic damage by two (-2) points.

Earcuff of Orbits: Wearing this earcuff will allow the user to deploy an additional two Ioun Stones.

Earcuff of Ramparts: This decorative earcuff reduces melee damage dealt from successful attacks against the wearer when Bardsong is in effect.

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

Earcuff of Vale: This earcuff allows the wearer to read and speak the Fey language.

Earcuff of Vitality: Wearing this earcuff adds two (+2) points to the wearer's maximum HP



Earcuff of Wind: Similar to the **Ring of the Eye**, wearing this earpiece protects the player from being surprised.

Earcuff of Understanding: This earcuff allows the wearer to understand (but not speak) any language.

Icecrag Hero's Earcuff: Wearing this earcuff adds reduces damage from Cold by five (-5) points, adds two (+2) points to the user's Constitution (CON), and allows the wearer to heal one (+1) HP of damage at the start of each encounter (room)

Rumors:

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



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

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

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

Lore:

2010:

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



Special:



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

Constructed (Combo) Tokens:

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

2006



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

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

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

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

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

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

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

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

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

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

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

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

2007



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

Ingredients:

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

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

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

Ingredients:

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

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

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

Ingredients:

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

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

2008



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

Ingredients:

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

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

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

Ingredients:

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

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

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

Ingredients:

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

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

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

Ingredients:

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

2009



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

Ingredients:

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

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

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

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

Ingredients:

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

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

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

Ingredients:

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

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

2010



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

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

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

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

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

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

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

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

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

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

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

2011



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

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

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

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

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

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

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

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

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

Constructed Trade (Combo) Tokens:

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

2009



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

Ingredients:

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

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

Ingredients:

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

2010



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

Ingredients:

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

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

Ingredients:

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

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

Ingredients:

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

2011



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

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

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

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

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

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

Transmuted Tokens

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

<http://www.truedungeon.com/transmuted>.

▲ **Enhanced:** These tokens can be thought of as Uncommon + or a rarity and power somewhere between an Uncommon and Rare regular token.

◆ **Exalted:** These tokens can be thought of as Rare + or a rarity and power somewhere between a Rare and Ultra Rare token.

★ **Relic:** These tokens can be thought of as Ultra Rare + or a rarity and power somewhere greater than an Ultra Rare token.

2012



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

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

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

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



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

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

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

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

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

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

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

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



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

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

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

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

2013



Ring of Dire Warning: (Enhanced) This transmuted ring allows the wearer to gain a four (-4) damage reduction from traps. Note: this does not include puzzle, push, or Rogue's Skill Test damage.

Ingredients: To make this wondrous item, you will need: one Ring of Warning, one Earcuff of the Wind, one Amulet of the Wind, one Potion of Cat's Grace, and one of the following: Troll Tusk, Draco-Lich Claw, or 100 GP (in gold, gems, or treasure).

Shirt of Shielding: (Exalted) This transmuted item renders the wearer immune to all forms of damage due to retribution types of spells or items. For example items imbued with the Thorns or Eel-skin enchantment which deals damage back at an attacker upon a successful melee strike.

Ingredients: To make this wondrous item, you will need: one Shirt of Health, one Scroll of False Image, one Bracelets of the Tinkerer, one Cloak of the Vale, and one of the following: Spectre Essence, Frostworm Tooth, or 250 GP (in gold, gems, or treasure).

Ammo of Alteration, +3: (Exalted) This transmuted device allows the user to transform this small orb into any type of ammunition needed. This magically imbued projectile will be plus three (+3) to hit and cause an additional three (+3) damage.

Ingredients: To make this wondrous item, you will need: one Explosive Bhunder Slug, 1× Darkwood Plank, 1× Dwarven Steel, 1× Enchanter's Munition, and 100 GP (in gold, gems, or treasure).



Charm of Heroism: (Relic) The bearer of this transmuted charm gains one character level and may play the adventure at the next higher level (e.g., 5th level instead of 4th level). Items that increase a player character level do not stack so the most a player could achieve is an increase in one level.

Ingredients: To make this wondrous item, you will need: any three of the following tokens in any combination: Medallion of Heroism, Boots of Might, Crown of Might, Girdle of Might, Orb of Might, and/or +2 Scepter of Might, plus the following trade items: 2x Aragonite, 2x Elven Bismuth, 2x Enchanter's Munition, 2x Mystic Silk, 6x Darkwood Plank, 2x Philosopher's Stone, 8x Dwarven Steel, 4x Minotaur Hide, and 3,000 GP (in gold, gems, reserve bars, or treasure).

Greater Cloak of Destiny: (Relic) A product of transmutation, the resultant imbued garment will grant the wearer an additional four (+4) points to all saving throw attempts.

Ingredients: To make this wondrous item, you will need: one of either the Cloak of Destiny or Dougal's Cloak, one Beryl Prism Ioun Stone, one Cloak of the Vale, one Potion of Cat's Grace, plus the following trade items: 1x Aragonite, 1x Elven Bismuth, 4x Enchanter's Munition, 12x Mystic Silk, 4x Philosopher's Stone, 2x Oil of Enchantment, 3x Minotaur Hide, and 2,000 GP (in gold, gems, reserve bars, or treasure).

Ring of Heroism: (Relic) This transmuted item allows the player to gain one character level and may play the adventure at the next higher level (e.g., 5th level instead of 4th level). Items that increase a player character level do not stack so the most a player could achieve is an increase in one level.

Ingredients: Initial decisions were not to release in 2013, however a small number of these were made available as special treasure draws. The token may be released as a transmutable item in the future.

2014



Oil of Deadly Venom: (Enhanced) This oil takes one round to apply to a weapon. The effect of the oil, adds five (+5) points of Poison damage for each successful hit. The effect lasts for the entire combat.

Ingredients: To make this deadly item, you will need: one Oil of Venom, one Orb of Venom, one Potion of Polymorph (Cobra), and one of the following: Direwood Thorn, Werewolf Fang, or 50 GP (in gold, gems, or treasure).

Boots of the Marauder: (Exalted) Crafted for some of the most infamous raiders, these boots grant the wearer with an additional two (+2) points to Dexterity, and immunity to effects of Hold and Slow spells, and other hindrances.

Ingredients: To make this sturdy item, you will need: one Belt of Freedom, one Minor Ring of Reflexes, one Boots of the Raider, one Charm of the Weallful Wind, and one of the following: Golem Spring, Genie Vapor, or 250 GP (in gold, gems, or treasure).

Distilled Healing: (Exalted) This amazing potion heals ten (+10) HP when consumed.

Ingredients: To make this healing item, you will need: eleven items from the following list in any combination: Potions of Cure Minor Wounds, Jewel Weed Extract, Nixie Mead, Pure Oasis Water, or Sacred Stump Water.



Keen Slayer Bow, +2: (Relic) This amazingly constructed longbow requires at least an 18 Dexterity (with modifications) to wield. It has the added advantage of causing critical wounds on a slide of 19 or 20. It can be used by Barbarians, Fighters, Paladins, and Rangers.

Ingredients: To make this deadly weapon, you will need: one +2 Keen Longbow, one Gloves of Archery, one +1 Longbow, one +1 Shortbow, five Alchemist's Parchments, two Aragonite, sixteen Darkwood Planks, eight Dwarven Steel, two Elven Bismuth, two Enchanter's Munition, two Oil of Enchantment, four Minotaur Hide, one Mystic Silk, and 5,000 GP (in gold, gems, or treasure).

Rod of Nile tongue, +3: (Relic) This delicate looking scepter hides a more practical blunt weapon. If killed, the wielder may also freely speak with the living as if a permanent Speak With Dead spell was cast.

Ingredients: To make this deceptive weapon, you will need: one UR melee weapon (any), one scroll Stone to Flesh, one Earcuff of Understanding, one Alchemist Ink, three Alchemist's Parchments, one Aragonite, twelve Darkwood Planks, eight Dwarven Steel, one Elven Bismuth, one Mystic Silk, three Philosopher's Stones, and 1,500 GP (in gold, gems, or treasure).

Ring of Focus, Greater: (Relic) Wearing this ring adds +3 to a player's healing related (Cleric or Druid) or combat related (Wizards or Druid) spells. It does not apply to scrolls or other magical items.

Ingredients: To make this mystic ring, you will need: one Ring of Focus (from any year), one scroll Poison Arrow, one Gloves of Healing, one Scroll of Soothing Wind, four Alchemist's Ink, six Alchemist's Parchments, ten Darkwood Planks, four Dwarven Steel, two Oil of Enchantment, two Mystic Silk, eight Philosopher's Stones, and 2,500 GP (in gold, gems, or treasure).



Ring of Protection +4: (Relic) Wearing this ring adds four (+4) to the wearer's Armor Class. This ring's effects are negated/superseded by the Instant Safeguard Spell.

Ingredients: To make this powerful ring, you will need: one Amulet of Soothing Waters, one scroll Shield (any year), one Ioun Stone: Ruby Rhombus, one scroll Stoneskin, two Alchemist's Ink, five Alchemist's Parchments, eight Darkwood Planks, four Dwarven Steel, one Oil of Enchantment, eight Philosopher's Stones, 2,000 GP (in gold, gems, or treasure), and one of the following either one Ring of Protection +2 (2007-present) or one Ring of Protection +1 (wooden, 2006 or earlier).

Slayer Sword,+3: (Relic) This finely forged sword, usable by Barbarians, Fighters, and Paladins, deals massive damage to its foes.

Ingredients: To make this wondrous edged weapon, you will need: one +2 Slayer Sword, one scroll Bless (any year), one Belt of Ogre Power (any year), one Alchemist's Ink, six Alchemist's Parchments, two Aragonite, six Darkwood Planks, fourteen Dwarven Steel, two Elven Bismuth, eight Minotaur Hide, one Mystic Silk, one Philosopher's Stone, and 3,000 GP (in gold, gems, or treasure).

Viper Strike Fang,+3: (Relic) This intricately wrought dagger, usable by Barbarians, Bards, Fighters, Monks, Paladins, Rangers, and Rogues, packs a huge punch for such a small weapon. In addition each successful hit also adds an additional two (+2) points of Poison damage to the total damage dealt. See [page 14](#) for set effects.

Ingredients: To make this wicked little push dagger, you will need: one +2 Viper Strike Fang, one scroll Poison Arrow, one Shuriken of Venom, two Alchemist's Ink, six Alchemist's Parchments, two Aragonite, ten Darkwood Planks, twelve Dwarven Steel, two Elven Bismuth, two Minotaur Hide, two Mystic Silk, two Philosopher's Stone, and 3,000 GP (in gold, gems, or treasure).

2015



Greater Alchemist Pouch: (Enhanced) This satchel protects all potions and liquids from damage and magics that might render them inert. The pouch also has the added effect of enhancing any healing drought used by one (+1) point of healing.

Ingredients (Recipe 1): To make this useful pouch, you will need: one Alchemist's Pouch, a total of five (5) HP worth of any non-scroll healing (e.g., two potions of Darkling Draft and one potion Siren Wine), and one Alchemist's Ink.

Ingredients (Recipe 2): To make this useful pouch, you will need: one Greater Holy Symbol, one Alchemist's Purse, a total of ten (10) HP worth of any non-scroll healing (e.g., four potions of Darkling Draft and two potions Siren Wine), one Alchemist's Ink, one Alchemist's Parchment, and one of the following: one Medusa Poison, one Wyvern Stinger, or 150 GP (in gold, gems, or treasure).

Fallen Star Mushroom: (Exalted) Consuming this rare mushroom will restore a recently dead character to life with maximum HP.

Ingredients: To obtain this amazing item, you will need: two Golden Toadstools, three Spotted Green Mushrooms, one Mystic Silk, one Hawk-Kin Feather, one Sand Beast Tooth, and one of the following: one Mystic Mushroom or one potion Death's Door.



Charm of Avarice : (Relic) This legendary charm combines and provides the effects of the following items: Horn of Plenty, Ring of Riches, and Charm of Good Fortune. The combined effects of this charm could mean as few as five (+5) or as many as nineteen (+19) additional treasure draws at the end of the adventure depending on the number of charms in the party and how many rooms are defeated. The player may not wear additional copies of the HoP, RoR, or CoGF or the Amulet of Treasure Finding if using the charm.

The charm was issued in 2015 as a regular transmuted item, but replaced in 2016 with Legendary status (orange back) as an anti-counterfeiting measure, the goal has been to remove all 2015 versions from circulation through exchange and the only one recognized in the game is the replacement Legendary one.

Ingredients (Recipe 1): To make this valuable item, you will need: one Horn of Plenty, one Ring of Riches, one Charm of Good Fortune, and 6,000 GP (in gold, gems, or treasure).

Ingredients (Recipe 2): To make this valuable item, you will need: one Alchemist's Ink, four Alchemist's Parchment, one Aragonite, seven Darkwood Planks, five Dwarven Steel, four Elven Bismuth, two Enchanter's Munition, one Golden Fleece, three Minotaur Hide, four Mystic Silk, one Philosopher's Stone, 10,000 GP (in gold, gems, or treasure), and seven points of treasure finding items where: Amulet of Treasure Finding = 1point, Charm of Good Fortune = 2 points, Ring of Riches = 3 points, Horn of Plenty = 4 points.

Deathcleaver, +3 : (Relic) This well constructed weapon, usable by Barbarians, Fighters, and Paladins, combines fine craftsmanship in both design and forge work. The result is powerful well balanced weapon that proves deadly in battle.

Ingredients: To make this deadly weapon, you will need: one +2 Deathcleaver, one scroll Acid Burst, one Drow Blood Sword, one Drow Darkspike, two Alchemist's Ink, six Alchemist's Parchment, two Aragonite, eleven Darkwood Planks, eleven Dwarven Steel, one Elven Bismuth, three Minotaur Hide, two Mystic Silk, two Philosopher's Stones, and 5,000 GP (in gold, gems, or treasure).



