

True DUNGEON™

Real Dungeon. Real Props. Real Cool.™

2010 Token Guide

Version 9.1 (Con Edition)



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General Notes:

Color - Rarity - Strength

Common and Ingredient tokens are printed with **Brown** and/or **Black** lettering.
Uncommon (previously Rare) Tokens are printed with **Green** lettering.
Rare (previously Very Rare) Tokens are printed with **Red** lettering.
Ultra Rare and Artisan Tokens are printed with **Purple** lettering.
Constructed (Combo) Tokens are printed with **Blue** lettering.
Special tokens printed with the same design each year and not intended to be part of any year's collection are printed with **Burgundy** text and do not have the traditional year marker symbols.

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

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

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

Scrolls

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

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

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

Wizards and Bards.

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

Clerics, Druids, and Bards.

Potions, Elixirs, and other Liquids

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

Wands

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

Amulets and Rings

Generally usable by all players, amulets and rings take up a slot on the body. In True Dungeon, you may only have one amulet and two rings in active use at any one time. Players should either display or declare if rings and amulets are being worn before actions occur in a room (e.g., combat). Once combat begins, amulets and rings can not be interchanged without suffering a one combat round penalty (no other action) while doing so. Noted exceptions to quantities and item exchange are:

1. A player may wear three rings if the Hand of Glory is used.
2. A player must declare the use of the Horn of Plenty or Amulet of Wonder during training and may not exchange that amulet with any other for the entire adventure or else cancel the amulet's effect.

Charms

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

Miscellaneous

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

The following tokens are considered one-time use items that 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, and Bullets*
- *Universal Solvent*
- *Rumor*
- *Rations, food, and drink (Mead, Ale, etc.)*
- *Goodberry and Good Fruit*
- *Runestones*
- *All Gold, Gem and Treasure tokens used to buy things*
- *Tanglefoot Bag*
- *Freezing Orb, Orb of Acid, and Pearl of Prayer*
- *Holy and Farie 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.*

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 per adventure, and only one may be brought into any given dungeon by a party:

- Masterwork Thieves' Tools
- Ektdar's Tinkering Tool

Scroll and Potion effects are terminated when the party leaves their current room unless otherwise noted in the item's description (see Scroll of Mage Armor and Potion of Darkvision). 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.

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. Token set types are listed below (and in their respective sections)

Dragonscale set: Each of these three armor components (helm, armor, and shield) grant one point of protections (-1) from fire damage when worn, however if all three are worn together they have an added combined effect. Working together they absorb additional damage from fire for a total of ten (-10) points of fire damage per fire-based attack, instead of just one point each.

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.

Mithral set: When any three Mithral items are used together (Chain, Cap, Gauntlets, and Sword), the user gains the additional benefit of taking only half (1/2) damage from breath weapons.

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 four hues, a standard gold tone for all tokens, a special “platinum” tone for a collectable “chaser”, a “copper” tone for lore, and a dark back “onyx” hue to be used 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. Copper tokens will be added in as a special extra token per ten-pack to pre-con token orders. Onyx tokens will be 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.



Token Errata

In general the year symbols shown above 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”

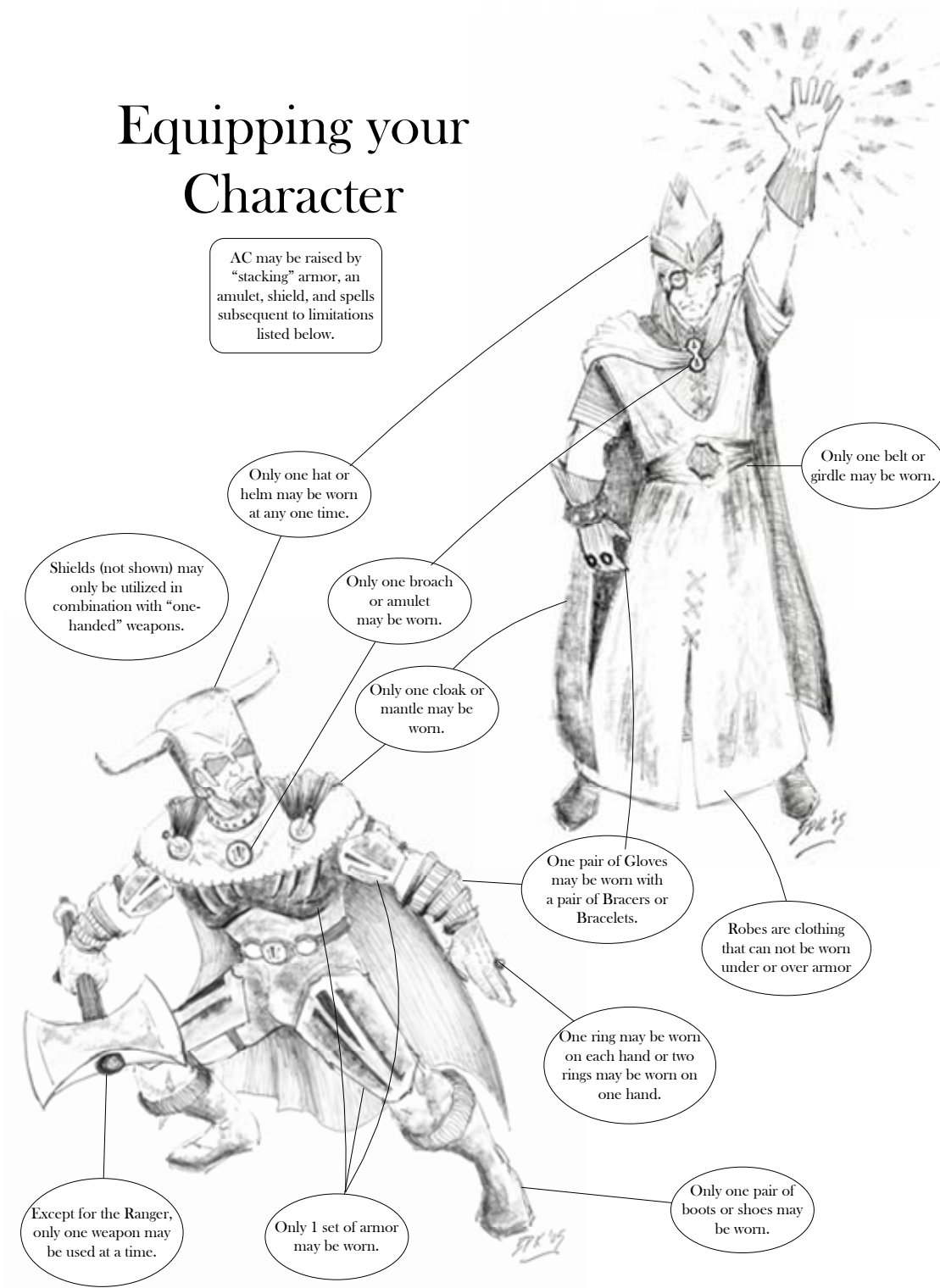
For the purposes of TD game play all items with similar effects are permissible to be used together (e.g., armor, Ring of Protection, Spells, Potions, etc.). Equipping your character with identical items (i.e. two identical things) is not allowed (e.g., two +1 Rings of Protection). There are some exceptions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

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.

Equipment

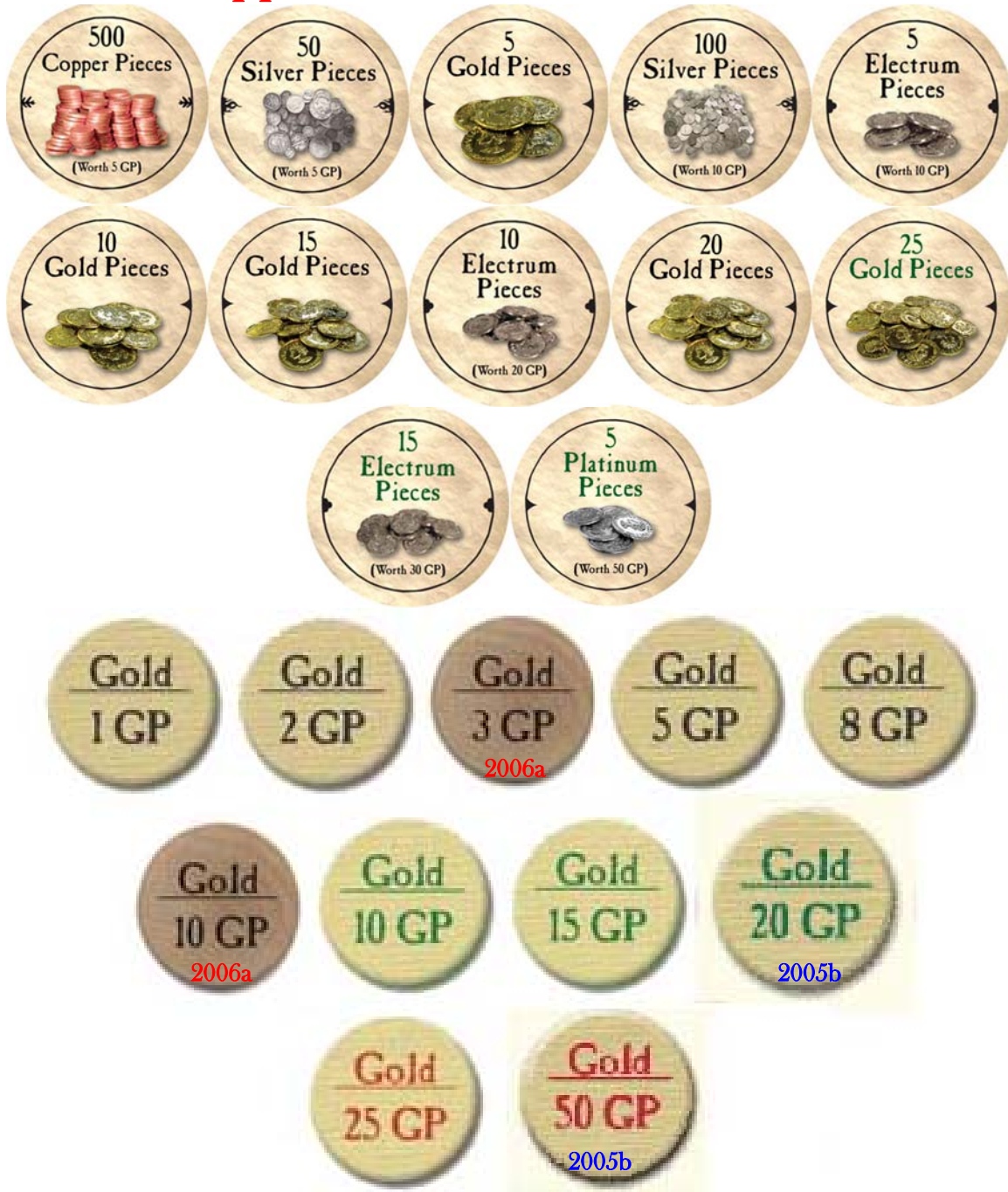
Certain token classes will have limitations on the number that may be used at any one time. Many are shown in the illustration below, in addition, only one Runestone may be used per adventure and up to five (5) Ioun Stones may be used at any one time.

Equipping your Character



Illustrations by Brian D. Kelley

Coins (Copper, Electrum, Gold, and Platinum):



These tokens can be hoarded as treasure or traded with merchants or other adventurers for items and services in the tavern area. Also, gold, electrum, and platinum pieces could have uses in the dungeon limited only by your imagination (and your DM's discretion).

Gems, Jewelry, and Treasure:



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 combo token.

Gear:



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

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 (red or purple lettering with +1 or +2 in the name) also add the bonus to the attack attempt, so the player gets to add +1 or +2 to the value of the area they slide the token into on the combat board.

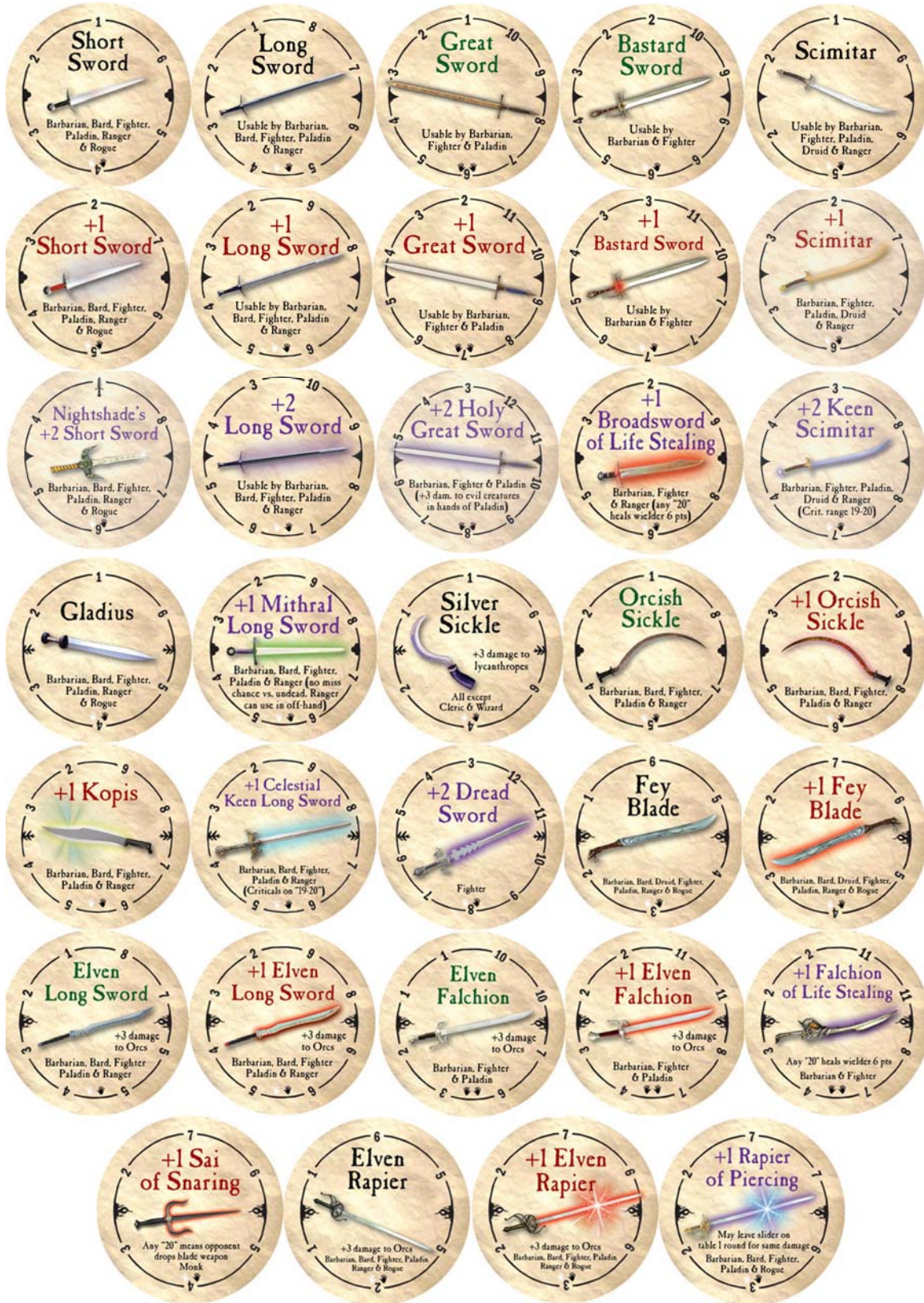
All ranged weapons are considered to have their (normal, non magical) ammunition included with them. Each character adds his Strength bonus to the damage dealt by melee weapons. Bonuses to hit because of Strength or Dexterity are already added into the character's "To-Hit Bonus" on each character sheet.

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 projectile tokens (Arrows, Bolts, and Bullets) can be used with the corresponding ranged weapon (arrows=bows, bolts=crossbows, and bullets=slings), those projectiles have additional damage or effects. When using a projectile, the special projectile token is turned in to the DM upon use, and its effects are added to the weapon's effects. Some projectiles do 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



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Short Sword</i>	✓		✓	✓	✓	✓		✓		
<i>+1 Short Sword</i>	✓		✓	✓	✓	✓		✓		
<i>+2 Short Sword</i>	✓		✓	✓	✓	✓*		✓		
<i>Fey Blade</i>	✓		✓	✓	✓	✓		✓	✓	
<i>+1 Fey Blade</i>	✓		✓	✓	✓	✓		✓	✓	
<i>Falchion, Elven</i>			✓	✓				✓		
<i>Falchion, Elven, +1</i>			✓	✓				✓		
<i>Falchion, Elven, +1, Life Stealing</i>			✓	✓				✓		
<i>Rapier, Elven</i>	✓		✓	✓	✓	✓		✓		
<i>Rapier, Elven, +1</i>	✓		✓	✓	✓	✓		✓		
<i>Rapier, +1 Piercing</i>	✓		✓	✓				✓		
<i>Long Sword</i>	✓		✓	✓	✓			✓		
<i>+1 Long Sword</i>	✓		✓	✓	✓			✓		
<i>+1 Long Sword, Mithral **</i>	✓		✓	✓	✓			✓		
<i>+1 Long Sword, Celestial Keen *</i>	✓		✓	✓	✓			✓		
<i>+2 Long Sword</i>	✓		✓	✓	✓			✓		
<i>Great Sword</i>			✓	✓				✓		
<i>+1 Great Sword</i>			✓	✓				✓		
<i>+2 Great Sword</i>			✓	✓*				✓		
<i>Bastard Sword</i>			✓					✓		
<i>+1 Bastard Sword</i>			✓					✓		
<i>+2 Dread Sword</i>			✓							
<i>Sai, +1, Snaring</i>										✓
<i>Scimitar</i>			✓	✓	✓			✓	✓	
<i>+1 Scimitar</i>			✓	✓	✓			✓	✓	
<i>+2 Scimitar</i>			✓	✓	✓			✓	✓	
<i>Sickle, Silver</i>	✓		✓	✓	✓	✓		✓		
<i>Sickle, Orcish</i>	✓		✓	✓	✓			✓		
<i>+1 Sickle, Orcish</i>	✓		✓	✓	✓			✓		
<i>+1 Broadsword, Lifestealing</i>			✓		✓			✓		
<i>Gladius</i>	✓		✓	✓	✓	✓		✓		
<i>+1 Kopsis</i>	✓		✓	✓	✓			✓		

Note: Different series tokens may have different damage indicators.