Icecrag Hero's Earcuff: (Relic) Wearing this earcuff adds reduces damage from Cold by five (-5) points, adds two (+2) points to the user's Constitution (CON), and allows the wearer to heal one (+1) HP of damage at the start of each encounter (room).

Ingredients: To make this useful piece of jewelry, you will need: one Earcuff of Vitality, one Direwood Thorn, one Genie Vapor, one Golem Spring, one Werewolf Fang, one Hawk-Kin Feather, one Medusa Poison, one Sand Beast Tooth, one Wyvern Stinger, one Carrion Crawler Antenna, one Dread Spider Mandible, one Drow Blood, one Salamander Ichor.

Staff of Focus, +3 : (Relic) This well constructed weapon, usable by Wizards also grants the wielder an additional three (+3) points of damage to offensive spells cast while the staff is equipped.

Ingredients: To make this enchanted weapon, you will need: one +2 Staff of Focus, one +1 Drow Blood Mace, one Moon Runestone, one Wand of Spider Swarm, four Alchemist's Ink, twelve Alchemist's Parchment, eight Darkwood Planks, twelve Dwarven Steel, two Oil of Enchantment, six Mystic Silk, six Philosopher's Stones, and 4,000 GP (in gold, gems, or treasure).

2016



Charm of Health: (Enhanced) The owner of this charm will receive an additional two (+2) points to her character's maximum HP.

Ingredients: To obtain this amazing item, you will need: one Necklace of Health, one Ring of Health, and 50 GP (in gold, gems, or treasure).

Enhanced Creeper Amulet: (Enhanced) This transmuted amulet grants the wearer plus two (+2) points to dexterity (effectively an extra one (+1) point to dexterity related bonuses)

Ingredients: To obtain this unique item, you will need: one Creeper Amulet, one Creeper Earcuff, and 100 GP (in gold, gems, or treasure).

Shirt of Baneful Prowess: (Enhanced) This wondrous shirt is the product of powerful alchemical magic. The wearer receives an additional two (+2) points to strength, but as a result also suffers the penalty of one (-1) point reduction in dexterity.

Ingredients: To obtain this unique item, you will need: one Shirt of Brawn, five Mystic Silk, and one of the following: one of any 2015 Monster Trophy or 300 GP (in gold, gems, or treasure).*

Shirt of Blessed Strength: (Exalted) Imbued with magic and reinforced by mystical blessings, this product of transmutation grants the wearer an additional two (+2) points to strength without any penalty to dexterity.

Ingredients: To obtain this unique item, you will need: one Shirt of Baneful Prowess, one Linked Shirt of Healing, one Oil of Holiness, ten Mystic Silk, and one of the following: one of any 2015 Monster Trophy or 300 GP (in gold, gems, or treasure).*

Exalted Creeper Amulet: (Exalted) This second level transmutation product grants the wearer plus four (+4) points to dexterity (effectively an extra two (+2) points to dexterity related bonuses)

Ingredients: To obtain this unique item, you will need: one Enhanced Creeper Amulet, four Mystic Silk, and one of the following: one of any 2015 Monster Trophy or 300 GP (in gold, gems, or treasure).*

**Carrion Crawler Antenna, Dread Spider Mandible, Drow Blood, or Salamander Ichor*



Baton of Focus, +3 : (Relic) This beautiful adorned mace is as deadly as it is a boon to the healing arts. Wielded by a Cleric or Druid, it also will enhance healing, damage, and polymorph spells by adding three (+3) to the total result.

Ingredients: To craft this weapon you will need: one +2 Baton of Focus, one +1 Thrall Cudgel, one Gauntlets of Ogre Power, one Wand of Lava Blasts, two Alchemist's Ink, eight Alchemist's Parchment, two Aragonite, seven Darkwood Planks, ten Dwarven Steel, one Elven Bismuth, four Enchanter's Munition, one Minotaur Hides, twelve Mystic Silk, one Oil of Enchantment, eight Philosopher's Stones, and 4,000 GP (in gold, gems, or treasure).

Blessed Redoubt Mail : (Relic) This fine example of the armor makers craft is made from links of some unknown alloy. It makes a fine lightweight protective covering for all except for Monks and Wizards adding eight (+8) points to the wearer's AC.

Ingredients: To craft this delicate coat of armor you will need: one Redoubt Mail, one Cloak of the Footpad, one Oil of Holiness, one Medallion of Focus, one Shield of the Prism, three Alchemist's Ink, six Alchemist's Parchment, one Aragonite, eight Darkwood Planks, twelve Dwarven Steel, one Elven Bismuth, two Enchanter's Munition, six Minotaur Hides, eighteen Mystic Silk, one Oil of Enchantment, five Philosopher's Stones, and 4,000 GP (in gold, gems, or treasure).

Blessed Redoubt Plate : (Relic) This fine example of the armor makers craft is made from plates of some unknown alloy. It makes a fine lightweight protective covering for Clerics, Fighters, and Paladins adding eleven (+11) points to the wearer's AC.

Ingredients: To craft this durable set of armor you will need: one Redoubt Plate, one Belt of Vitality, one Oil of Holiness, one potion Thrall Ale, one scroll Mind Blank, three Alchemist's Ink, six Alchemist's Parchment, two Aragonite, eight Darkwood Planks, ten Dwarven Steel, one Elven Bismuth, two Enchanter's Munition, six Minotaur Hides, eighteen Mystic Silk, one Oil of Enchantment, five Philosopher's Stones, and 4,000 GP (in gold, gems, or treasure).



Boots of the Four Winds: (Eldritch Relic) The legendary product of powerful alchemy, the product of transforming pairs of each of the Boots of Winds, grants the wearer five (+5) points of mystical Eldritch damage to successful attacks with any weapon (ranged or melee) and offensive spells.

Ingredients: To craft these wondrous boots you will need: one Boots of the East Wind, one Boots of the North Wind, one Boots of the South Wind, one Boots of the North Wind, one Alchemist's Ink, one Alchemist's Parchment, one Aragonite, one Darkwood Plank, one Dwarven Steel, one Elven Bismuth, one Enchanter's Munition, one Minotaur Hide, one Mystic Silk, one Oil of Enchantment, one Philosopher's Stone.

Legendary Tokens

2012



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

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

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

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

TaMor's Mithral Bracers, +4: These ancient devices, wrought by the legendary TaMor, enhance the wearer's armor class by four (+4) points. See [page 14](#) for set effects.

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

2013



Cloak of Destiny, Pharacus' Greater: This legendary relic is the result of powerful magics enhancing the Greater Cloak of Destiny to increase the effect to an additional six (+6) points to all saving throw attempts.

Ingredients: To make this wondrous item, you will need: one Greater Cloak of Destiny, one Ring of Fortitude, one Ring of Reflexes, one Cloak of the Wind, and the following trade items: 2x Aragonite, 2x Oil of Enchantment, 2x Elven Bismuth, 4x Alchemist's Ink, 8x Alchemist's Parchment, 2x Enchanter's Munition, 22x Mystic Silk, 16x Darkwood Plank, 6x Philosopher's Stone, 12x Dwarven Steel, 6x Minotaur Hide, 1x Golden Fleece, one 25,000 GP Eldritch Bar, and either a Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

2014



Asher's +5 Viper Strike Fang: This legendary dagger, usable by Barbarians, Bards, Fighters, Monks, Paladins, Rangers, and Rogues, packs a huge punch for such a small weapon. In addition each successful hit also adds an additional two (+2) points of Poison damage to the total damage dealt. See [page 14](#) for set effects.

Ingredients: To craft this wondrous weapon you will need: one +3 Viper Strike Fang, one Viper Strike Belt, one Viper Strike Shirt, one Venom Runestone, four Alchemist's Ink, twelve Alchemist's Parchment, four Aragonite, eighteen Darkwood Planks, twenty-four Dwarven Steel, three Elven Bismuth, two Enchanter's Munition, one Golden Fleece, six Minotaur Hides, four Mystic Silk, two Oil of Enchantment, six Philosopher's Stone, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Io's +4 Ultra Keen Slayer Bow: This legendary longbow requires at least an 20 Dexterity (with modifications) to wield. It has the added advantage of causing critical wounds on a slide of 18, 19, or 20. It can be used by Barbarians, Fighters, Paladins, and Rangers.

Ingredients: To craft this legendary weapon you will need: one +2 Keen Slayer Bow, one +2 Sacred Sling, one +1 Arrow of True Flight, one Arrow of True Flight, two Alchemist's Ink, eight Alchemist's Parchment, three Aragonite, twenty-five Darkwood Planks, fifteen Dwarven Steel, two Elven Bismuth, eight Enchanter's Munition, one Golden Fleece, six Minotaur Hides, ten Mystic Silk, two Oil of Enchantment, four Philosopher's Stone, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Relsa's Ring of Supreme Focus: Worn by Clerics, Druids and Wizards, this legendary ring will increase the effects of cast spells (not scrolls) by five (+5) points. This includes healing and offensive damage spells.

Ingredients: To obtain this incredible ring you will need: one Ring of Greater Focus, one Charm of Enlightenment, one potion of Sacred Water, one scroll Venom Strike, eight Alchemist's Ink, fourteen Alchemist's Parchment, one Aragonite, eighteen Darkwood Plank, eight Dwarven Steel, one Elven Bismuth, two Enchanter's Munition, one Golden Fleece, three Minotaur Hide, twelve Mystic Silk, one Oil of Enchantment, sixteen Philosopher's Stone, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).



Rolland's Ring of Protection +6: Wearing this legendary ring adds six (+6) points to the wearer's Armor Class. These ring's effects are negated/superseded by the Instant Safeguard Spell.

Ingredients: To craft this amazing ring you will need: one +4 Ring of Protection, one Minor Ring of Fortitude, one Minor Ring of Reflexes, one Minor Ring of Will, one +1 Ring of Protection (rare, any year), fifteen Alchemist's Parchment, two Aragonite, sixteen Darkwood Planks, ten Dwarven Steel, one Elven Bismuth, two Enchanter's Munition, one Golden Fleece, four Minotaur Hides, ten Mystic Silk, two Oil of Enchantment, sixteen Philosopher's Stones, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Welfor's +5 Slayer Sword: This legendary long sword, usable by Barbarians, Fighters, and Paladins, lives up to its namesake by being one of the most deadly in known history.

Ingredients: To craft this deadly weapon you will need: one +3 Slayer Sword, one Stu-pendus Pendant, one Belt of Ogre Power (any year), four Alchemist's Ink, ten Alchemist's Parchment, four Aragonite, fourteen Darkwood Planks, twenty-eight Dwarven Steel, four Elven Bismuth, three Enchanter's Munition, one Golden Fleece, six Minotaur Hide, four Mystic Silk, two Oil of Enchantment, six Philosopher's Stone, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

2015



Averon's Deathcleaver: This legendary war axe is usable by Barbarians, Fighters, and Paladins. Dealing a maximum of 21 points of damage it is truly a formidable weapon.

Ingredients: To craft this legendary weapon you will need: one +3 Deathcleaver, one +2 Deadly Drow Blood Mace, one Gauntlets of Linked Fury, one Bracers of Frost, four Alchemist's Ink, twelve Alchemist's Parchment, four Aragonite, eighteen Darkwood Planks, twenty-four Dwarven Steel, three Elven Bismuth, two Enchanter's Munition, one Golden Fleece, six Minotaur Hides, four Mystic Silk, two Oil of Enchantment, six Philosopher's Stones, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Drake's +5 Staff of Focus: This legendary mace is not only a amazing weapon for Wizards. It has the added advantage of increasing the effects of offensive spells dealing damage by five (+5) points.

Ingredients: To craft this legendary weapon you will need: one +3 Staff of Focus, one Bracers of Supreme Archery (any year), one Carter's Tome of Insight, one Drow Raider Necklace, eight Alchemist's Ink, twenty Alchemist's Parchment, one Aragonite, eight Darkwood Planks, eight Dwarven Steel, three Elven Bismuth, two Enchanter's Munition, one Golden Fleece, one Minotaur Hides, six Mystic Silk, two Oil of Enchantment, twelve Philosopher's Stones, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

2016



Charm of Avarice: (formerly Relic see [page 191](#)) This legendary charm combines and provides the effects of the following items: Horn of Plenty, Ring of Riches, and Charm of Good Fortune. The combined effects of this charm could mean as few as five (+5) or as many as nineteen (+19) additional treasure draws at the end of the adventure depending on the number of charms in the party and how many rooms are defeated. The player may not wear additional copies of the HoP, RoR, or CoGF or the Amulet of Treasure Finding if using the charm.

The charm was issued in 2015 as a regular transmuted item, but replaced in 2016 with Legendary status (orange back) as an anti-counterfeiting measure, the goal has been to remove all 2015 versions from circulation through exchange and the only one recognized in the game is the replacement Legendary one.

Ingredients (Recipe 1): To make this valuable item, you will need: one Horn of Plenty, one Ring of Riches, one Charm of Good Fortune, and 6,000 GP (in gold, gems, or treasure).

Ingredients (Recipe 2): To make this valuable item, you will need: one Alchemist's Ink, four Alchemist's Parchment, one Aragonite, seven Darkwood Planks, five Dwarven Steel, four Elven Bismuth, two Enchanter's Munition, one Golden Fleece, three Minotaur Hide, four Mystic Silk, one Philosopher's Stone, 10,000 GP (in gold, gems, or treasure), and seven points of treasure finding items where: Amulet of Treasure Finding = 1point, Charm of Good Fortune = 2 points, Ring of Riches = 3 points, Horn of Plenty = 4 points.

Ingredients (Recipe 3): Direct exchange for a Relic (2014) Charm of Avarice

Note: Recipe 3 will only be accepted until December 31, 2017



Byr's Anointed Redoubt Plate: This legendary suit of armor, wearable by Clerics, Fighters, and Paladins, has been mystically enhanced with divine magic. Wearing this armor grants the player an additional thirteen (+13) points to AC.

Ingredients: To craft this legendary plate you will need: one Blessed Redoubt Plate, one Redoubt Helm, one Redoubt Shield, one Boots of Agility, four Alchemist's Ink, twelve Alchemist's Parchment, four Aragonite, twelve Darkwood Planks, sixteen Dwarven Steel, two Elven Bismuth, six Enchanter's Munition, one Golden Fleece, six Minotaur Hides, twenty-five Mystic Silk, three Oil of Enchantment, ten Philosopher's Stones, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Drue's +5 Baton of Focus: This wondrous mace is as deadly as it is a boon to the healing arts. Wielded by a Cleric or Druid, it also will enhance healing, damage, and polymorph spells by adding five (+5) to the total result.

Ingredients: To craft this legendary weapon you will need: one +3 Baton of Focus, one Goggles of Instant Analysis, one Ring of Spell Storing, one potion Polymorph (Brownie), eight Alchemist's Ink, ten Alchemist's Parchment, two Aragonite, eight Darkwood Planks, eight Dwarven Steel, two Elven Bismuth, two Enchanter's Munition, one Golden Fleece, one Minotaur Hides, twenty-five Mystic Silk, two Oil of Enchantment, eight Philosopher's Stones, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Sill's Anointed Redoubt Mail: This legendary example of the armor makers craft is made from links of some unknown alloy and is imbued with mystical divine blessings. It makes an incredible lightweight protective covering for all except for Monks and Wizards adding ten (+10) points to the wearer's AC.

Ingredients: To craft this legendary mail coat you will need: one Blessed Redoubt Mail, one Redoubt Helm, one Redoubt Shield, one scroll Cure Moderate Wounds, four Alchemist's Ink, twelve Alchemist's Parchment, three Aragonite, sixteen Darkwood Planks, sixteen Dwarven Steel, three Elven Bismuth, six Enchanter's Munition, one Golden Fleece, six Minotaur Hides, twenty-five Mystic Silk, two Oil of Enchantment, ten Philosopher's Stones, one 25,000 GP Eldritch Bar, and one of the following: either one Wish Ring or 15,000 GP (in gold, gems, reserve bars, or treasure).

Monster Trophies (Ingredients):

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

2006



2007



2008



2009 True Realm - 2003 Retro



2009 True Dungeon (Indy)



2010 True Dungeon (Indy)



2011 True Dungeon (Indy)



2012 True Dungeon (Indy)



2013 True Dungeon (Indy)



2014 True Dungeon (Indy)



2015 True Dungeon (Indy)



2016 True Dungeon (Indy)



Special Charity Tokens:

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

2007

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



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

Trade Ingredient and Reserve Tokens:

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



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



Note: the 2,500 and 10,000 GP denominations were retired in 2017 to reduce the number of reserve items. They will no longer be given out, but existing tokens in circulation will still be honored at face value for making of transmuted tokens.



Note: In 2017 the images and backs for reserve bars and trade items will be changed. Existing denominations and gold backed versions of these tokens will be accepted for Transmutation or exchange before December 1st, 2018. After December 1st, they will no longer be valid for transactions or exchange.

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

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

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

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

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

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

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

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



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

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

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

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



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

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

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

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

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

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

Truecraft Tokens

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

2012: Starters and Favors



2012: Quests and Treasures

Thursday



Friday



Saturday



Other 2012



Non Game Collectables:

Special Honorarium

A series of honorary guild tokens and title collectibles.

2007



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

2008



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

Special TD Mug Tokens



Mug contains the token in a special compartment.



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



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

True Dungeon Token Collector's Kit

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



Special Ticket Tokens:

The Golden Ticket 2008

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



The Silver Ticket 2008

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



The Golden Ticket 2009



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

The Golden Ticket 2010



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

The Golden Ticket 2011



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

The Golden Ticket 2012



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

The Golden Ticket 2013



True Adventures created special tokens that were inserted in 40 random first run packs of True Dungeon tokens for sale in 2013. The lucky recipient of a Golden Ticket Token must verify its authenticity and will be allowed into a special event run on Thursday of the 2013 Gen Con Indy event. There will be many surprises in store for those lucky players. For complete details, please go to this link: www.truedungeon.com/ticket

The Golden Ticket 2014



True Adventures created special tokens that were inserted in 40 random first run packs of True Dungeon tokens for sale in 2014. The lucky recipient of a Golden Ticket Token must verify its authenticity and will be allowed into a special event run on Thursday of the 2014 Gen Con Indy event. There will be many surprises in store for those lucky players. For complete details, please go to this link: www.truedungeon.com/ticket

The Golden Ticket 2015



True Adventures created special tokens that were inserted in 40 random first run packs of True Dungeon tokens for sale in 2015. The lucky recipient of a Golden Ticket Token must verify its authenticity and will be allowed into a special event run on Thursday of the 2015 Gen Con Indy event. There will be many surprises in store for those lucky players. For complete details, please go to this link: www.truedungeon.com/ticket

The Golden Ticket 2016



True Adventures created special tokens that were inserted in 40 random first run packs of True Dungeon tokens for sale in 2016. The lucky recipient of a Golden Ticket Token must verify its authenticity and will be allowed into a special event run on Thursday of the 2016 Gen Con Indy event. There will be many surprises in store for those lucky players. For complete details, please go to this link: www.truedungeon.com/ticket

Note: the image above is correct, the token was inadvertently printed with the year marker for 2015, but not noticed until the tokens were produced.

Unique and Special Gratitude Tokens

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

Rod of Seven Parts



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

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

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

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

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

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

Rod of Seven Parts – Part 6 (2013): Adds one point (+1) to a player's Dexterity.

Rod of Seven Parts – Part 7 (2014): Adds one point (+1) to a player's Constitution.

Rod of Seven Parts – Complete: The completed rod grants the traits of each of the seven parts plus once per year, grants the ability to play one of the twelve special subclasses.

Teeth of the Cavadar

Teeth of the Cavadar: (Premium) These unique items can be used in conjunction with the Amethyst Ovoid Ioun Stone. Equipping the the Ioun Stone unlocks basic Psychic power and each tooth of the Cavadar unlocks a separate Psychic Power.



| Power Tier | Power | Description (no more than one power from this list may be used) | Duration |
|------------|-------------------|---|-----------|
| 0 | Cell Repair | Heal 4 HP (once) | Instant |
| 1 | Adjust Mass | Walk on water as if it were solid ground | Full room |
| 2 | Control Mass | Greatly slow your fall(s) for no damage | Full room |
| 3 | ESP | Monsters cannot surprise you | Full room |
| 4 | Planar Vision | Ignore the 50% miss chance vs. incorporeal targets | Full room |
| 5 | Mind Shield | Negate the effects of a failed Will saving throw (once) | Instant |
| 6 | Energy Adjustment | Negate five (5) points of Cold, Fire, Shock, or Sonic damage (once) | Instant |
| 7 | Energy Control | Negate ten (10) points of Cold, Fire, Shock, or Sonic damage (once) | Instant |
| 8 | Astral Projection | Gain access to special event (2021) | n/a |

Orbs of Dragonkind

Orb of Dragonkind: (Paragon) Not much is known about these intriguing artifacts.



Other Special Tokens

Some additional tokens have been created to serve other administrative and game related needs.

Treasure Draw Chips

In order to speed up movement through the epilogue area, Treasure chips were created allowing players to return at any convenient time to draw their treasure.

2009-2011



2012-2016



Adventurers' Guild

To commemorate membership in the Adventurers' Guild, new tokens are created each year.



Arcane Recipe

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

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



Artifacts Created By Arcane Recipe

2010:



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

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

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

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

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

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

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

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

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

2011:



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

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

Side Effect: *User cannot wear any other Charms*

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

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

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

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

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

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

Result:

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

2012:



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

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

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

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

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

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

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

Bonus: unknown.

Side Effect: unknown.

2013:



Carter's Eldritch Doubler: This token has been retired with the passing of noted True Dungeon contributor and token collector Jim Carter. True Dungeon sorely misses our friend, champion, and sage.

Bonus: *n/a*

Side Effect: *n/a*

TD Token FAQ v. 4.0:

(Some additional questions of interest)

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

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

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

Similar to D&D, a heavy crossbow takes one combat round to load after being fired.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

10. **Can “Gauntlets of Ogre Strength” and “Bracers of Defense” be worn together?**

Yes. Gauntlets are a hand slot item and bracers are a wrist slot item.

11. **Can a “Cloak of Elvenkind” be used to scout ahead (pre-melee), thus eliminating the chance of surprise?**

No. In most cases, this action would divide the party and there would be other required factors that would be necessary to enable this.

12. Can a “Cloak of Elvenkind” be used to search the room during combat?

No. While this should be similar to sneaking around and or removing oneself from combat, it is not permitted. We are preventing this because the division of time required on the DM's part to manage and run both the combat and the search for the person wearing the cloak. This has the potential of slowing down combat and preventing the party from completing the room in the allotted time. Since not all parties may be on the “party vote” system, this prevents the actions of one person ruining the chances of the entire party to succeed with a room.

13. Which tokens are no longer usable?

All weapon tokens printed before 2005 may not be used because they do not have damage wheels. Darkvision potions are no longer relevant because all players are issued a light source. The scroll of light is also no longer relevant. Neither Rumor nor Lore tokens are being used anymore. In addition, common, uncommon, and rare “Special” tokens are no longer used.

14. What do I use gold or other GP value tokens for?

The primary purpose of GP value tokens is to either purchase items in the TD auction (traditionally held after TD is over on the last day of Gen Con) or to create Transmuted tokens. For details on Transmuted tokens, please visit <http://truedungeon.com/transmuted>

15. What am I supposed to do with these weird things like Bedroll, Belt Pouch, or Turkey Leg?

The use of miscellaneous gear like this is left to the creativity of the players. If you can think of a clever way to use a gear token in the dungeon, tell them DM what you want to do with it and you may be able to overcome an obstacle.

16. Can I change any of my equipment while in the dungeon? If so, which equipment?

Only hand-held items like weapons, shields, and wands maybe switched on the fly. All other worn equipment including armor, rings, gloves, ioun stones, charms, etc. may not be swapped once the adventure begins.

17. Can a character revived with a life restoring token take an action the same round they were revived?

It depends. If the revived character has not already taken an action that round, yes. If the character has performed an action then dies, the character can be revived the same round but may not take another action until the next round.

Free actions may be taken at any time during your turn.

18. Can I drink a potion as a free action using the “Belt of Retrieval” and coat my weapon as a free action with an oil using “Pouch of Tulz” in the same round?

No. No matter how many items or spells you have which could potentially be used as a free action, you may only perform one free action per round.

19. Do ring effects stack (i.e., wearing more than one of the same ring multiplying the effect)?

No. Wearing more than one copy of the same (i.e., identical) ring will not increase the effect. Wearing multiple rings with similar effects will stack and is permissible.

20. Do the “Ring of Protection +1” and “Ring of Protection +2” stack?

Yes. They are two different rings.

21. Does “Scroll Mage Armor” stack with other items or armor?

No. Mage Armor does not work any other item that modifies Armor Class, including cloaks and robes.

22. Does the Flaming Short Bow have any illumination properties?

No. Unless otherwise specified, all flaming weapons' effects occur upon successful impact with a monster (already added into its damage wheel) and do not provide illumination.

23. Does the Bag of Holding have any in-game effect?

No. It was a promotional token with no in-game value.

24. Can a Monk use two bracer weapons (one in each open handed combat slider)?

Yes. You can also mix and match them. E.g., you could wear a "+1 Bracer of the Dragonfist" on one hand and a "Bracer of Smiting" on the other. A "Bracer of Quivering Palm" may be used in conjunction with a different bracer weapon, but you may not wear two "Bracer of Quivering Palm" as the token's text specifically forbids this.

25. Since Monk bracer weapons (e.g., "Bracer of Smiting") are a single item, can other bracers (e.g., "Bracers of Defense") be worn with them?

No. Non-weapon bracers take up both wrists. Note that Monk-weapon bracer tokens have a damage wheel and have singular names. Non-weapon bracer tokens do not have a damage wheel and have plural names.

26. Does the "Ring of Focus" bonus work with scrolls or other tokens?

No. The ring works with memorized (cast from the character card) spells only.

27. Does "Potion Owl's Wisdom" work for offensive spells as well as healing?

No. It only allows a retry of a healing spell check.

28. If I keep failing the heal check, can I use multiple "Potion Owl's Wisdom" tokens on the same check?

No. Even if you have a stack of these potions, you may only use one per spell being cast.

29. Which weapons can be used by the Ranger in the off-hand slot?

The Ranger can only use weapons in their off-hand if the weapon is usable by both the Ranger and Rogue.

30. Please clarify what TD means by a token's "destruction" or "removal."

If the item is a consumable (i.e., one time use or has charges), TD will ask that the item be surrendered after use. Single-use tokens (e.g., scrolls) must be handed over to the DM upon use. Items with charges, such as wands, will be punched each time a charge is used, but returned to the player if the item has remaining charges. Once the final charge is used, the token will be punched and collected.

There is always potential for a non-consumable item to be damaged or destroyed during an adventure. Items can suffer physical and magical damage. On occasion, players may have the option to "sacrifice" a token. Players often ask to use common "permanent" items in unique ways. This is encouraged, but may also result in that item's destruction and again the DM would ask that the item be surrendered as if it were a one-time use item. For example, the Cleric wants to cut her 50' rope into three sections to tie up each of the three "prisoners" the party has captured. The DM will warn the Cleric that doing so will result in the item's destruction and she will have to turn in the token to use the rope in this way.