* 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.

** 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.

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.

Holy Great Sword (+2): The +2 Holy Great Sword causes an additional 3HP 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 Fighter.

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

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.

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 the undead defensive power. In addition, the lighter weight of this sword allows the Ranger to use it as an off hand (left for the sake of the character) weapon.

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 backstab, (assuming the monster CAN be backstabbed) and the damage indicator points to the special symbol on the damage ring, the Rogue will add +20 to the damage of their backstab (instead of the usual +10 for backstab), for a total of 28 massive points of damage. If a Rogue scores a critical hit in this instance, the Rogue does a total of 56 points of damage! Otherwise when not used for backstabbing or when used by a character other than the Rogue, the symbol indicates 8 HP damage.

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.

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.

Bladed Weapons: Axes, Scythes, and Pole weapons



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Battle Axe</i>			✓	✓	✓			✓		
<i>Great Axe</i>			✓	✓				✓		
<i>+1 Great Axe</i>			✓	✓				✓		
<i>+2 Great Axe</i>			✓	✓				✓		
<i>Scythe</i>			✓	✓				✓	✓	
<i>Halberd</i>			✓							✓
<i>+1 Halberd</i>			✓							✓

Note: For Hand Axe, see Compound Weapons

Bladed Weapons: Daggers



Daggers can be used by any player except the Cleric.

Blunt Weapons



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Heavy Mace</i>		✓	✓	✓	✓			✓		
<i>+1 Heavy Mace</i>		✓	✓	✓	✓			✓		
<i>+2 Heavy Mace, Gearon's</i>		✓	✓	✓	✓			✓		
<i>+2 Mace, Gearon's Blessed</i>		✓	✓	✓	✓			✓		
<i>+2 Mace, Dispelling</i>		✓		✓						
<i>Morningstar</i>		✓	✓	✓	✓			✓		
<i>Morningstar, +1, Smiting</i>		✓	✓	✓	✓			✓		
<i>+1 Flail, Orcish</i>		✓	✓	✓	✓			✓		
<i>Scepter, Sylvan</i>		✓	✓	✓	✓			✓	✓	
<i>+1 Scepter of the Sturge</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Quarter Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>Darkwood Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+1 Quarter Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+1 Darkwood Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+2 Quarter Staff</i>		✓	✓	✓			✓	✓	✓	✓
<i>+2 Staff of Power</i>							✓			
<i>+1 Staff of Striking</i>		✓	✓	✓			✓	✓	✓	✓
<i>Faerie-Iron Club</i>	✓	✓	✓	✓	✓			✓	✓	✓
<i>Great Club</i>			✓	✓				✓		
<i>+1 Great Club</i>			✓	✓				✓		
<i>+2 Great Club, Bashing</i>			✓	✓				✓		
<i>+1 Bracer of the Dragonfist</i>										✓
<i>Bracer of the Quivering Palm</i>										✓
<i>Faerie-Iron Warhammer</i>		✓	✓	✓	✓			✓		
<i>+2 Hammer of Thunderbolts</i>		✓	✓	✓	✓			✓		
<i>Maul</i>			✓	✓				✓		
<i>Maul, +1</i>			✓	✓				✓		
<i>Maul of Titans</i>			✓					✓		
<i>Cudgel</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Cudgel, Elven</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Darkwood Club</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Darkwood Club, +1</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Darkwood Shillelagh</i>	✓		✓	✓	✓	✓	✓	✓	✓	✓
<i>Spiked Buckler</i>					✓					
<i>SeyLah's Sundering Cestus</i>			✓	✓				✓		

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 along side a +1 Bracer of the Dragonfist. 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: Extra-planar creatures, such as demons and elementals, as well as constructs, are immune to the death effect. A hand result in this case does 8 points of damage.

+2 Great Club of Bashing: In the hands of the Half-Orc 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. bonus to hit remains +2.

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

+2 Gearon's Blessed Mace: This blessed weapon is only usable by the Barbarian, Cleric, Fighter, 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).

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

SeyLah's Sundering Cestus: This wondrous ancient artifact, can be worn by a Barbarian, Fighter, 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.

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

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 damage to fey creatures.

Ranged Weapons



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Sling</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>+1 Sling</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Mighty Sling</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>+2 Sling of Impact</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>Shortbow, Elven</i>	✓		✓	✓	✓	✓		✓		
<i>Frost Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>Darkwood Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>+1 Orchorn Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>+2 Flaming Short Bow</i>	✓		✓	✓	✓	✓		✓		
<i>+1 Mighty Shortbow</i>	✓		✓	✓	✓	✓		✓		
<i>Longbow</i>	✓		✓	✓	✓			✓		
<i>Longbow, Elven</i>	✓		✓	✓	✓			✓		
<i>Darkwood Longbow</i>	✓		✓	✓	✓			✓		
<i>+1 Longbow</i>	✓		✓	✓	✓			✓		
<i>+1 Longbow, Elven</i>	✓		✓	✓	✓			✓		
<i>+1 Darkwood Longbow</i>	✓		✓	✓	✓			✓		
<i>+1 Mighty Longbow</i>			✓	✓	✓			✓		
<i>Hand Crossbow</i>	✓		✓	✓	✓	✓		✓		✓
<i>+1 Hand Crossbow</i>	✓		✓	✓	✓	✓		✓		✓
<i>+2 Light Crossbow of Frost</i>	✓		✓	✓	✓			✓		✓
<i>Heavy Crossbow</i>	✓		✓	✓	✓			✓		✓
<i>Heavy Repeating Crossbow</i>			✓					✓		
<i>+1 Heavy Repeating Crossbow</i>			✓					✓		
<i>Shuriken</i>			✓			✓				✓
<i>Masterwork Shuriken</i>			✓			✓				✓
<i>+1 Shuriken</i>			✓			✓				✓



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Weighted Net</i>			✓					✓		
<i>Alchemist Fire</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Fireseed: Hickorynut</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Fireseed: Hollyberry</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Holy Water</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Flask of Combustion</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Flask of Conflagration</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Otiluke's Freezing Orb</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Orb of Pelor</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Orb of Might</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Thunder Stone</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>+2 Skull of Doom</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Switching between weapons does not incur a combat round penalty. However, there is one exception, the Heavy Crossbow. Switching to and from 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 who 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 ammunition is necessary. Players with ranged weapons may be allowed a pre-melee strike if the room allows for it.

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

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

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

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.

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.

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.

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.

+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 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.

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

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

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.

Shuriken: These are thrown weapons usable only by the Fighter, Rogue and Monk. The Monk, however may cast 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.

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

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.

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 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.

Skull of Doom (+2): When thrown this artifact made from highly dense material will deliver massive blunt force damage. The skull can only be used once per combat encounter.

Compound Weapons



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Hand Axe</i>			✓	✓	✓			✓		✓
<i>+1 Keen Hand Axe</i>	✓		✓	✓	✓	✓		✓	✓	✓
<i>Dagger of Throwing</i>	✓		✓	✓	✓	✓	✓	✓	✓	✓
<i>Masterwork: Silver Dagger</i>	✓		✓	✓	✓	✓	✓	✓	✓	✓
<i>Masterwork: Spear</i>	✓		✓	✓	✓	✓		✓	✓	✓
<i>Javelin, Bone</i>	✓		✓	✓	✓	✓		✓		
<i>Iron Long Spear</i>			✓	✓				✓	✓	
<i>+1 Iron Long Spear</i>			✓	✓				✓	✓	
<i>Pilum of Lightning</i>	✓		✓	✓	✓	✓		✓		
<i>Trident</i>			✓					✓		
<i>+2 Long Spear of Dragonslaying</i>			✓	✓				✓	✓	✓

These weapons have the functionality of being both a melee and ranged weapon. When used in ranged mode, a round must be expended to retrieve the weapon. These are the only weapons that can be used in this manner; regular melee weapons, e.g., regular dagger, can not be used as a ranged weapon. Note that any bonus from strength or strength enhancing items (e.g., Gauntlets of Ogre Strength) will add a bonus to damage. And items that affect dexterity will add a bonus to attack if the Compound Weapon is used as a ranged weapon.

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.

Dagger of Throwing: This double bladed weapon returns to the caster when thrown, which means the player will not have to expend a round 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).

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.

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

Pilum of Lightning: After a successful attack, this weapon will do an additional two (+2) points of damage from electrical shock to all monsters in the room, in addition to the 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.

+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.