In addition, TD will not request that players hand over permanent items (e.g., armor and weapons) as they are not typically "used up" and can have great perceived value to players and collectors. These items can however be "damaged" or "destroyed." In this case, a player would not be allowed to use that item for the rest of his adventure, but would be allowed to keep the token (item) to use in future adventures. Special cases, such as a weapon's "destruction" will be noted on the Party Card so that each subsequent DM knows that the player has lost the use of that item.

31. Do the side effects of Dwarven Ale (-2 AC) and Dwarven Rations (+1 to Fortitude) stack if you consume multiple Ales or multiple Rations?

Yes and no, the AC penalties add up but the Fortitude save bonus is not cumulative.

32. Are you able to apply multiple oils at the same time or do they somehow interfere with each other? Could I apply Oil of Ghost Touch, Oil of Holiness, and Drow Blade Venom all on the same weapon?

Yes. But it takes one round to apply each unique coating.

33. Can I cast "Scroll Keen Edge" on a Keen weapon and gain further potential for critical wounds (e.g., 18-20 is a crit)?

No. Keen weapons (e.g., +1 Keen Hand Axe) are permanently imbued with the Keen Edge spell. This means that when used, a player will score a critical hit when they slide a natural 19 or 20. These weapons cannot have their crit ranges further expanded.

34. How does the Smokestick work?

The Smokestick fills an approximately 10' cubic area with a hazy smoke. All ranged attacks (i.e., bows, slings, and thrown weapons) suffer a -4 To Hit penalty due to the reduced visibility. Any aimed magic, i.e., magic that requires hitting a score on the battle board, also falls under this penalty. Magic that automatically hits and melee combat are unaffected by this item. Note: when unstoppered underwater, a Vial of Ink has a similar effect.

35. Would an Ioun Stone Iridescent Spindle protect me from poison gas?

Yes. But it does not work against contact poisons or anything which can infect via the skin.

36. Do Clerics need to have any kind of holy symbol token to Turn Undead?

No. All Clerics are assumed to have a basic holy symbol—much like how all Bards are assumed

to have a basic lute. The various holy symbol tokens merely enhance the base damage done by Turn Undead.

37. How do a “Dragon Tooth Amulet” and “Combat Magic Resistance” function?

Example 1: A monster casts lightning strike at a player wearing a DTA and a Ring of Air Elemental Command. The CMR roll fails so the lightning bolt hits the player, but the RoAEC reduces the damage taken by 5.

Example 2: Same equipment as above, but the CMR check succeeds. The Ring’s shock damage reduction doesn’t matter because the spell didn’t affect the player at all. *Example 3:* Same player is walking down a hallway and springs an electrical trap. The DTA does not help because this is not Combat Magic cast from a spell, scroll, or wand..

38. What are all the equipment slots and what are the maximum number of items can I wear in each slot?

| | |
|-----------|--|
| Head | 1 |
| Ears | 2 |
| Eyes | 1 |
| Neck | 1 |
| Back | 1 |
| Shirt | 1 |
| Armor | 1 |
| Wrist | 1 (Monks may equip up to 2 bracer weapons in lieu of a wrist item) |
| Hand | 1 |
| Fingers | 2 (3 if you’re wearing a “Hand of Glory”) |
| Waist | 1 |
| Feet | 1 |
| Loon | 5 |
| Runestone | 1 (up to 3 with Runestone Fitting Base[s]) |
| Charm | 3 (6 if you’re wearing a “Charm Necklace”) |

39. Is the “Dragonbane Surcoat” a shirt slot item?

No. It goes in the back slot.

40. How do we handle Bard instruments? Can they also carry weapons and shields at the ready?

All Bard instruments are assumed to be two-handed (the default is a lute); therefore, the Bard cannot carry a shield at the ready and play an instrument at the same time. This does not mean Bards cannot carry the shield strapped to their backs and switch to the shield to engage in melee. There is no time penalty to switch from inspiring music mode to melee combat mode. Bards must declare their intent at the beginning of the round and either drop or stow their instrument then draw or pick up a melee weapon before engaging in combat.

41. Is there a delay if a Bard wants to switch from singing/playing to casting a spell or reading a scroll?

No. There is no delay (i.e., 1 combat round) for a Bard to switch from singing/playing to cast a spell inherent to the Bard's abilities. The use of scrolls and wands, however, requires at least one free hand, a verbal component, and time. If a Bard wants to switch from singing to casting a scroll or using a wand, the party will not gain the *bardsong* bonus for that combat round. The Bard must declare this intent at the beginning of the combat round (i.e., cannot cast a spell and have the party receive the bonus).

42. How does the Bard Instrument work?

A Bard's performance with the default lute inspires the party, adding +1 to attack attempts and +1 HP to damage (4th Level Bard). Other bard instruments have different effects, see below. If the Bard uses a "Masterwork Bard's Instrument", ONLY the damage modifier is increased by two for a total of +3 HP damage. The attack modifier stays at +1. Damage modifiers only affect melee attacks (e.g, no bows). If the Bard uses a "Magnificent Bard's Instrument", the damage modifier is increased by two for a total of +3 HP damage, but attacks with ranged weapons are also affected. Damage spells which require a slide may also benefit from this bonus.

| 4 th - Level Bard | Instrument | Melee | | Ranged | | Sonic Damage | Fort Save | Reflex Save | Will Save |
|------------------------------|--------------|-------|----|--------|----|--------------|-----------|-------------|-----------|
| | default lute | +1 | +1 | +1 | +1 | | | | |
| | Amorgen's | +1 | +3 | +1 | +3 | | | | |
| | Antressor | +1 | +1 | +1 | +1 | | | | +4 |
| | Blowgun | +1 | +1 | +1 | +1 | | | | |
| | Briano's | +1 | +3 | +1 | +3 | | | | |
| | Echoes | +1 | +1 | +1 | +1 | | | | |
| | Lore | +1 | +3 | +1 | +3 | | | | |
| | Luck | +1 | +1 | +1 | +1 | | +1 | +1 | +1 |
| | Magnificent | +1 | +3 | +1 | +3 | | | | |
| | Masterwork | +1 | +3 | +1 | +1 | | | | |
| | Muting | +1 | +1 | +1 | +1 | -2 | | | |
| | Pixie | +1 | +2 | +1 | +2 | | | | |
| | Rage | +2 | +1 | +2 | +1 | | | | |
| | Siren | +1 | +1 | +1 | +1 | | | | |
| | Trouper's | +1 | +1 | +1 | +1 | | +4 | | |
| | Widseth's | +1 | +3 | +1 | +3 | | | | |

| 5 th -Level Bard | Instrument | Melee | | Ranged | | Sonic Damage | Fort Save | Reflex Save | Will Save |
|-----------------------------|---------------------|--------|--------|--------|--------|--------------|-----------|-------------|-----------|
| | | To Hit | Damage | To Hit | Damage | | | | |
| | <i>default lute</i> | +2 | +2 | +2 | +2 | | | | |
| | Amorgen's | +2 | +4 | +2 | +4 | | | | |
| | Antressor | +2 | +2 | +2 | +2 | | | | +4 |
| | Blowgun | +2 | +2 | +2 | +2 | | | | |
| | Briano's | +2 | +4 | +2 | +4 | | | | |
| | Echoes | +2 | +2 | +2 | +2 | | | | |
| | Lore | +2 | +4 | +2 | +4 | | | | |
| | Luck | +2 | +2 | +2 | +2 | | +1 | +1 | +1 |
| | Magnificent | +2 | +4 | +2 | +4 | | | | |
| | Masterwork | +2 | +4 | +2 | +2 | | | | |
| | Muting | +2 | +2 | +2 | +2 | -2 | | | |
| | Pixie | +2 | +3 | +1 | +2 | | | | |
| | Rage | +3 | +2 | +3 | +2 | | | | |
| | Siren | +2 | +2 | +2 | +2 | | | | |
| | Trouper's | +2 | +2 | +2 | +2 | | +4 | | |
| | Widseth's | +2 | +4 | +2 | +4 | | | | |

Note: Though somewhat “musical” in nature, the following items cannot be used to perform *bardsong*: FAEWIND TALENT PIPES, HORN OF BLASTING, MINOTAUR HORN OF ALERT, SATYR'S PIPES OF DANCING, TRITON HORN

43. How does the Mad Evoker's Charm Work?

Wizards wearing this charm 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 Eldritch damage. It's only usable once per round, but other than that it may be used as often as desired. The Mad Evoker's Charm must be activated before casting the spell, but the wizard will take the 10 Eldritch damage whether the spell is successful or not.

Note: If a wizard wearing both a Mad Evoker's Charm & a Ring of Wizardry slides a natural 20 on a spell modified by the Mad Evoker's Charm, the damage from the spell will be tripled ($\times 3$), not quadrupled ($\times 4$)

- a. Can it be used if the damage would kill the wizard?

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

- b. When does the wizard suffer the damage?

At the exact moment the spell is cast.

- c. When used with the Cabal set power, are both spells doubled?

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

- d. 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?

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.

- e. What happens when this is used with a multi-target spell?

The spell's base damage is dealt to all eligible targets and an additional pool of damage equal to the base damage is dealt to eligible targets as the caster sees fit. E.g., if burning hands is cast and the skill test is passed, all eligible targets take 9 points of Fire damage and a pool of 9 additional points of damage is allocated per the caster's wishes.

44. What are the tokens that qualify for the Mithral Coin of Fate?

The owner of this token may exchange it for any other token printed in 2007 or later, if it's one of the following rarities:

- f. Common
- g. Uncommon
- h. Rare
- i. Ultra Rare
- j. Premium
- k. Combo (1C, 2C, 3C, 4C, Trade)
- l. Monster Trophy
- m. Lore
- n. Trade
- o. Transmuted-Enhanced (3 point star)
- p. Transmuted-Exalted (4 point star)

It may not be exchanged for any of these:

- q. Transmuted-Relic (5 point star)
- r. Transmuted-Eldritch Relic (dark green w/ 5 point star)
- s. Transmuted-Grand Eldritch (dark green, no star)
- t. Reserve
- u. Golden Ticket
- v. Legendary
- w. Arcane Recipe
- x. Artifact
- y. Paragon
- z. Wish Ring
- aa. Unique tokens



Glossary of Specific Tokens:

If you do not see a specific token in the lists below, it is likely that it is represented in the first few sections under the following categories:

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Appendix A: Collector's Matrix:

The following tables represent each token available over the years since the True Dungeon tokens made their debut in the fall of 2003. Each field has an "X" to indicate that the token was printed in that particular year, along with a colored background to indicate the rarity of the token in that particular print run. Tokens may change rarity from year to year.

| | |
|--|---|
| Combo (only made at event) | X |
| Common | X |
| Rare (prior to 2007 – a.k.a., Very Rare) | X |
| Transmuted: Legendary | X |
| Uncommon (prior to 2007 – a.k.a., Rare) | X |
| Very Rare (prior to 2007 – a.k.a., Ultra Rare) | X |
| Yearless (not part of a year's collection) | X |

| Gold | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| 1 | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 2 | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 3 | X | X | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 4 | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 500 CP (5GP) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 50 SP (5GP) | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 5 | X | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 6 | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 7 | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 8 | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 9 | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10 | X | X | X | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10 Gold Cogs (10GP) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 5 EP (10GP) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 MP (10GP) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 100 SP (10GP) | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 11 | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 12 | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 13 | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| Gold (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| 14 | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 15 | X | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 20 | X | X | --- | X | X | X | --- | --- | --- | X | --- | --- | X | --- | --- |
| 20 Gold Cogs (20GP) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 10 EP (20GP) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 2 MP (20GP) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 25 | X | X | X | --- | --- | X | --- | --- | --- | X | --- | --- | X | --- | --- |
| 30 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| 15 EP (30GP) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 50 | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 Adamantine Cogs (50GP) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 5 MP (50GP) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 5 PP (50GP) | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 15 MP (150GP) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Gems , Jewelry, and Objects (# = GP value) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| 5 Crystal | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 Geo | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 Quartz | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 Pearl | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 5 Silver Blessing Charm | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 10 Amber | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10 Ancient Gold Ring | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 10 Citrine | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10 Flint Nodule | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 10 Flourite | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10 Loadstone | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 10 Pearl | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 10 Quartz | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 10 Silver Blessing Ring | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 15 Ancient Gold/Silver Ring | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |

| Gems , Jewelry, and Objects (# = GP value) (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| 15 Aquamarine | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 15 Citrine | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 15 Gold Earring | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 15 Hematite Ring | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 15 Pewter Flask | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 15 Pyrite | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 15 Silver Bell | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 15 Silver Bell | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 15 Silver Candlestick | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 15 Turquoise | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20 Agate | X | X | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 20 Azurite | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20 Copper Torc | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 20 Crystal Azurethorn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 20 Crystal Decanter | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 20 Ghoul Agate | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 20 Hematite | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20 Ivory Pipe | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 20 Quartz Jewel | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Bearing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20 Sardonyx | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 20 Silver Bracelet, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 20 Spinel | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 25 Amethyst Jewel | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Bearing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 25 Azurestone Geode | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 25 Garnet Jewel | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Bearing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 25 Gold Blessing Rod | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 25 Lapis Lazuli | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 25 Malachite | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| Gems , Jewelry, and Objects (# = GP value) (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| 25 Mithral Geode | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 25 Ship's Bell | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 25 Silver Scorpion | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| 25 Spider Pendant | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 25 Zombie Loadstone | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 30 Ancient | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Gold/Garnet Ring | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 30 Cask of Rum | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 30 Coral | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 30 Dimglow Crystal | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 30 Obsidian | X | X | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 30 Tiger Eye | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 35 Bloodstone | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 35 Topaz | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 40 Ancient Gold/Tiger Eye Ring | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 40 Bloodstone | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 50 Ancient Gold/Lapis Ring | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 50 Gold Ankh | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| 50 Gold Candelabra | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 50 Gold Chalice | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 50 Gold Compass | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| 50 Golden Plate | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 50 Jade | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 50 Jasper | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 50 Moonsage Crystal | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 50 Moonstone | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 50 Nixie Necklace | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 50 Onyx | X | X | X | X | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 50 Silver Torc | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 50 Sunstone | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |

| Gems , Jewelry, and Objects (# indicates GP value) (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| 60 Adamantine Hairspring | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 60 Ghost Agate | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 60 Glowaura Crystal | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 60 Gold Scorpion | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| 70 Adamantine Ratchet | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 70 Amethyst Cluster | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 70 Gold Serpent | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| 70 Wight Agate | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 75 Amethyst | X | X | X | X | X | X | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 75 Blood Opal Charm | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 75 Fire Topaz | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 100 Blood Opal Ring | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 100 Garnet | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 100 Gold Skull | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| 100 Onyx Skull | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| 100 Ruby | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 150 Blackfang Crystal | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 150 Emerald | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 150 Emerald Jewel Bearing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 150 Golden Goblet | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 150 Gold Ruby Saluki | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| 200 Acridspike Crystal | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 20 Adamantine Cogs (200GP) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 200 Ancient Ruby Ring | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 200 Blood Opal Necklace | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 200 Darkwood Acorn | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 200 Giant Pearl | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 200 Gold Ruby Ankh | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |

| Gems , Jewelry, and Objects (# indicates GP value) (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| 200 Gold Ruby Serpent | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| 200 Mithral Cluster | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 200 Mummy Scarab | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 200 Peridot | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 200 Platinum Ring | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 200 Ruby Jewel Bearing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 200 Ruby Circlet | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 200 Ruby Ring | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 200 Sapphire | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 200 Spider Brooch | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 200 Underduck of Doom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 250 Black Lotus | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 250 Diamond | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 250 Diamond Jewel Bearing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| 250 Eldritch Dust | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 250 Gold Diamond Scorpion | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| 250 Kraken Tear | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| 250 Sapphire Ring | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| 250 Star Sapphire | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 300 Emerald Skull | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| 300 Ruby | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 350 Ruby Skull | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| 400 Sapphire | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 400 Sapphire Skull | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| 500 Emerald | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 750 Diamond | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1000 Sapphire Necklace | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| GEAR | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| 1 Day's Hard Ration | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 10 Ft. Wooden Pole | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 5 ft. Iron Chain | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| 50' Elven Rope | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| 50' Rope | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 50' Twine | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| 100' Silk Rope | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| 100' Spider Silk Rope | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Alchemist Pouch | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bedroll | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Belt pouch | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bone Map/Scroll Case | X | X | --- | --- | --- | X | X | --- | --- | X | --- | --- | --- | --- | --- |
| Bottle of Rum | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Crystal Vial | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Flint and Steel | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Grappling Hook | --- | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | X | --- |
| Hammer & Spike | --- | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Large Sack | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Leather Backpack | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Machine Oil | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Magnifying Glass | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Marking Chalk | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Mortar and Pestle | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Pewter Mug | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Polymeric Decoy | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sea Dragon Scroll | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Tube | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sm. Steel Mirror | X | X | X | X | X | X | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Spyglass | --- | --- | --- | --- | --- | --- | --- | X | --- | X | --- | --- | --- | --- | --- |
| Steel Flask | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Tankard | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Tinderbox | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Tindertwig | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Torch | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Treasure Map | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |

| GEAR (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|----------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Treasure Map Fragment | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Turkey Leg | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Vial of Ink | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Waterskin | X | X | X | X | --- | X | X | --- | --- | --- | --- | --- | X | --- | --- |
| Whetstone | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Unique Stuff (Items) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Alchemist's Pouch, Greater | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Alchemist's Purse | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Belladonna | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bottle of Bubbles | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Bowl of Spirit Sight | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Brian's Blessed Bodhran | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Brawler's Mug | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Cap of the Owl | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | X | --- |
| Carter's Tome of Insight | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Catspaw Hat | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Censer of Sacrifice | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Coin, Mithral Fate | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Coin, Mithral Luck | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Drow Rations | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drugar's Death Die | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Dust of Appearance | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Dwarven Rations | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ektdar's Tinkering Tool | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | X | --- | --- |
| Fermented Frostberry | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Fey Bread | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Flask of Sharing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Gem of Blinding | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Gem of Healing | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Gem of the Oasis | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Gill Leaf | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |

| Unique Stuff (Items) (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Gnomish Fizzy Lifting Pack | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Goblet of Healing | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | X | --- | --- |
| Goodberry | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Good Fruit | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Greater Mistletoe | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- |
| Hand of Glory | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Holy Symbol, Commander's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Holy Symbol, Greater | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Holy Symbol of Pelor | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Holy Symbol of Pelor, Greater | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Horn of Plenty | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Hourglass of Answers | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Hourglass of Imprisonment | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Jar of Courage | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Kvotche's Bloodless | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lamp of the Efreeti | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Lamp of the Marid | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Libram of Looting | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Masterwork Holy Symbol | --- | --- | --- | X | X | X | X | --- | --- | --- | --- | X | --- | --- | --- |
| Masterwork Thieves Tools | X | X | X | X | X | X | X | --- | --- | X | --- | --- | X | --- | --- |
| Medallion of Focus | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Medallion of Greyhawk | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Medallion of Herosim | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Mug, Brawling (also a weapon) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Mushroom, Fallen Star | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Mushroom, Mystic | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Mushroom, Spotted Green | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |

| Unique Stuff (Items) (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Mushroom, Spotted Red | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Oakskin Medallion | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Orcish Rations | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Pearl of the Planes | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- |
| Pearl of Prayer | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- |
| Pearl of the Sirine | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Periapt of Proof Against Poison | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Pouch of Tulz | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Quiver of Anointment | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Rod of Seven Parts, Complete | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Savior Stone † | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Skunkweed | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Smoke Bomb | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Smoke Stick | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Talisman of Rage | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Tanglefoot Bag | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Toadstool, Golden | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Torc of Natural Armor | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Wil's Dragonheart | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Amulets and Necklaces | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Amulet of Armor (+1) | X | X | X | X | X | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Amulet, Bezoar Stone | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Amulet of the Champion | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Amulet, Creeper | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Amulet, Creeper, Enhanced | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Amulet, Creeper, Exalted | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Amulet, Dragontooth | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Amulet, Harpy Claw | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |

| Amulets and Necklaces (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--------------------------------------|-------------|-------------|-------------|---------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Amulet of the Hero | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Amulet of Mugwort | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Amulet of Soothing Waters | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Amulet of Thorns | --- | --- | --- | --- | --- | X | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Amulet of the Tinkerer | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Amulet of Treasure Finding | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Amulet of Warding | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Amulet of Web Striding | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Amulet of the Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Amulet of Wonder | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | X | --- | --- | --- |
| Necklace of the Ash | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Necklace of Biting | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Necklace of the Bay | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Necklace, Drow Raider | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Necklace of the Elm | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Necklace of Fireballs | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Necklace of Health | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Necklace of Natural Armor | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Necklace of the Oak | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Necklace of Shadows | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Stupendous Pendant | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Clothing | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Belt, Ale Drinker's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Belt, Anchoring | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Belt, Ashes | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Belt, Climbing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Belt, Dragonhide | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Belt of the Fey | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Belt of Freedom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Belt, Monk's Green | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Belt, Monk's Red | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |

| Clothing (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Belt, Monk's Yellow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Belt of Ogre Power | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- |
| Belt of Retrieval | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- | --- |
| Belt, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Belt of the Vine | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Belt, Viper Strike | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Belt of Vitality | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Boots of Agility | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Boots of Dodging | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Boots, Dragonhide | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Boots of the Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Boots of the Drowkind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Boots of Anchoring | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Boots of the East Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Boots of Elves/Elvenkind | X | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Boots, Fey | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Boots of the Four Winds | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Boots of Free Action | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Boots of Lava Walking | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Boots of the Leopard | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Boots of the Marauder | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Boots of Might | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | X |
| Boots, Mountain Dwarf | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Boots of the North Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Boots of Sure Footing | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Boots of the Raider | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Boots of Snow Walking | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Boots of the South Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Boots of Traction | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Boots of the Underdark | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Boots of Warmth | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |

| Clothing (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Boots of Water Walking | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Boots of the West Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Boots of the Vale | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Cloak of Alarm | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Cloak of the Bat | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Cloak of Blending | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Cloak of Blessed Silk | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Cloak of Curses | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Cloak of the Deeperdark | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Cloak of the Devil Ray | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Cloak of Destiny | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Cloak of Destiny, Greater | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Cloak of Displacement | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Cloak, Dragonhide | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Cloak of Elves/Elvenkind | X | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Cloak, Fey | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Cloak of the Footpad | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Cloak of Gliding | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Cloak of the Phalanx | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Cloak of Resistance (+1) | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Cloak of Resistance (+2) | X | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | X |
| Cloak of the Mage | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Cloak, Sandstorm | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Cloak, Shade | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Cloak, Shadow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Cloak of the Underdark | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Cloak of the Vale | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Cloak of the Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |

| Clothing (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Cloak, Yeti | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Cowl, Creeper | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Cowl of Darkness | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Dirtdazzy's Boots of Skipping | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Dougal's Cloak of the Stars | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Druid's Sacred Vestments | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Druid's Wild Vestments | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Eelskin Gloves | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Gauntlets of Linked Fury | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gauntlets, Mithral | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Gauntlets of Ogre Power | X | X | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | X |
| Girdle of Dwarven Health | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Girdle of Frost Giant Strength | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Girdle Hill Giant Strength (+3) | --- | --- | --- | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- |
| Girdle of Might | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- |
| Girdle of Wealful Health | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gloves of Archery | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Gloves of the Brute | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gloves of the Cabal | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Gloves, Caster's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Gloves of Cooling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Gloves of the Cutpurse | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Gloves of the Dark Gnome | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gloves of Dexterity | --- | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |

| Clothing (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Gloves, Drow Commander's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gloves, Drow Lieutenant's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gloves of Glory | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Gloves of Repulsion | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Gloves of Rope Climbing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gloves of Spell Negation | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gloves, Taskmaster's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Gloves, Tinkerer's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Gloves of Weapon Finesse | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Hat of Escape | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Hat of Healing | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Hat of Intellect | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Hat of Readiness | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Hat of Shade | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | X | --- | --- |
| Hood of Elvenkind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Mithral Boots | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Monk's Belt | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Mountain Dwarf Mitts | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Nixie Cloak | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Nixie Vest | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Pantaloon of the Deeperdark | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Pantaloon of the Underdark | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Pants of Dodging | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Pants of Springing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Robe of the Arch-Mage | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Robe, Creeper | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Robe of the Mage | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Robe, Spiderweb | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |

| Clothing (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Robe, Traveler's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Robe of the Vale | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Robe of the Vale, Mage | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Shirt of Baneful Prowess | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shirt of Blessed Strength | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shirt, Brawn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shirt, Creeper | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shirt, Dragonhide | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Shirt of Health | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Shirt, Linked Healing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shirt of Shielding | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Shirt, Silkweave | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Shirt of Simplicity | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Shirt, Spiritward | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Shirt, Spider Silk | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Shirt of the Underdark | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Shirt of Venomward | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shirt, Viper Strike | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shirt, Winter | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Shoes of the Deeperdark | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shoes of Sand Walking | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shoes of Spiderfoot | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Surcoat, Dragonbane | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bracelets, Bracers, Circlets, and Crowns | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Bracelets of the Cabal | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Bracelets of Stunning | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bracelets of Greater Stunning | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bracelets of the Tinkerer | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |

| Bracelets, Bracers, Circlets, and Crowns (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Bracelets of the Zephyr | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Bracer of the Viper | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Bracers of Archery | X | X | X | X | X | --- | X | --- | --- | --- | --- | --- | --- | --- | X |
| Bracers Defense (+1) | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bracers Defense (+2) | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bracers, Dragonhide | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bracers, Elementalbane | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Bracers, Fast Fitness | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Bracers of Fire | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bracers of Fire Deflection | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Bracers of Frost | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Bracers, Mithral (+2) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bracers, Mithral (+3) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bracers of the Nixie | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Bracers of Resolve | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bracers of Ricochet | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Bracers of the Sea Elf | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Bracers of Supreme Archery | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | X | --- |
| Bracers, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Charm Bracelets | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Circlet of the Arch Druid | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Circlet of Elemental Mastery | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Crown of Charisma | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Crown of Iron Will | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Crown: Might | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- | --- |

| Charms | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Charm of Brooching | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Charm, Cadaver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Charm of Cleansing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Charm, Divine Echo | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Charm, Draco-Lich | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Claw | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Charm of Awareness | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Charm of the Cabal | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Charm of | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Enlightenment | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Charm, Fiendish | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Charm of Final Repose | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Charm of Good | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Fortune | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Charm of Health | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Charm of Heroism | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Charm, Lava Fiend | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Charm, Mad Evoker's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Charm of the Mirage | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Charm of Rampage | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Charm of the | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Salamander | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Charm of Spell | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Swapping | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Charm of the Still Mind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Charm of Sweet Air | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Charm of Synergy | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Charm of the Urchin | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Charm, Vicious | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Charm of the Wealful | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Charm, Wicked | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Charm Necklace | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Quester's Charm of | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Luck | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| Earcuffs | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-------------------------------|-------------|-------------|-------------|---------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Earcuff of Abjuration | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Earcuff, Creeper | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Earcuff of Crenellations | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Earcuff, Darkling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Earcuff of Divination | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Earcuff of Enchantment | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Earcuff of Energy | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Earcuff, Icecrag Hero's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Earcuff of Inspiration | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Earcuff of Intellect | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Earcuff of Muting | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Earcuff of Orbits | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Earcuff of Ramparts | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Earcuff of Salvation | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Earcuff of Understanding | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Earcuff of the Vale | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Earcuff of Vitality | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Earcuff of the Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Figurines of Power | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Figurine of Power: Bat | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Figurine of Power: Cat | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Figurine of Power: Cricket | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Figurine of Power: Dragon | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Figurine of Power: Owl | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Figurine of Power: Panther | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Figurine of Power: Phoenix | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Figurine of Power: Salamander | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |

| Figurines of Power (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------------|-------------|-------------|-------------|---------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Figurine of Power: Scarab | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Figurine of Power: Spider | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Figurine of Power: Toad | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Figurine of Power: Tortoise | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Goggles and Lenses | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Goggles of Instant Analysis | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Goggles of Seeing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Goggles of Seeking | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Goggles, Sandstorm | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Goggles of Serpent Sight | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Lens of the Hawk | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Lenses of Accuracy | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Lenses of Alert | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Lenses, Arcane | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lenses of Clear Sight | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Lenses of Divine Sight | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Lenses of Fortune | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Lenses of the Navigator | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Lenses of the Raider | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Lenses of Sage Speed | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lenses of the Savant | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lenses of Vital Insight | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sniper Spectacles | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Spectre's Spectacles | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |

| Ioun Stones | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Ioun Stone: Amethyst Ovoid | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Ioun Stone: Beryl Prism | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- |
| Ioun Stone: Black Pearl | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Ioun Stone: Copper Cube | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ioun Stone: Coral Cube | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Ioun Stone: Coral Sphere | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Ioun Stone: Emerald Cube | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ioun Stone: Emerald Prism | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Ioun Stone: Emerald Pyramid | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ioun Stone: Faceted Amber | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | X | --- |
| Ioun Stone: Garnet Cube | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Ioun Stone: Garnet Prism | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Ioun Stone: Garnet Sphere | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Ioun Stone: Lavender Ellipsoid | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Ioun Stone: Iridescent Sphere | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Ioun Stone: Iridescent Spindle | --- | --- | --- | --- | --- | X | X | --- | --- | X | --- | --- | --- | --- | X |
| Ioun Stone: Mythral Pyramid | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Ioun Stone: Onyx Cube | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |

| Ioun Stones (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Ioun Stone: Onyx Sphere | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ioun Stone: Quicksilver Cube | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Ioun Stone: Quicksilver Sphere | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Ioun Stone: Ruby Cube | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Ioun Stone: Ruby Prism | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ioun Stone: Ruby Rhombus | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Ioun Stone: Sapphire Prism | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Ioun Stone: Topaz Sphere | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Ioun Stone: Topaz Trilliant | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Ioun Stone: Violet Prism | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Instruments | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Horn, Minotaur, Alert | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Horn of Blasting | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Horn, Triton | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Lute of Muting | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Lute, Trooper's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lyre of Echoes | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X |
| Lyre of Lore | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Lyre of Luck | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Lyre of Rage | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Lyre of the Siren | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Magnificent Bard's Instrument | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Masterwork Bard's Instrument | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |

| Instruments (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Satyr's Pipes of Dancing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Widseth's Mystical Lute | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | X | --- |
| Runestones | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Runestone: Air | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Runestone: Autumn | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Runestone: Chaos | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Runestone: Darkrift | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Runestone: Eldritch | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Runestone: Faerie | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Runestone: Ferret | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Runestone: Fire | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Runestone: Frost | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | X |
| Runestone: Good | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Runestone: Ice | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Runestone: Law | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Runestone: Lightning | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Runestone: Moon | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Runestone: Oak | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Runestone: Owl | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Runestone: Salamander | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Runestone: Spirit | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Runestone: Spring | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Runestone: Summer | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Runestone: Sun | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Runestone: Toad | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Runestone: Venom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Runestone: Viper | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Runestone: Water | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Runestone: Winter | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Runestone: Yew | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Runestone Fitting Base | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |

| Potions, Elixirs, and Liquids | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Anti-toxin | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | X | --- | --- |
| Barkskin | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Black Dragon Breath | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Blessed Brandy | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Brawn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Bull's Strength | --- | --- | --- | X | X | X | X | --- | --- | --- | --- | X | --- | --- | --- |
| Cat's Grace | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | X | --- | --- | --- |
| Creepier Stout | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Creepier Vine Extract | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Cure Minor Wounds (1) | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Cure Light Wounds (5)* | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Cure Light Wounds (10) | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Darkling Draft | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Darkvision | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Death Drought | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Death's Door | --- | --- | --- | --- | --- | X | X | --- | --- | X | --- | --- | --- | --- | --- |
| Deftness | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Detect Magic | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Detect Secret Doors | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Distilled Healing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Drow Blade Venom ‡ | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dwarven Ale | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dwarven Doppelbock | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dwarven Drought | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dwarven Mead | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dwarven Pilsner | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Elixir of Life | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Elixir of Vitality | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Endure Elements | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Enhance Disguise | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |

| Potions, Elixirs, and Liquids (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Essence of Figwort | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Essence of Mandrake | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Essence of Mistletoe | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Faerie Water | --- | --- | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- |
| Feather Fall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Feybane | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Fiery Ice Lager | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Fire Resistance | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Flask of Combustion | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Flask of Conflagration | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Flask of Survival | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Frost Resistance | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- | --- | --- |
| Frosty Lava Bock | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Goodberry Wine | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Green Dragon Breath | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Haste | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Holy Water | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Icy Blood | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Invisibility, Potion of | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ironclad | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Jewel Weed Extract | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Leaping Attack | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Luna's Grace | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Monk's Mead | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Moon Vale | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Nixie Mead | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Nymph's Tears | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Oil of Ghost Touch | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Oil of Holiness | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | X |
| Oil of Smiting | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Oil of the Tinkerer | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Oil of Deadly Venom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Oil of Venom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Oil of the Will O' Wisp | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |

| Potions, Elixirs, and Liquids (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Oil of the Yeti | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Orcish Stout | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Owl's Wisdom | --- | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Pelor's Piety | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Pelor's Rage | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Pelor's Resolve | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Phial of Conflagration | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Polymorph: Bear | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Polymorph: Brownie | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Polymorph: Cave Bear | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Polymorph: Cobra | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Polymorph: Giant Spider | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Polymorph: Gremlin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Polymorph: Otter | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Polymorph: Shark | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Polymorph: Viper | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Rue Extract | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Sacred Oasis Water | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sacred Swamp Water | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sacred Waters | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Salve of Restoration | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Salve of Shadowvein | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Salve of Stoneskin | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| See Invisibility | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Siren Wine | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Spiderfoot | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Thrall Ale | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Truefoil Extract | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Vale Drought | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Vipron Wine | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Universal Solvent | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | X | --- |

| Potions, Elixirs, and Liquids (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Water Breathing | --- | --- | --- | --- | --- | X | X | --- | --- | X | --- | --- | --- | --- | --- |
| Wolfsbane Extract | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- |
| Yew Bark Extract | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| * In 2003, the Potion of Cure Light Wounds appeared as both an uncommon and rare token (green and red print). | | | | | | | | | | | | | | | |
| RINGS | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Air Elemental Command | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Brilliance | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Deep (of the) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Direction | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Dire Warning | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Enervation | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Evasion | --- | --- | --- | X | X | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Evasion, Improved | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| The Eye ‡ | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Feather Fall | X | X | X | X | X | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Fire Absorption | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Earth Elemental Command | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Fire Elemental Command | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- |
| Fire Resistance | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Frost | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Frost Resistance | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Focus | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | X | --- | --- |
| Focus, Greater | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Fortitude | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Fortitude, Minor | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Gaea | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Health | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Heroism | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Icy Ki | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Intrusion | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Iron Will | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Iuz | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |

| RINGS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|----------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Lone Justice | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Lycanbane | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Pelor | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Protection +1 | --- | --- | --- | X | X | X | X | --- | --- | X | --- | --- | X | --- | --- |
| Protection +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- |
| Protection +4 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Quenching | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Ray's Ring of Remembrance | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Reflexes | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Reflexes, Minor | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Regeneration | --- | X | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Riches | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| The Ram | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| The Serpent | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sanctuary | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Shock Resistance | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Sonic Resistance | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Spell Storing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Stunning Fist | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Elemental Command, Supreme | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Three Wishes | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Warning | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Water Elemental Command | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Will, Minor | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Wizardry | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Wolf | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| The Woodworker | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |

| ARMOR | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Abalone | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Animal Hide (a.k.a. Hide Armor) | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Banded | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bone Armor | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Bulette Chitin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Chain | --- | --- | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Chainmail, Dunes | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Chainmail, Fey | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Chainmail, Footman | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Chainmail of the Marauder | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Chainmail, Vale | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Chain, Elven | --- | --- | --- | --- | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Chain, Mithral | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Creeper Chitin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Crocodile Skin | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- |
| Dark Gnome | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Darkling Shade | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Darkling Shadow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Darkling Void | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Darkmail | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Darkthorn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Desert Hide | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Devil Crab | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Dire Spider Hide | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Dire Turtle | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Divine | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dragonhide | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dragonscale Armor | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Drow Assassin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drow Commander | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drow Death | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drow Leather | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drow Raider | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |

| ARMOR (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Drow Sting | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Eelskin | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Efreeti | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Faerie-Iron | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Full Plate (a.k.a. Plate Armor) | --- | --- | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Full Plate +1 | --- | --- | --- | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Armor of Grounding | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Half Plate | --- | --- | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Half Plate, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Half Plate, Life | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Hawk-Kin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Hawk-Kin, Light | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Heartwood | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Hill Dwarf | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Ironbark | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ironhide | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ironleaf | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Leather | --- | --- | X | X | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Leather, Gnomish | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Leather, Nixie | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Leather, Reinforced | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Leather, Studded | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Leather, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Leather Brigandine | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Leather Cuirass | --- | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- |
| Lorica Hamata | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Lorica Segmentia, Commander's | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Lorica Squamatea | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Lynx | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Mail, Redoubt | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Mail, Redoubt, Blessed | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Armor of the Mist | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Mountain Dwarf | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |

| ARMOR (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Oakspirit | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Plate Armor, Absorption | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Plate Armor, Attack | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Plate Armor, Fey | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Plate, Redoubt | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Plate, Redoubt, Blessed | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Platemail, Defender | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Platemail of the Depths | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Platemail, Serpend Watch | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Powered Plate | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ringmail, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Scale, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Scalemail | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Scarab Chitin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Scorpion Chitin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sea Elf | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Sea Turtle | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Serpent Skin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shark Tooth | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Sharkskin | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Armor of the Smith | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Splintmail, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Templer | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Thrall Captain | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Thrall Crude | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Thrall Lieutenant | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Thrall Sargent | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Thrall Soldier | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Topaz Infused | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Totem: Eagle | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Totem: Fox | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |

| ARMOR (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Totem: Owl | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Totem: Ram | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Totem: Toad | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Totem: Wolf | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Troll Hide Armor | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Vile | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Winter Wolf | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Wyvern Hide | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Yeti Hide | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Cap, Footman | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Cassis | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Coif, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Helm, Boar | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Helm, Bone Desert | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Helm, Clear Thought | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Helm, Darkling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Helm, Dark Visage | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Helm, Defender | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Helm, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Helm, Eagle | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Helm, Great | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Helm, Redoubt | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Helm, Retribution | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Helm, Skull | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Helm, Templar | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Helm, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Helm, Triton | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Helm, Twolf's of the Wild | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Helmet, Dragonscale | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Helmet, Darkthorn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Helmet, Fortitude | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Cap of the Miner | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Cap, Mithral | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |

| ARMOR (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Buckler, Archer's | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- |
| Shield, Dark | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Shield, Defender | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Shield, Darkling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shield, Darkthorn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Shield, Deflection | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Shield, Dragonscale | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Shield, Dune Stalker | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shield, Faerie-Iron | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Shield, Footman | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Shield, Large | --- | --- | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Shield, Large Darkwood | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Shield, large, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Shield, Large, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shield, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Shield, Gnomish | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Shield, Large Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Shield, Lava Spawn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Shield, Nixie | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Shield of the Phalanx | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Shield of the Prism | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shield, Redemption | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Shield, Redoubt | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shield, Refraction | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Shield, Scroll | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shield, Sea Elf | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Shield, Sea Turtle | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Shield, Small | --- | --- | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Shield, Small, Darkling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Shield, Small, Darkwood | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Shield, Small, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Shield, Small Fey | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Shield, Templar | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |

| ARMOR (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|----------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Shield, Tinkerer | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Shield, Tower | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Shield, Tower +1 | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Shield, Venomward | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shield, Vipron | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shield, Vipron Heavy | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| | | | | | | | | | | | | | | | |
| Bracers, Celestial | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bracers, Deflection | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Girdle, Celestial | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| WANDS | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Cure Light Wounds | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Detect Magic | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Eel | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Fey | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Frost | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Forceballs | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Illumination | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Lava Blasts | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lava Bolts | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lava Globs | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Life Stealing | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Lightning Bolts | --- | --- | --- | X | X | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Magic Missiles | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Melf's Acid Arrow | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Pyrotechnics | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Scepter of the Dead | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Shock | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Sirocco | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Slow | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Snakebind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Snowballs | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Sparks | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Spider Swarm | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Tentacles | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |

| WANDS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Tide | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Waves | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| PROJECTILES | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Arrow, +1 | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Arrow, +2 | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Arrow, Darkrift | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Arrow, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Arrow, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Arrow, Fire | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Arrow, Frost | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Arrow, Keen | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Arrow, Masterwork | --- | --- | --- | --- | X | X | --- | X | --- | --- | --- | --- | X | --- | --- |
| Arrow, Sacred | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Arrow, Shock | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Arrow of Slaying | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Arrow of Sleep | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Arrow, True Flight | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Arrow, True Flight +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Arrow, Venom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Ammo of Alteration, +3 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Blunder Slug, Charged | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Blunder Slug, Explosive | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Blunder Slug, Flaming | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Blunder Slug, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Bolt, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | X | --- |
| Bolt, +2 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bolt, Deephold | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Bolt, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bolt, Fire | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bolt, Frost | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bolt, Lightning | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- | --- | --- |

| PROJECTILES (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Bolt, Hand Crossbow, Enfeeblement | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bolt, Hand Crossbow, Idiocy | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Bolt, Hand Crossbow, Madness | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bolt, Hand Crossbow, Masterwork | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | X | --- |
| Bolt, Masterwork | --- | --- | --- | --- | X | --- | X | --- | X | --- | --- | --- | --- | --- | --- |
| Bolt, Poison | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Bullet, Sling, Acid | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bullet, Sling, Chaos | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Bullet, Sling, Dividing | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bullet, Sling, Fire | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bullet, Sling, Frost | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | X |
| Bullet, Sling, Gazebo Slaying +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Bullet, Sling, Ice | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Bullet, Sling Impact | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Bullet, Sling Masterwork | --- | --- | --- | --- | --- | --- | X | --- | X | --- | --- | --- | --- | --- | X |
| Bullet, Sling, Shock | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bullet, Sling, Stunning | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bullet, Sling, Thunder | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | X |
| Stone, Sling, Chaos | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Stone, Sling, Sacred | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |

| WEAPONS | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Alchemist Fire | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Battle | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Battle, Dwarven (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Axe, Battle, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Axe, Boarding | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Axe, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Axe, Dwarven, Dire, (+2) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Axe, Great | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Great +1 | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Great +2 | --- | --- | --- | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Hand | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Axe, Hand, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Axe, Hand, Keen, +1wood | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Axe, Heavy, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Axe, Heavy, Thrall +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Axe, Throwing, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Baton of Focus +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Baton of Focus +3 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Blunder Cannon | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Blunder Cannon, Double Barrel | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Blunder Horn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Blunder Pipe | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Boomstick, (+2) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Bow, Keen Slayer +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Bow, Longbow | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Bow, Longbow, Darkwood | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bow, Longbow, Darkwood (+1) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bow, Longbow, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bow, Longbow, Elven, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bow, Longbow (+1) | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Bow, Longbow, Keen +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Bow, Mighty Longbow (+1) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Long Bow, of the Sun (+2) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-------------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Bow, Shortbow | --- | --- | X | X | X | X | X | --- | --- | --- | --- | --- | X | --- | --- |
| Bow, Shortbow +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Bow, Shortbow, Darkwood | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bow, Shortbow, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bow, Shortbow, Dwarven, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bow, Shortbow, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bow, Shortbow, Frost | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bow, Shortbow, Flaming (+2) | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bow, Shortbow, Mighty, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bow, Shortbow, Orchorn, +1 | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bracer of Dragonfist (+1) | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Bracer of the Quivering Palm | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Bracer of Smiting | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Buckler, Spiked | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Cestus | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Cestus +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Cestus, SeyLah's Sundering (+2) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Claymore | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Club, Darkling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Club, Darkwood | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Club, Darkwood, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Club, Dune | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Club, Faerie-Iron | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Club, Great | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Club, Great (+1) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Club, Great Club of Bashing (+2) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Club, Innkeeper's | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Club, Orcish | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Club, Pressman's | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Club, Sahuagin | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Creeper Blade | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Creeper Blade +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Crossbow, Assassin's +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Crossbow, Hand | --- | --- | --- | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- |
| Crossbow, Hand, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Crossbow, Hand, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Crossbow, Heavy | --- | --- | X | X | X | --- | X | --- | X | --- | --- | --- | --- | --- | --- |
| Crossbow, Heavy, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Crossbow, Heavy, Dwarven, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Crossbow, Heavy, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Crossbow, Heavy, Drow +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Crossbow, Heavy Repeating | --- | --- | X | X | X | --- | X | --- | --- | X | --- | --- | --- | --- | --- |
| Crossbow, Heavy Repeating +1 | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Crossbow, Light, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Crossbow, Light, Drow +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Crossbow, Light, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Crossbow, Light, Frost, +2 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Crossbow, Light., Nixie | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Crossbow, Light Sahuagin Blunt | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Crossbow, Light +1 Sahuagin Blunt | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Cudgel | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Cudgel, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Cudgel, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Cutlass | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Cudgel, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Cutlass, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Dagger | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dagger, +1 | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dagger, +2 | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dagger, Arcane Luck | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Dagger, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Dagger, Masterwork Silver | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dagger, Obsidian | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Dagger, Sun, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Dagger, Throwing | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dagger, Venom (+2) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Dart, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Deathcleaver +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Deathcleaver +3 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Dirk | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Dirk, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dirk, Dwarven, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dirk, Orcish | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Drow Darkspike | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drow Darkspike +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drow Darkthorn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Falchion, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Falchion, Elven, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Falchion, Life Stealing, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Fey Blade | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Fey Blade, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Fire Bird | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Firebloom Geode | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Fireseed: Hollyberry | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Fireseed: Hickorynut | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Flail, Malice +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Flail, Orcish | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Flail, Orcish (+1) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Gladius | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Glave, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Glave, Dwarven, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Halberd | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Halberd (+1) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Halberd, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Hammer, Light, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Hammer, Light, Gnomish | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Hammer, Throwing, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Hammer, Throwing, Dwarven, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Hammer, Throwing, Gnomish | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Hammer, Throwing, Gnomish, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Hammer of Thunderbolts (+2) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Holy Lager | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Holy Water | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Javelin, Bone | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Javelin, Dune Stalker | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Javelin, Dune Stalker +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Javelin, Light Dune | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Knout, Seargent's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Kopesh | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Kopis (+1) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Kris, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Kris, Thrall +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lava Seed | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Mace, Deadly Drow Blood +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Mace, Bone Desert | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Mace, Bone Desert +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Mace, Dispelling (+2) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Mace, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Mace, Dwarven, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Mace, Drow Blood | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Mace, Drow Blood +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Mace, Heavy | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mace, Heavy +1 | --- | --- | --- | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mace, Heavy, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Mace, Heavy, Silver, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Mace, Gearon's Blessed (+2) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Mace, Gearon's Heavy (+2) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Maul | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Maul, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Maul of the Titans | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Morningstar | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Morningstar of Smiting, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Mug, Brawler's (also an item) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Mug, Captain's | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Orb of Acid | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Orb of Lightning | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Orb of Might | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- |
| Otiluke's Freezing Orb | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Orb of Pelor | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Orb, Venom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Orb, Venom, Minor | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Pick, Reaper's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Pilum of Lightning | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Pugio | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Pugio (+1) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Quarter Staff | --- | --- | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Quarter Staff +1 | X | X | X | X | X | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Quarter Staff +2 | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Quarter Staff, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Rapier, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Rapier, Elven, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Rapier, Piercing, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Rapier, Silver (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Rod, Disjunction, (+2) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Rod of Niltongue +3 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Rod of Persuasion +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Sacred Hand Grenade | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Sai, Snaring, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Sap, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Scimitar | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Scimitar +1 | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Scimitar, Dune | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Scimitar, Greater | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Scimitar, Greater +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Scimitar +2, Keen | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Scimitar, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Scimitar, Silver, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Scourge, Orcish | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Scythe | --- | --- | --- | --- | --- | X | --- | X | --- | --- | X | --- | --- | --- | --- |
| Scythe, Reaping | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Scepter, Might (+2) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- |
| Scepter of the Stirge, +1 | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Scepter, Sylvan | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Shurikin | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Shurikin (+1) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Shurikin, Masterwork | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Shurikin of Shock | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Shurikin of Venom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Shillelagh, Darkwood | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Sickle, Orcish | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sickle, Orcish (+1) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sickle, Silver | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Skull, Doom (+2) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Skull, Faerie Iron, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Skull, Faerie Iron, Thrall +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Sling | --- | --- | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | X |
| Sling, Mighty | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | X | --- |
| Sling, Mighty +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Sling (+1) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Sling, Impact (+2) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Sling, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Sling, Sacred +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sling of Seeking | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Sling, War | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Sling, War +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Spear, Long, Iron | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Spear, Long, Dragonslaying, +2 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Spear, Long, Iron (+1) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Spear, Masterwork | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spear, Sea Elf | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Spear, Sea Elf (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Spear, Wicked | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Staff, Darkwood | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Staff, Darkwood (+1) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Staff, Dark, Gnome | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Staff, Focus | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--------------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Staff, Focus +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Staff, Focus +3 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Staff, Stout, Dwarven | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Staff, Stout, Dwarven, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Staff, Power, +2 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Staff, Sling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Staff of Striking (+1) | --- | --- | --- | --- | --- | --- | X | --- | --- | X | --- | --- | --- | --- | --- |
| Staff, Traveler's | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Stein, Stu's Handy +3 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Sword, Bastard | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Bastard (+1) | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Sword, Bastard, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sword, Bastard, Silver, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sword, Broadsword, Drow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Sword, Broadsword-Life Stealing (+1) | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Dread (+2) | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Sword, Drow Blood | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Sword, Drow Blood +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Sword, Dune | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sword, Dune Raider | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sword, Dune Raider +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sword, Great | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Great (+1) | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Great (+2) | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Great (+2), Holy | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Great, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sword, Great, Silver, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sword, Long | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|----------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Sword, Long, Elven | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Sword, Long, Elven, +1 | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Sword, Long (+1) | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Long (+1), Mithral | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Long (+2) | --- | --- | --- | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Long, Celestial Keen | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Sword, Long, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sword, Short | --- | --- | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Short (+1) | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Short (+2) | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Short (+2), Nightshade's | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sword, Short, Silver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sword, Short, Silver, (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Sword, Short (of the Sun, (+2) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Sword, Slayer +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sword, Slayer +3 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sword, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Sword, Thrall +1 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Thrall Blade | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Thrall Skewer | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Thunder Stone | X | X | X | X | X | X | X | --- | --- | --- | --- | X | --- | --- | --- |
| Trident | --- | --- | --- | --- | --- | --- | --- | X | --- | X | --- | --- | --- | --- | --- |
| Trident, Light | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Trident, Light (+1) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Trident of Skewering, Heavy (+2) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Truncheon, Thrall | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Viper Strike Fang +2 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Viper Strike Fang +3 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Walking Stick | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |

| WEAPONS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Warhammer, Faerie-Iron | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Warhammer, Orcish | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Weighted Net | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Whip | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Wooden Oar | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |

NOTE: Weapons in 2003 and 2004 did not have damage markers on the outer circumference, and are not usable in the current combat system. Thunderstone and Alchemist fire both gained damage wheels, early versions did fixed damage.

| SCROLLS | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|----------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Acid Burst | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Acid Spray | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Avenging Asp | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Ball of Lightning | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Bane | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Banshee Wail | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Barkskin | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Bless | X | X | X | X | X | X | --- | X | --- | --- | --- | --- | X | --- | --- |
| Blink | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Blur | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Burning Hands | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Call Lightning | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Chain Lightning | --- | --- | --- | --- | --- | X | X | --- | --- | X | --- | --- | --- | --- | --- |
| Chill Touch | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Color Spray | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- | --- |
| Comprehend Languages | --- | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Cure Disease | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Cure Fungal Attack | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Cure Light Wounds (5) | --- | X | X | X | X | X | X | --- | X | X | --- | --- | --- | X | X |
| Cure Light Wounds (8) | X | --- | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Cure Moderate Wounds (+10) | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | X | --- | --- | X |
| Dark Arrow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dark Aura | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Darkrift Darts | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |

| SCROLLS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Dazzling Ray | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Detect Glyph | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Detect Illusion | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Detect Life | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Detect Magic | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Detect Poison | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | --- | X | --- |
| Detect Secret Doors | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Detect Undead | X | X | X | X | --- | --- | X | --- | --- | --- | X | --- | --- | --- | --- |
| Disrupt Undead | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Eelskin | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Endure Elements | X | X | X | --- | --- | --- | --- | X | --- | X | --- | --- | X | --- | --- |
| Faerie Fire | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| False Image | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Feather Fall | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Fire Absorption | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Fireblast | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Fireshield | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Flame Arrow | X | X | X | X | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Flaming Hands | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Fly | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Force Orb | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Frostbolt | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Frostshield | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Frost Spear | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Frost Storm | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Fury's Blessing | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Gaze Reflection | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Gripping Sands | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Hypnotic Pattern | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Ice Dart | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Identify | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Instant Awakening | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Keen Edge | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Knock | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Light | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| SCROLLS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Lightning Strike | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Mage Armor | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mage Hand | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Magic Javelin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Magic Missile | X | X | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | X |
| Magic Spear | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Magic Vestments | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Mass Cure Minor Wounds | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Melf's Acid Arrow | X | X | X | X | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Mind Blank | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | X |
| Mirror Image | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Missilebane | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Nymph's Breath | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Obscuring Mist | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Poison Arrow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Protection from Evil | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Purify Food and Drink | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Purify Water | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Rain Shower | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Ray of Enfeeblement | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Read Magic | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Refute Fire | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Remove Curse | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Remove Disease | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Remove Paralysis | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rockhide | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Sanctuary | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Scorching Ray | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Shield | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | X | --- | --- |
| Shockbolt | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Shocking Grasp | X | X | X | X | X | X | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Siphon Spirit | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Slow Poison | X | X | X | X | X | X | X | --- | --- | --- | --- | X | --- | --- | --- |
| Soothing Wind | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |