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

Projectiles:



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Arrow, Masterwork</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, Elven</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, Keen</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, Frost</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, Fire</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, Shock</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, Sleep</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, Slaying</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, +1</i>	✓		✓	✓	✓	✓		✓		
<i>Arrow, +2</i>	✓		✓	✓	✓	✓		✓		
<i>Bolt, Masterwork</i>			✓	✓	✓			✓		✓
<i>Bolt, Lightning</i>			✓	✓	✓			✓		✓
<i>Bolt, +1</i>			✓	✓	✓			✓		✓
<i>Bolt, +2</i>			✓	✓	✓			✓		✓
<i>Bolt, Hand, Masterwork</i>	✓		✓	✓	✓	✓		✓		✓
<i>Bolt, Hand, Enfeeblement</i>	✓		✓	✓	✓	✓		✓		✓
<i>Bolt, Hand, Madness</i>	✓		✓	✓	✓	✓		✓		✓
<i>Bullet, Masterwork</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bullet, Impact</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bullet, Shock</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bullet, Frost</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bullet, Fire</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bullet, Stunning</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bullet, Thunder</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bullet, Dividing</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Arrows can be used to augment shots fired by ranged weapons. They are usable only by those who can use the weapon that would fire the projectile and are 1 time use only.

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

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

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 during the following round).

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

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

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

Sling Bullet of Shock, Frost, 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 (can not attack) for one 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.

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.

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>Faerie Iron</i>	<i>Great Helm</i>
<i>Small Shield</i>	<i>L. Brigandine</i>	<i>Troll Hide</i>	<i>Cassis</i>
<i>Sm. Fey Shield</i>	<i>Eagle Totem</i>	<i>Scalemail</i>	<i>Helm of Clear Thought</i>
<i>Sm. Dkwd. Shield</i>	<i>Animal Hide</i>	<i>Owl Totem</i>	<i>Helm of the Boar</i>
<i>Large Shield</i>	<i>Hide Armor</i>	<i>Mithral Chain</i>	<i>Dragonscale Helmet</i>
<i>Lg. Dkwd Shield</i>	<i>Studded Leather</i>	<i>L. Squametea</i>	<i>Elven Coif</i>
<i>Lg. Elven Shield</i>	<i>Reinf. Leather</i>	<i>E. Ringmail</i>	<i>Mithral Cap</i>
<i>Dragonscale Shield</i>	<i>Fox Totem</i>	<i>Banded</i>	<i>Helm of the Eagle</i>
<i>Faerie-Iron</i>	<i>Bone</i>	<i>Half Plate</i>	<i>Helm of Retribution</i>
<i>Tower Shield</i>	<i>Leather Cuirass</i>	<i>H. Pl. of Life</i>	
<i>Shield</i>	<i>Lorica Hamata</i>	<i>Oakspirit</i>	
<i>Redemption</i>	<i>Wolf Totem</i>	<i>Fey Plate</i>	
	<i>Chainmail</i>	<i>El. Splintmail</i>	
	<i>Elven Chainmail</i>	<i>C. Lorica</i>	
	<i>Fey Chainmail</i>	<i>Segmenta</i>	
	<i>Ram Totem</i>	<i>Dragonscale</i>	
	<i>Toad Totem</i>	<i>Full Plate</i>	
		<i>Plate of Attack</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.



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Leather</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Leather Brigandine</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Animal Hide</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Hide Armor</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Fox Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Eagle Totem</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Studded Leather</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Owl Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Reinforced Leather</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Bone Armor</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Leather Cuirass</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Lorica Hamata</i>		✓	✓	✓	✓			✓	✓	
<i>Wolf Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Toad Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Ram Totem ***</i>	✓	✓	✓	✓	✓	✓		✓	✓	
<i>Fey Chainmail ***</i>	✓	✓	✓	✓	✓	✓				
<i>Elven Ringmail ***</i>	✓	✓	✓	✓	✓	✓		✓		
<i>Chainmail</i>	✓	✓	✓	✓						
<i>Elven Chainmail</i>	✓	✓	✓	✓	✓	✓				
<i>Faerie-Iron Armor***</i>	✓	✓	✓	✓	✓	✓				
<i>Troll Hide Armor***</i>		✓	✓	✓	✓			✓	✓	
<i>Scalemail</i>		✓	✓	✓						
<i>Mithral Chainmail†</i>	✓	✓	✓	✓	✓	✓				
<i>Lorica Squametea</i>		✓	✓	✓						
<i>Banded</i>		✓	✓	✓						
<i>Half Plate</i>		✓	✓	✓						
<i>Oakspirit Armor</i>		✓	✓	✓						
<i>Half Plate of Life</i>		✓	✓	✓						
<i>Fey Plate</i>		✓	✓	✓						
<i>Elven Splintmail</i>		✓	✓	✓						
<i>Commander's Lorica Segmenta ***</i>		✓	✓	✓						
<i>Full Plate</i>		✓	✓	✓						
<i>Dragonscale Armor**</i>		✓	✓	✓					✓	
<i>Plate Armor of Absorption ***</i>		✓	✓	✓						
<i>+1 Full Plate</i>		✓	✓	✓						
<i>Plate Armor of Attack</i>			✓							

****Special Note:** The Dragonscale Armor and Shield also grants one point of protection (-1) against fire damage for each item worn. 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.

*****Special Features:** The **Fox Totem Armor** add an additional +2 to reflex saves. The **Owl Totem Armor** adds +1 to will saves. The **Wolf Totem Armor** adds an additional +1 to reflex saves. The **Toad Totem Armor** adds +1 to fortitude saves. The **Ram Totem Armor** adds immunity to being stunned. **Fey Chainmail** adds +2 to reflex saves. **Elven Ringmail** adds +5 to AC versus Orcs (instead of +4). The **Faerie-Iron Armor** adds an additional +2 against Fey creatures, however it does penalize the wearer one point (-1) to Will saves. **Troll Hide Armor** adds an additional four points (+4) to Fortitude saves. **Half Plate of Life** adds +2 hit points to the wearer. **Fey Plate** adds +2 to reflex saves. **Elven Splintmail** adds +8 to AC against Orcs (instead of +7). **Commander's Lorica Segmenta** adds an additional two points of protection (+2) against attacks from projectiles for a total of nine points of coverage (+9). **Plate Armor of Absorption** will reduce all damage directed toward the wearer during melee by one point (-1).

† **Set effect:** 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.



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Small Shield*</i>	✓	✓	✓	✓				✓	✓	
<i>Small Darkwood Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Small Fey Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Archer's Buckler***</i>	✓	✓	✓	✓	✓			✓	✓	
<i>Large Darkwood Shield</i>	✓	✓	✓	✓				✓	✓	
<i>Faerie-Iron Shield***</i>	✓	✓	✓	✓				✓		
<i>Large Shield</i>	✓	✓	✓	✓				✓		
<i>Large Elven Shield</i>	✓	✓	✓	✓				✓		
<i>Tower Shield</i>			✓	✓				✓		
<i>+1 Tower Shield</i>			✓	✓				✓		
<i>Dragonscale Shield**</i>	✓	✓	✓	✓				✓	✓	
<i>Shield of Redemption***</i>		✓		✓						

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

****Special Note:** The Dragonscale Armor and Shield also grants one point of protection (-1) against fire damage for each item worn. 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.

*****Special Features:** The **Faerie-Iron Shield** adds an additional two points of protection (+2) for a total of four points total (+4) against Fey. The **Archer's Buckler** only provides the AC bonus when used with a two handed ranged weapon. The **Large Elven Shield** adds +3 to the wearer's AC against Orcs. The **Shield of Redemption** allows a player, when killed, to heal all party members +7 HP. The wearer may not be resurrected however as the price for her sacrifice.

Armor (Other)



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Great Helm</i>		✓	✓	✓				✓		
<i>Cassis</i>		✓	✓	✓				✓		
<i>Elven Coif</i>		✓	✓	✓				✓		
<i>Helm of Clear Thought</i>		✓	✓	✓				✓		
<i>Helm of the Boar</i>		✓	✓	✓				✓		
<i>Helm of the Eagle</i>		✓	✓	✓				✓		
<i>Dragonscale Helmet**</i>	✓	✓	✓	✓				✓	✓	
<i>Mithral Cap †</i>	✓	✓	✓	✓	✓			✓	✓	
<i>Helm of Retribution</i>					✓					

**** Set Effect:** The Dragonscale Armor and Shield also grants one point of protection (-1) against fire damage for each item worn. 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.

† Set effect: 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.

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

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

Mithral Cap: Provides immunity to undead mind control.

Armor (Modifiers)

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

Special Notes: **The 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. **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. **Mithral set:** 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.