| SCROLLS (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Soul Spear | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Soundburst | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Speak with Dead | --- | --- | --- | --- | --- | X | X | --- | --- | --- | X | --- | --- | --- | --- |
| Spike Growth | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Stone Rain | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Stone to Flesh | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Stoneskin | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Summon Insects | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Sunray | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Swirling Shadows | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Urgent Health | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Vanish | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Venom Strike | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Water Breathing | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |

| Transmuted Token: Legendary | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--|-------------|-------------|-------------|---------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| Asher's +5 Viper Strike Fang | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Averon's +5 Deathcleaver | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Byr's Anointed Redoubt Plate | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Charm of Avarice | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Drake's +5 Staff of Focus | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drue's +5 Baton of Focus | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Io's +4 Ultra Keen Slayer Bow | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Khing's Ring of Supreme Evasion | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Phracus' Greater Cloak of Destiny | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Relsa's Ring of Supreme Focus | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Rolland's Ring of Protection +6 | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Sill's Anointed Redoubt Mail | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Surtr's Girdle of Fire Giant Strength | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| TaMor's Mithral Bracers, (+4) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Welfor's +5 Slayer Sword | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |

| ODDS 'N' ENDS | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Adventurer's Guild | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | X |
| Arcane Recipe | --- | --- | --- | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- |
| Bag of Holding | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Golden Ticket | --- | --- | --- | --- | --- | --- | X | X | X | X | X | X | X | X | X |
| Silver Ticket | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Minor Rumor | --- | X | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Medium Rumor | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Major Rumor | --- | --- | --- | --- | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Orb of Dragonkind: Hachling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Orb of Dragonkind: Wyrmling | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Rod of Seven Parts, Segments * | --- | --- | --- | --- | --- | --- | X | X | X | X | X | X | X | --- | --- |
| Special ? | X | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Special ?? | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Special ??? | X | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Teeth of the Cavadar | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | X |
| Treasure Draw Chip | --- | --- | --- | --- | --- | --- | --- | X | X | X | X | X | X | X | X |
| Treasure Draw Chip 5X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | X | X |
| Mug: Wisdom | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mug: Beauty | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mug: Courage | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mug: Brawling +1 | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mug: Bucknard's Everfull | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

*Each year's token has a different effect.

| INGREDIENTS - TROPHIES | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Astral Stalker Blood | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Carriion Crawler Antenna | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Chain Demon Ichor | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Creeper Thorn | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Draco-Lich Claw | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dire Squid Ink | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Direwood Thorn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Dragon Tooth | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Dread Spider Mandible | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Drow Blood | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Dryder Silk | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Ectoplasm | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Elder Orb Eye | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Frost Worm Tooth | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Gargoyle Fang | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Gelatinous Slime | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Genie Vapor | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Ghoul Tongue | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Golem Spring | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Harpy Talon | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Hawk-Kin Feather | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Ice Demon Tongue | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Lava Beast Nugget | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Lich Finger | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |
| Medusa Poison | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Mimic Slime | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Mind Flayer Ooze | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Minotaur Horn | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Ogre Tusk | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Orc Ear | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- |
| Outsider Feather | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Quicksilver | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Rust Monster Antenna | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- |

| INGREDIENTS – TROPHIES (cont.) | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|-----------------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Spectre Essence | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Salamander Ichor | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- |
| Sand Beast Tooth | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |
| Satyr Wine | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Shambler Slime | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Skeleton Tooth | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- |
| Spidaur Venom | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Stirge Spittle | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |
| Stone Spider Fang | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Succubus Horn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X |
| Troll Tusk | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Werewolf Fang | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- |
| Wyvern Stinger | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- |

| Artifacts Created by Arcane Recipe | Year Created |
|------------------------------------|--------------|
| Gearon's Blessed Cloak | 2010 |
| Smackdown's Charm of Comraderie | 2010 |
| Widseth's +2 Dancing Mithral Sword | 2010 |
| Caitlin's Charm | 2011 |
| Gertz's Radiant Backpack | 2011 |
| Golden Apple of Eris | 2011 |
| Kubu's Coin of Coincidence | 2012 |
| Lazlo's Bag of Looting | 2012 |
| War Maul of the Ancients | 2012 |
| Carter's Eldritch Doubler | 2013 |

| Truecraft Tokens | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|---------------------------|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Abjure | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Abjure (Favor) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Divine | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Divine (Favor) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Enchant | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Enchant (Favor) | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Fate | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Divining Rod | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Enchanted Pickaxe | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Helm of Abjured Shelter | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Mithral Nugget | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Uncut Gem | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Ground Unicorn Horn | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Dubious Slime | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Bag of Beans | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- |
| Charity Tokens | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Feedback Loop | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| HONORARIUM | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
| Guild of Ale Drinkers | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Invitation to Celebration | --- | --- | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- |

| ARTISAN TOKENS | 2003 | 2004 | 2005 | 2005b+ | 2006 | 2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2016 |
|--|------|------|------|--------|------|------|------|------|------|------|------|------|------|------|------|
| Elven Brooch (Silver) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dwarven Beard Ring (Gold) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Halfling Toe-Ring (Platinum) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Half-Orc Death Talisman (Bone) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dryad Circlet (Silver / Emerald) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mermaid Beaded Necklace (Silver / Amethyst) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Gnome Medallion (Platinum / Opal) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Nymph Earrings (Pearl) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Faerie Ring (Platinum / Sapphire) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spider Pin (Gold / Ruby) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Cloak with Unicorn Clasp (Mink / Silver /Ruby) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dragon Ring (Gold / Ruby) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Wolf Ring (Silver / Moonstone) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Eagle Scepter (Pearl) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Eagle Crown (Gold / 6 Rubies) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Drow Spider Medallion (Adamantite) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| SeyLah's Shimmering Cestus (Silver) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Elven Armband (Gold / Tanzanite) | --- | --- | --- | --- | X | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| Special Non Dated Tokens | Year Introduced | Year Retired |
|--|-----------------|--------------|
| Arcane Recipe | 2009 | 2010 |
| Medallion Of Nobility (Given to all 5 th level players) | 2007 | |
| Wish Ring | 2007 | |
| Feedback Loop | 2007 | 2007 |
| Reserve Trade Tokens (Bars) | | |
| Silver (250 GP) | 2007 | 2013 |
| Electrum (500 GP) | 2007 | 2013 |
| Gold (1,000 GP) | 2007 | |
| Platinum (2,500 GP) | 2007 | 2016 |
| Mithral (5,000 GP) | 2007 | |
| Adamantium (10,000 GP) | 2007 | 2016 |
| Eldritch Ore (25,000 GP) | 2011 | |
| Trade Items* | | |
| Dwarven Steel | 2008 | |
| Minotaur Hide | 2008 | |
| Elven Bismuth | 2008 | |
| Oil of Enchantment | 2008 | |
| Aragonite | 2009 | |
| Darkwood Plank | 2009 | |
| Alchemist's Parchment | 2009 | |
| Enchanter's Munition | 2011 | |
| Mystic Silk | 2011 | |
| Alchemist's Ink | 2011 | |
| Golden Fleece | 2011 | |
| Philosopher's Stone | 2012 | |

*Trade Item images were updated in 2017

Note:

- Items in grey are given as special gifts and are not available in treasure packs or as treasure in the event.
- † Items given as special recognition for Golden Ticket Runs
- ‡ Items given as special recognition for Hardcore
- Only 4 sets of Artisan tokens are in existence (3 in public, 1 held by True Adventures)

Appendix B: Special Artisan Tokens:

In 2006 we released limited edition artisan tokens. These are extremely rare tokens that represent items such as jewelry and clothing, and were the spark for the major change in token design for 2007. They have no pre-declared value and one copy of each item was available for silent auction at the 2006 True Dungeon Event in Indianapolis. In addition, one copy of each item was placed in the dungeon as special treasure at both the Indianapolis and SoCal events. Finally one copy was held by True Adventures, making 4 copies total of each unique Artisan token in existence. These tokens are printed in the Ultra Rare purple ink and on the 2006 spider reverse (back side). To differentiate them from normal tokens used in True Dungeon, these will be printed with a pictorial representation of the item on the obverse (front side).



















The Artisan Tokens released in 2006 are:







1. Elven Brooch (Silver)
2. Dwarven Beard Ring (Gold)
3. Halfling Toe-Ring (Platinum)
4. Half-Orc Death Talisman (Bone)
5. Dryad Circlet (Silver / Emerald)
6. Mermaid Beaded Necklace (Silver / Amethyst)
7. Gnome Medallion (Platinum / Opal)
8. Nymph Earrings (Pearl)
9. Faerie Ring (Platinum / Sapphire)
10. Spider Pin (Gold / Ruby)
11. Cloak with Unicorn Clasp (Mink / Silver / Ruby)
12. Dragon Ring (Gold / Ruby)
13. Wolf Ring (Silver / Moonstone)
14. Eagle Scepter (Pearl)
15. Eagle Crown (Gold / 6 Rubies)
16. Drow Spider Medallion (Adamantite)
17. SeyLah's Shimmering Cestus (Silver)
18. Elven Armband (Gold / Tanzanite)






Appendix C: Token Misprints:

Due to the manufacturing process for older wooden tokens, it is possible for tokens listed in the guide and matrix as being exclusive to a particular year, or not printed in a particular year, to exist since the backs (reverse) and fronts (obverse) were printed at different times. We are only aware of this happening in 2005 and 2006. The following list is of potential misprints. The list also indicates if a misprint has been identified. This list is not complete, but is updated as new misprints are found and brought to the attention of this guide's creator. This list is only provided to verify the possibility of misprints, but not necessarily the verification of the validity of a misprint.

The table below lists all possible token fronts (obverse) that may have been printed on a back (reverse) from a year other than their specific issue. The "X" with a colored background indicates the year the token was officially printed and the rarity of the token. The inclusion of the token year symbol (                 ) in a cell, in place of the X, indicates a confirmed identification of a misprinted token and the year of the back (reverse) of the token that is a misprint.

| Token Name | 2005 | 2005b+ | 2006 |
|---------------------------------|------|---|---|
| 2 | X | X | --- |
| 3 | --- | --- | X |
| 8 | X | X | --- |
| 10 | X | --- | X |
| 20 | --- | X | X |
| 25 | X | --- | --- |
| 50 | --- | X | X |
| 5 Pearl | --- | --- | X |
| 10 Amber | --- | --- | X |
| 15 Aquamarine | --- | --- | X |
| 30 Coral | --- | --- | X |
| 35 Topaz | --- |  | X |
| Armor, Animal Hide | --- | --- | X |
| Armor, Dragonscale Shield | --- | --- | X |
| Armor, Elven Chain | --- | --- |  |
| Armor, Full Plate +1 | --- | X |  |
| Armor, Leather | X | X | --- |
| Arrow of Slaying | --- | --- | X |
| Arrow, Masterwork | --- | --- | X |
| Axe, Great +2 | --- | X | X |
| Axe, Hand | --- | --- | X |
| Bolt, Masterwork | --- | --- | X |
| Bow, Longbow (+1) | --- | --- |  |
| Cloak of Displacement | --- |  | X |
| Crossbow, Heavy Repeating +1 | --- | X | X |
| Dagger +1 | X | --- | --- |
| Dagger +2 | --- | X | X |
| Girdle Hill Giant Strength (+3) | --- |  | X |
| Gloves Dexterity | --- | X | X |

| | | | |
|--------------------------------|---|---------------|---|
| Grappling Hook | --- | X | X |
| Token Name | 2005 | 2005b+ | 2006 |
| Hammer & Spike | --- | X | X |
| Hand of Glory | --- | --- | X |
| Mace, Heavy +1 | --- | X | X |
| Mace, Heavy +2 – Gearon's | --- | --- | X |
| Major Rumor | --- | --- | X |
| Masterwork Holy Symbol | --- | X | X |
| Minor Rumor | --- | --- | X |
| Potion - Bull's Strength | --- | X | X |
| Potion - Endure Elements | X | X | --- |
| Potion - Owl's Wisdom | --- | X | X |
| Purify Food and Drink | X | --- | --- |
| Quarter Staff +2 | --- | X | --- |
| Ring - Evasion | --- | X | X |
| Ring - Fire Resistance | --- | --- | X |
| Ring - Frost Resistance | --- | --- | X |
| Ring - Protection +1 | --- | X | X |
| Scroll - Detect Magic |  | --- | --- |
| Scroll - Detect Poison | X | X | --- |
| Scroll - Detect Undead | X | X | --- |
| Scroll - Disrupt Undead | X | X | --- |
| Scroll - Endure Elements |  | --- | --- |
| Scroll - Flame Arrow | X | X | --- |
| Scroll - Fly | --- | X | --- |
| Scroll - Mage Hand | --- | --- |  |
| Scroll - Melf's Acid Arrow | X | X | --- |
| Scroll - Mirror Image | --- | --- | X |
| Scroll – Purify Food and Drink |  | --- | --- |
| Scroll – Slow Poison | typo | typo | typo |
| Scroll - Stone to Flesh | --- | --- | X |
| Steel Flask | X | X | --- |
| Studded Leather | X | X | X |
| Sword, Great (+2) | --- | X | X |
| Sword, Long (+2) | --- | X | X |
| Sword, Short (+2) | --- | X | X |
| Wand - Cure Light Wounds |  | --- | --- |
| Wand - Detect Magic | X | --- | --- |
| Wand - Lightning Bolts | --- | X | X |
| Wand - Melf's Acid Arrow | X | X | --- |
| Waterskin | X | X | --- |
| Weighted Net | --- | --- | X |

End of Document