<i>Armor Type</i>	<i>+ to AC</i>	<i>Armor Type</i>	<i>+ to AC</i>
<i>Leather</i>	<i>+2</i>	<i>Full Plate</i>	<i>+8</i>
<i>Leather Brigandine</i>	<i>+2</i>	<i>Dragonscale Armor</i>	<i>+8 /-1 to Fire Dam.</i>
<i>Animal Hide</i>	<i>+2</i>	<i>Plate Armor of Absorption</i>	<i>+8 /-1 damage tfrom Melee attack</i>
<i>Hide Armor</i>	<i>+2</i>	<i>+1 Full Plate</i>	<i>+9</i>
<i>Fox Totem</i>	<i>+2 /+2 to Reflex Saves</i>	<i>Plate armor of Attack</i>	<i>+10</i>
<i>Eagle Totem</i>	<i>+3 /+1 to Reflex Saves</i>	<i>Small Shield</i>	<i>+1</i>
<i>Studded Leather</i>	<i>+3</i>	<i>Small Darkwood Shield</i>	<i>+1</i>
<i>Owl Totem</i>	<i>+3 /+1 to Will Saves</i>	<i>Small Fey Shield</i>	<i>+1</i>
<i>Bone Armor</i>	<i>+3</i>	<i>Archer's Buckler</i>	<i>+1</i>
<i>Leather Cuirass</i>	<i>+4</i>	<i>L. Darkwood Shield</i>	<i>+2</i>
<i>Reinforced Leather</i>	<i>+4</i>	<i>Faerie-Iron Shield</i>	<i>+2 /+4 vs. Fey</i>
<i>Lorica Hamata</i>	<i>+5</i>	<i>Large Shield</i>	<i>+2</i>
<i>Toad Totem</i>	<i>+4 /+1 to Fortitude Saves</i>	<i>Large Elven Shield</i>	<i>+2 /+3 vs. Orcs</i>
<i>Ram Totem</i>	<i>+4 and Immunity to Stun</i>	<i>Tower Shield</i>	<i>+3</i>
<i>Fey Chainmail</i>	<i>+4 /+2 to Reflex Saves</i>	<i>+1 Tower Shield</i>	<i>+4</i>
<i>Elven Ringmail</i>	<i>+4 /+5 vs. Orcs</i>	<i>Shield of Redemption</i>	<i>+3</i>
<i>Wolf Totem</i>	<i>+4</i>	<i>Dragonscale Shield</i>	<i>+3 /-1 to Fire Damage</i>
<i>Chainmail</i>	<i>+5</i>	<i>Great Helm</i>	<i>+1</i>
<i>Elven Chainmail</i>	<i>+5</i>	<i>Cassis</i>	<i>+1</i>
<i>Faerie Iron</i>	<i>+5 /+7 vs. Fey -1 to Will saves</i>	<i>Elven Coif</i>	<i>+1 /+2 vs. Orcs</i>
<i>Troll Hide Armor</i>	<i>+5 /+4 to Fort saves</i>	<i>Helm of Clear Thought</i>	<i>+1</i>
<i>Scalemail</i>	<i>+6</i>	<i>Helm of the Boar</i>	<i>+0</i>
<i>Mithral Chainmail</i>	<i>+6</i>	<i>Dragonscale Helmet</i>	<i>+2 /-1 to Fire Dam.</i>
<i>Lorica Squametea</i>	<i>+6</i>	<i>Helm of the Eagle</i>	<i>+1 /+1 to hit with missile weapons</i>
<i>Banded</i>	<i>+6</i>	<i>Mithral Cap</i>	<i>+1</i>
<i>Half Plate</i>	<i>+7</i>	<i>Bracers of Defense</i>	<i>+1</i>
<i>Oakspirit Armor</i>	<i>+7</i>	<i>Torc of Natural Armor</i>	<i>+1</i>
<i>Half Plate of Life</i>	<i>+7 /+2 to HP</i>	<i>Celestial Bracers</i>	<i>+2</i>
<i>Fey Plate</i>	<i>+7 /+2 to Reflex Saves</i>	<i>Helm of Retribution</i>	<i>+2 /+2 damage vs. Favored Enemy</i>
<i>Elven Splintmail</i>	<i>+7 /+8 vs. Orcs</i>		
<i>Commander's Lorica Segmenta</i>	<i>+7 /+9 against missiles</i>		

Cloaks and Clothing:



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

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

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

Cloak of the Mage: This wondrous arcane item can be worn by Wizards only and allows the Wizard the benefit of +3 points to her AC. Wearing the cloak also grants the Wizard +2 to saving throws, like the Cloak of Resistance and its effect stacks with the AC bonus of the Robe of the Mage. It cannot be used with the Mage Armor spell.

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

Cloak of 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 that, unless a save (Fortitude DC 12) is made, forces the attacker to suffer 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 Gliding: This cloak slows the wearer's descent in a fall such that he will take no damage.

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.

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

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

Dragonhide Cloak: This supple yet amazingly strong hide covering will endow 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.

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.

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

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

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

Boots of Elvenkind: These dark grey, soft boots dampen the noise normally created by the wearer when moving. Wearable only by the Rogue, they allow the player to immediately make a sneak attack during the first round of combat. Rogues without these boots must take one round to slowly move into position before making their special sneak attack.

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

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

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

Boots of Underdark: Worn by the Rogue only, these enchanted boots allow the Rogue to perform his sneak attack (first round only) at plus two (+2) to hit.

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

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

Dragonhide Boots: Wearing these rugged boots will grant the wearer an additional four (+4) points to her armor class when fighting dragons.

Hat of Escape: This subtle head covering causes a monster to have 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, less than one and the monster will attack normally.

Wondrous Cloak of Displacement: Wearing this cloak allows the wearer some protection against the FIRST combat strike in a melee 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 is 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.

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

Amulets, Crowns, and Necklaces:



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

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. The amulet must be worn throughout the entire adventure as it is impossible to remove once an adventure has started.

Horn of Plenty: This amulet grants the player three random draws from a defeated monster's hoard or treasure associated with successful completion of a task. This will not grant the wearer three draws from disarmed traps or other found caches of loot. This amulet must be equipped during training and worn for the entire adventure to take advantage of the effect (i.e. permanent equipment that cannot be swapped). Note that not all monsters or puzzle challenges will have a treasure draw.

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

Medallion of Nobility: This medallion has no magical effect. Rather, it is a symbol of the awarding of nobility by the High Council of Greyhawk to your person. Every player who attains the 5th level of experience receives one of these tokens in the mail after The True Adventures event at which the level was attained.



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.

Wondrous +1 Amulet of Armor: This plain looking device enhances the wearer's armor class by 1 point by thickening the character's skin. This token can be used with any armor.

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

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.



Necklace of the Ash: Wearing this necklace will negate all special attacks that might be directed against the wearer's armor or weapons.

Necklace of the Elm: Wearing this necklace will add two points (+2) to the wearer's AC against missile based attacks.

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

Dragon Tooth Amulet: This wondrous constructed artifact made from the tooth of a conquered dragon will grant the wearer a reduction of half (-50%) to the total damage caused by magic-based damage attacks during combat. . This is effective against offensive magic spells like "Fireball", magic items like "Wand of Magic Missile", and monster magical attacks that mimic the first two examples (e.g., the lightning bolt attack from a Storm Giant). This item does NOT stack with any other protection item like a Ring of Fire Resistance versus a "Fireball" spell, nor does it work against non-magical attacks like a dragon's breath, or attacks that do not cause damage (hit point reduction) such as the medusa's gaze.

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 armor (i.e., Monk and Wizard). 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., can not be necklaces, torcs, or amulets)



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

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

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

Circlet of Elemental Mastery: When worn, this headpiece allows a Wizard 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 lightning.

Coronet of the Arch Druid: This crown allows the Druid to sacrifice (give up) two spells of 2nd level (Bull Strength, Flame Blade, and Slow Poison) to transform into a Dire Bear. The player then can attack (with this token in the slider) as if they were the animal with it's abilities. The Druid cannot use their spells or any physical items while physically transformed. They do, however, retain their respective Armor Class and Hit Points. This head piece must be worn during the entire room for the effect to be used. The Druid can announce to the DM that they are placing the circlet on their head at the beginning of the room, but cannot choose to change out head gear after the room's activity has begun.

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.



	<i>Bard</i>	<i>Cleric</i>	<i>Fighter</i>	<i>Paladin</i>	<i>Ranger</i>	<i>Rogue</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Druid</i>	<i>Monk</i>
<i>Bracers of Deflection</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bracers of Archery</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bracers of Archery, Supreme</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bracers of Defense, +2</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Celestial Bracers †</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Celestial Girdle †</i>	✓	✓	✓	✓	✓	✓	✓	✓*	✓	✓
<i>Girdle of Hill Giant Strength*</i>	✓	✓	✓	✓	✓	✓	✓	✓*	✓	✓
<i>Dragonhide Belt</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Monk's Belt</i>										✓
<i>Belt of Retrieval</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Belt of Ogre Power</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bracelets of Stunning</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bracelets of Greater Stunning</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Bracelets of the Zephyr</i>	✓	✓					✓		✓	
<i>Gauntlets of Ogre Power</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Mithral Gauntlets</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Gloves of Dexterity</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Gloves of Deflection</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>+1 Bracers of Defense</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

***Note:** +3 Strength actually equates to +2 to hit and damage for the Barbarian.

† **Set Effect:** Usable 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.

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.

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

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

Bracers of Defense, +2 : These Bracers act like the Wondrous +1 Bracers of Defense, when worn. However, they increase the player's AC by 2 points. This token can be used with any other armor.

Girdle of Hill Giant Strength: This wide, strangely decorated, studded leather belt imbues the wearer with +3 to his total strength value. This may increase bonus for successful attack

and damage by +1 or (+2 for Barbarian) depending on the original strength. This item stacks with Gauntlets of Ogre Power.

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.

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

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

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

Bracelets of 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.

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.

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.

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.

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

Gloves of Dexterity: Usable by any player, these gloves, made from the supple skin of some exotic beast, increase the wearer's dexterity by two points, which will add +1 to the character's missile to-hit rolls, armor class, and reflex saves. These gloves do not augment spells (on character card) or scrolls.

Wondrous +1 Bracers of Defense: This arm protection, when worn, increases the player's AC by 1 point by creating a magical field around the character. This token can be used with any other armor.

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 (Wizard, Cleric, Bard, Ranger, Druid, and Paladin). Scrolls with “Arcane” on the token can be used by 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 score is too low. A spell cast from a scroll lasts the duration of the room unless otherwise noted in its token description.

Scrolls that cause a ranged weapon to be created and hurled toward an enemy (specifically Melf's Acid Arrow and Flame Arrow) fall under the same rules as ranged weapons in combat.

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

Scrolls: All



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**.

Light: The use of this scroll causes the player to be given a special light source that lasts the entire adventure. The light source must be turned in to TD Staff at the end of the adventure.

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 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.

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 a rare and common token.

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.

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).

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.



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.

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.

Scrolls: Arcane



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.

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. Bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace, do not apply. **Note: this is one token where the text must hit AC 15 does not appear. It will be corrected in later versions of the token.**

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.

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.

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

Melf's Acid Arrow: This ranged attack spell conjures and fires an arrow that causes 8 points of acid damage to an enemy of the caster's choice if the caster can hit AC 15 or better. If the caster fails to hit AC 15, the spell fails. Bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace, do not apply.

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.

Identify: This scroll reveals 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 cannot be used until subsequent adventures.

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).



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. Whether the trap does any damage will depend on the trap's mechanics and how close the party is standing when cast.

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.

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.

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.

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.



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 the Keen Scimitar is already imbued with this spell permanently, and is not further affected by this scroll.

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 DM or Coach when used and the effect is recorded on the party card. This spell can not be used with armor nor can it be used with the Cloak or Robe of the Mage 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. This token is not augmented by the Wizards skills test.

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

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

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

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 the Wizard's skills test. The spell does 12 points of fire damage, and there is no save. Bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace, do not apply.



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

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 affects of casting the spell multiple times are not additive.

Hypnotic Pattern: Unlike Color Spray, this spell's effect only lasts one combat round. The caster projects a hypnotic pattern in front of the monster. The effect of which, just like color spray, is to penalize the monster two (-2) points for any saving throw attempt during that one round of combat.

Melf's Acid Arrow: Like the Wizard's spell, 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. It is not shot from a bow or physically handled in any way thus is not subject to nay bonuses to dexterity or from strength. 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. Bonuses, such as damage from the Bracers of Archery or plus to hit from Cat's Grace, do not apply.

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).



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

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 it's melee attack damage by one (-1) point of damage. The effect lasts for the entire combat.

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).

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 magic to magic missiles and will serve to protect all member's of the caster's party from such an attack.

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

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

Scrolls: Divine



Sanctuary: This invocation causes a protective aura to be placed around the caster that lasts for the entire round (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 while in Sanctuary, or the spell is negated. Healing spells, however, may be used without ending Sanctuary.

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.

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.

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

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 monsters 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.

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.

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



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

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 **very 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 **very rare** token.

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.

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 poisoning.

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



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..

Detect Poison: (Note: in 2009 this scroll be came specified Divine rather than all, older tokens can be used by anyone, but this newer token can only be used by Clerics 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.

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

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

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 attack. If the saving throw is failed, the monster will not be able to attack for one combat round.



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

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.

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., Melf's Acid Arrow) receive a -4 penalty to the attack attempt. Melee attacks and spells that automatically hit (e.g., Magic Missile) do not receive a penalty.

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.

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.

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**.

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).

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

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**.

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).

Darkvision: This potion is one of the few that lasts the entire adventure so it may be advisable to drink it as soon as your adventure begins. The player who consumes this potion will be given a small lighting device that represents their enhanced seeing capabilities. The special light must be returned at the end of the adventure.



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 focus item named by the DM.

Bull's Strength: This potion temporarily adds +4 to any characters strength, thus giving +2 to hit and +2 damage from melee weapons. The effect lasts for the entire encounter (room). **Note:** Older token (prior to 2007) indicates +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.

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 under the effect of this potion can only re-slide one weapon token of their choice.

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

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

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 a round to set it up. Note that if the drinker makes an attack then the invisibility effect is broken.

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).



Elixir of Life: This potent drink allows the party 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. 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).

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

Water Breathing: Drinking this potion allows the player to breathe under water as normally as if breathing air; it does not prevent the player from also breathing air, however. The effect lasts for the entire 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.



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.

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

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 is as permanent as a regular healing spell or potion.

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. A successful hit with the "coated" weapon will cause the damage indicated on the battle board plus any bonuses.

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



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, and +2 points to Reflex saves. The effects will last for an entire room.

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).

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.

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.

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



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 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.

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.

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 save versus poison DC 15 for no effect. This is a one time use item.



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

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 Mistletoe: This extract provides an additional 2 points (+2) to Reflex based saving throw attempts and 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).

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.

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

Barkskin: Just like the scroll consuming this potion will grant the user incredibly tuff 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.

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



Polymorph (Otter): Usable by the Druid and Wizard only, this concoction will change the player into a Otter. The effect lasts for the entire room and the token is used in the combat slider for attacks. The player is also bestowed with the swimming ability of that small study creature. The Druid or Wizard 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 for the transformation to occur.

Polymorph Bear: Usable by the Druid and Wizard 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 Wizard 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 for the transformation to occur.

Polymorph Viper: Usable by the Druid and Wizard 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 Wizard 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 for the transformation to occur.



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 users strength by two points (+2) which will increase melee damage by one (+1) point and increase attack attempts by one (+1) point. This effect will last one encounter (room) and only one potion may be consumed.

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 during combat by one point (+1) and increase reflex save 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.

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. Multiple extracts may be consumed at any time during the adventure.

Rue Extract: When consumed, this herbal extract will cure the consumer from the effects of paralysis.

Truefoil Extract: Made from the liquid carefully extracted from this sought after plant, consuming this vial will cure both three hit points (+3) and remove the effects of Stun. More than one of these extracts may be consumed in one room.

Miscellaneous Items:



Masterwork Bard's Instrument: This beautifully crafted musical instrument enhances the Bard's combat singing power. Instead of adding the normal +1 to damage, every party member gets to add +2 to their damage. Essentially the token reflects the addition of one point (+1) to the normal Bard Song effect for a total of plus one (+1) to hit and plus two (+2) damage (this extra damage applies to melee only, ranged is still just +1/+1). 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.

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 Thieve's 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).

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.

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.



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

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 (+1) to hit and plus one (+1) damage, to plus two (+2) to hit and plus one (+1) damage (both melee and ranged). The effect lasts as long as the Bard maintains his performance.

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., Melf's Acid Arrow) receive a -4 penalty to the attack attempt. Melee attacks and spells that automatically hit (e.g., Magic Missile) do not receive a penalty.

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

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.



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

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 - 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 - Faceted Amber: When released this gem will circle the player's head. This Ioun Stone will grant the player protection from missile attack 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 – 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 Bard’s Song
- Effects of Barbarian’s Rage

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 – Beryl Prism: When released this crystal will circle the player’s head. This Ioun Stone will grant the player an additional one point (+1) the 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 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.

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.

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 Ray type magic attacks).



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 parties initiative role by up to eight (+8) points.

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.

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.

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.

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.



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 your initial try results in a value of one (1).

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, is augmented by items that grant bonuses by modifying dexterity, (e.g., Potion of Cat's Grace).

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. Like the Masterwork Bard's Instrument, the lute adds +1 to the damage effect of the Bard's singing for a total of plus one (+1) to hit and plus two (+2) damage. The extra damage bonus only applies to melee weapons.

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 bard song effects of plus one (+1) to hit and plus one (+1) damage.

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.

Herbs and Food (with additional effect)



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.

Orcish Rations: While tough to chew and a bit of a challenge to the pallet, 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.

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.

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

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.



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

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

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 onetime use item and must be turned in when utilized.

Runestones



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

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

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

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

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

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

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

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

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



Chaos Runestone: Adds one point (+1) acid damage to melee weapons.

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

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

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

Good Runestone: Adds one point (+1) to a Cleric or Druid's memorized healing spells.

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.

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.

Runestone Fitting Base: This allows up to two additional rare (red print) runstones 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 if they player possesses a Runestone Fitting Base (per runestone). [Up to two runestones for one weapon per adventure] Attaching the rare runestone still requires the player to turn in the rare 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 GENCON™ 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.



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, but does take up one ring slot.

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. The ring must be worn at all times for the effect to be applicable.

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. Similarly to the 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 Evasion: Wearing this ring allows the user, once per encounter/room, to take NO DAMAGE from a spell effect or trap that allows a normal Reflex save for one-half damage. So, if the wearer makes her save, the wearer takes no damage instead of one-half damage. The effect of this ring works on only the first Reflex save for damage the player makes in an encounter (room). 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 Protection +1: Wearing this ring adds +1 to the wearer's Armor Class.

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

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

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

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



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.

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

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



Ring of Sanctuary: Just like the Cleric spell, 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 the monster at any time during the combat.

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 gratification from the organizers of the event.

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

Note: This ring was the special “reward” for finishing Hardcore in 2007. Only one was given per player and none will be available in purchased packs or treasure chests.

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

Ring of Wizardry: This ring, usable by a Wizard 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 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 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 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 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 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 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).

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

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

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

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

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 who makes a successful melee attack against the wearer.

Wands:

Each wand has a number of charges which are indicated on the token as small boxes. This is a total for the life of the wand, and can be used across multiple adventures. The DM will mark one charge 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>Wizard</i>	<i>Druid</i>
<i>Wand: Magic Missiles</i>					✓	
<i>Wand: Lightning Bolt</i>					✓	
<i>Wand: Melf's Acid Arrow</i>					✓	
<i>Wand: Detect Magic</i>	✓	✓	✓	✓	✓	✓
<i>Wand: Life Stealing</i>					✓	
<i>Wand: Cure Light Wounds</i>	✓	✓				✓
<i>Wand: Slow</i>					✓	
<i>Wand: Frost</i>					✓	
<i>Fey Wand</i>					✓	✓
<i>Scepter of the Dead</i>		✓				



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 5HP) damage to the target of the user's choice.

Wand of Lightning Bolt: This artifact discharges a bolt of lightning when activated. This bolt will automatically hit and cause 12 HP of electrical damage to any identified target. Note that a monster that makes a successful Reflex save (DC 15) will take 6 points of damage only. The lightning bolt may damage more than one monster at a time - at the discretion of the DM.

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



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 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.

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 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.

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.

Rumors:

All characters may use Rumor tokens or the “Special” token. Rumors increase in potential usefulness and probability of being correct as the classification increases.



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, new lore tokens will appear in each pre con ordered pack of 10 tokens. These special lore tokens will allow the collector to log on to www.truedungeon.com and discover special hints about the year's upcoming adventure and insights into other things like the formula for combo tokens. Pictured below is an example with the code/clue obscured. A full set of images will be added after GenCon Indy 2010.



Special:



2003 and 2004 only



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. 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.

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.

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.

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 will not have to expend a round 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 Quick Silver.

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) will be 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 the barbarian 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 players maximum total.

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

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

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

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

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

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

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

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

Dragon Tooth Amulet: This wondrous constructed artifact made from the tooth of a concurred dragon will grant the wearer a reduction of half (-50%) to the total damage caused by magic based attacks during combat.

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

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 will 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) 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 one it to allow the wielder to effect a critical hit from a slide of 19 or 20 on the combat board.

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.*

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.

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

Common Ingredient Items:

Common Ingredient Items: Special items will be available only in the dungeon, and these items will be printed in brown (common) and may feature the open cauldron symbol. These items will have limited use during adventures; however, they may be extremely valuable in the creation of new 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)



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

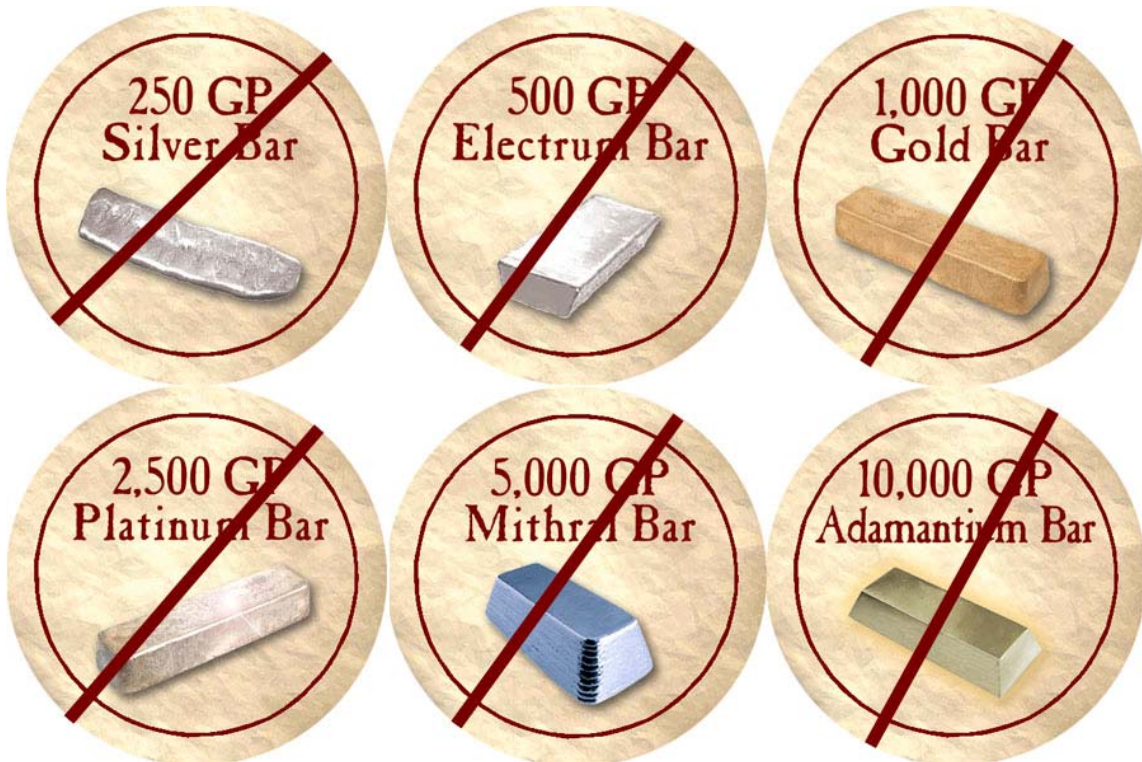
Our Super Hero of residence Feedback (a.k.a., Matthew Atherton) approached us to see if there was a way we could help with something that would generate proceeds for the Make a Wish Foundation and Recording for the Blind and Dyslexic. Our response was the "Feedback Loop." Sold only at the Feedback Autograph 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 have 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 six denominations of Reserve Tokens represented by bars of precious metals. These tokens will not be part of any year's collection.



Trade Item Tokens: In order to supply the ongoing war with Iuz, (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 and/or item^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.

Non Game Collectables: Special Honorarium

A series of honorary guild tokens and title collectables.

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.

Non Game Collectables: Special TD Mug Tokens



Mug will contain the token in a special compartment.



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



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

Non Game Collectables: 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 recipient 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 has introduced the Silver Ticket token. Eight special tokens were randomly distributed among the second run of tokens. The lucky recipient 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 must verify its authenticity via e-mail and will be allowed into a special event run at 9:00am on Thursday of the 2009 Gen Con Indy event. There will be many surprises in store for those lucky players.

The Golden Ticket 2010

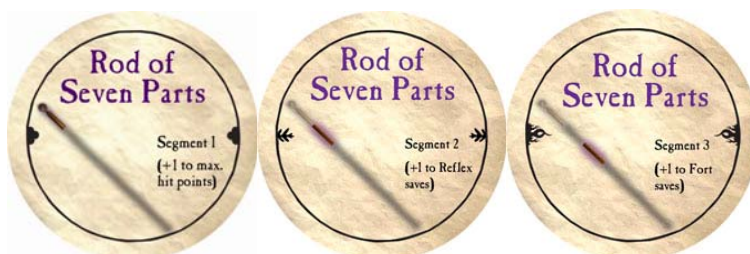


True Adventures created special tokens that were inserted in 24 random first run packs of True Dungeon tokens for sale in 2010. The lucky recipient of a Golden Ticket Token must verify its authenticity via e-mail and will be allowed into a special event run at 9:00am on Thursday of the 2010 Gen Con Indy event. There will be many surprises in store for those lucky players.

Unique and Special Gratitude Tokens

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

Rod of Seven Parts



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

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

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

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

Arcane Recipe

As a special quest, three of these unique tokens will be made available to players and collectors in 2009. Two will be auctioned off, and one will be randomly placed in one of the treasure boxes for a lucky player to find. The owner of a 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). Current plans are to release more of these in the future. Tokens may be held from year to year until the proper resources are collected to turn in.



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.

TD Token FAQ v. 2.1: (Some additional questions of interest)

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

It is up to each player to decide if he wants to give up none, some, or all of his tokens should his character die in the dungeon. The tokens are his property, and a player should feel no compulsion to allow them to be looted.

2. **How will the Heavy and Heavy Repeating Crossbow be handled in combat?**

Similar to D&D, a heavy crossbow takes one combat round to load after it is fired; therefore, a player using a Heavy Crossbow will only be able to attack every other round. It has been suggested that if a player has multiple Heavy Crossbows that they could just switch between them to allow a shot each round, however, due to the cumbersome nature of this weapon, changing from Heavy Crossbow to heavy Crossbow would still incur a combat round penalty. The Heavy Crossbow is the only weapon to have such a penalty, so carrying multiple Heavy Crossbows will have no net benefit (besides being realistically unfeasible). 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, and a ranged attack is treated like a melee (hand-to-hand) attack in most cases including Bard's Song and Bless benefits. The only difference is that characters don't add their Strength bonuses (if any) to the chance to hit or to damage. They do add their Dexterity bonus to the to hit rolls, however - 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 a player throw axes and daggers?**

Normal axes and daggers can not be thrown. These weapons are designed for melee. However, Hand Axes, Spears, Throwing Daggers, and other weapons classified as Compound Weapons (see page 21) can be used as either a ranged or melee weapon.

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

No spell penalty for armor is needed, as certain classes can only wear armor that does not affect their ability to cast spells. For instance, Wizards cannot use any armor or shield, and Bards cannot wear any armor better than Chainmail, Elven Chainmail, or Mithral Chainmail.

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

Melee and Ranged tokens are slid on the combat board. If the token touches an area that is considered a "hit" then the number around the circumference of the token that points closest to the indicator on the battle board indicates the damage.

7. Is there a difference between scroll tokens and spells?

Yes. The Cleric, Wizard, and Druid can use their class skill to augment the damage done by some spells that they cast, 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 increase the damage done by the spells they cast, so those characters are not tested with a class skill test to do so. Finally, some scroll tokens that mimic melee weapons or indicate a certain AC value must be attained, will be slid, on the combat board, like a regular melee weapon token.

8. How do we handle Bard's instruments? Can they also carry weapons and shields at the ready?

All Bard's instruments are assumed to be two-handed (the default is a lute); therefore, the Bard cannot carry her shield at the ready and play an instrument at the same time. This does not mean she cannot carry the shield strapped to her back and switch to the shield to engage in melee. There is no time penalty to switch from inspiring music mode to melee combat mode. The Bard must declare her intent at the beginning of the combat round and either drop or stow her instrument and draw or pick up her melee weapon and move into range to attack.

9. Is there a delay if a bard wants to switch from Singing/playing to cast a spell or read a scroll?

There is no delay (i.e., 1 combat round) for a Bard that wants 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 and a verbal component and time so the Bard wanting to switch actions to pull out a scroll and read it or use a wand will sacrifice the singing bonus to the party for that combat round. The bard must declare her intent at the beginning of the combat round (i.e., can not cast a spell and have the party receive the bonus).

10. Can Gauntlets of Ogre Strength and Bracers of Defense be worn together?

Yes, this is permitted.

11. Does a level three Rogue get extra damage for his sneak attack?

No, a third level player choosing the Rogue does not automatically have additional bonuses to his sneak attack. If any bonuses are granted to the character they will be listed on the player's character card.

12. Can an Elven Cloak be used to scout ahead (pre-melee), thus eliminating the chance of surprise?

No, this is not permitted. In most cases, this action would divide the party and there would be other required factors that would be necessary to enable this action (e.g., Darkvision). We have plans to create special situations (specific rooms) where a creative player would be allowed to use her attributes and gear to her advantage, but in general we do not want to make this a practice as it has the potential to significantly slow the game play down.

13. Can an Elven Cloak 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.

14. 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.

15. Does Mage Armor stack with other items or armor?

No, Mage Armor can only be used by the Wizard and Bard, and will not work under armor (Bard) or with other items that act as armor, such as the Cloak or Robe of the Mage.

16. Does the Flaming Short Bow have any illumination properties?

No, the Flaming Shortbow does not serve as a potential light source for the party. Its effect occurs upon successful impact with a monster (already added into its damage wheel). Monsters that are not resistant to flame damage will take an additional +2 HP damage when the bow is used.

17. Does the Bag of Holding have any in-game effect?

No, it is a promotional token with no in-game value.

18. What is the dagger symbol on the damage wheel of Nightshades +2 Short Sword for?

If the Rogue uses this weapon to backstab, and the damage indicator points to the special symbol on the damage ring, the Rogue will add plus +20 to the damage of their backstab, rather than +10, for a total of 28 massive points of damage. Otherwise, when not used for backstabbing or by a character other than the Rogue, the symbol indicates 8 HP damage.

19. Can a Monk use two "+1 Bracer of Dragonfist" (one in each open handed combat slider)?

Yes, this is permitted.

20. Will the Ring of Focus add bonuses to scrolls or other artifacts?

No, this works with memorized (healing and combat) spells only. As such, it is only usable by the Cleric, Wizard, and Druid.

21. Does the Potion of Owl's Wisdom work for offensive spells or healing only?

Healing only.

22. Since the +1 Bracer of Dragonfist is a single item (i.e. one handed/arm), can other Bracers (e.g., Bracers of Defense) be worn with them?

No, any other bracers require both to be worn to take advantage of the effect.

- 23. Does the Scimitar count as a short or long sword when used by the Ranger in two handed combat?**

The Scimitar counts as a long sword for the Ranger.

- 24. Please clarify what TD means by a tokens “destruction” or “removal.”**

There is always the potential for an item to be damaged or destroyed during the adventure. Items can suffer physical and magical damage. Typically if the item is a consumable (i.e., one time use or charges) item, TD will ask that the item be surrendered (the same as if the item were used) if the item was determined to be damaged or destroyed.

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.

- 25. 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.

- 26. 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?**

Sure, but it takes one round to apply each unique item.

- 27. Can I cast the Scroll: Keen Edge on the Keen Scimitar and gain further potential for critical wounds (e.g., 18-20 is a crit)?**

No, 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.

- 28. How does the Smokestick work?**

The Smokestick fills an approximately 10’ cubic area with a hazy smoke. All ranged attacks (i.e., bows and thrown weapons) suffer a -4 to hit penalty due to obscuring effect. 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.

29. Please explain how the Bard's Instrument works.

A Bard's performance (with normal lute) inspires the party, adding +1 to attack attempts and +1 HP to damage. If the Bard uses his Masterwork Bard's Instrument, the damage modifier **ONLY** damage is increased by 1 for a total of +2 HP damage. The attack modifier stays at +1. Damage modifiers only affect melee attacks (e.g, no bows).



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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CLOAK OF ELVENKIND:	42
CLOAK OF RESISTANCE (+1):	41
CLOAK OF RESISTANCE (+2):	41
CLOAK OF THE MAGE:	42
CLOAK OF THE PHALANX:	42
COLOR SPRAY (SCROLL):	56
COMPREHEND LANGUAGES (SCROLL):	53
COMMANDER'S LORICA SEGMENTA	36
CORONET OF THE ARCH DRUID:	46
CREEPER VINE EXTRACT (POTION)	70
CROWN OF MIGHT:	46
CURE LIGHT WOUNDS (CURES 5 PTS) (SCROLL):	58
CURE LIGHT WOUNDS (CURES 8 PTS) (SCROLL):	59
CURE LIGHT WOUNDS (POTION):	63
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DARKVISION (POTION):	62
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DETECT GLYPH (SCROLL):	56
DETECT ILLUSION (SCROLL):	57
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DETECT MAGIC (POTION):	62
DETECT MAGIC (SCROLL):	51

Glossary of Specific Tokens (continued)

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DETECT POISON (SCROLL):	60
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DETECT POISON (SCROLL):	45
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FAERIE WATER:	68
FAERIE-IRON ARMOR	36
FAERIE-IRON CLUB AND WARHAMMER:	24
FAERIE-IRON LONG SPEAR (+1):	30
FAERIE-IRON SHIELD	37
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FIRESEED: HOLLYBERRY	28
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FLAMING SHORT BOW:	24
FLASK OF COOMBUSTION:	28
FLASK OF CONFLAGRATION:	28
FLY (SCROLL):	55
FOX TOTEM ARMOR	36
FROSTBOLT (SCROLL):	57
FROST RESISTANCE (POTION):	66
FROST SHIELD (SCROLL):	57
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GEM OF HEALING:	73
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GLOVES OF DEXTERITY:	49
GOBLET OF HEALING:	72
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MITHRAL LONG SWORD (+1):	18
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MUG OF COURAGE	105
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NECKLACE OF FIREBALLS:	45
NECKLACE OF THE ASH	45
NECKLACE OF THE ELM	45
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OBSCURING MIST (SCROLL):	61
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OIL OF HOLINESS:	66
OIL OF SMITING:	68
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ORB OF PELOR:	28, 97
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RUNESTONE, FAERIE:	80
RUNESTONE, FERRET:	79
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RUNESTONE, GOOD:	80
RUNESTONE, LAW:	80
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RUNESTONE, SPRING:	79
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SHIELD (SPELL):	57
SHIELD OF REDEMPTION	37
SHOCKING GRASP (SCROLL):	53
SHORTBOW, ORCHORN, (+1):	95
SHURIKEN:	28
SILVER DAGGER:	22
SKULL OF DOOM:	28
SKUNKWEED:	78
SLEEP ARROW:	32
SLING BULLET OF DIVIDING:	33
SLING BULLET OF IMPACT:	32
SLING BULLET OF SHOCK, FROST, AND FIRE :	33
SLING BULLET OF STUNNING:	33
SLING BULLET OF THUNDER:	32
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SOUNDBURST (SCROLL):	52
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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.

Common	X
Uncommon (prior to 2007 – a.k.a., Rare)	X
Rare (prior to 2007 – a.k.a., Very Rare)	X
Very Rare (prior to 2007 – a.k.a., Ultra Rare)	X
Combo (only made at event)	X
Yearless (not part of a year's collection)	X

Gold	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
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	---	---	---
6	X	X	---	---	---	---	---	---	---
7	X	X	---	---	---	---	---	---	---
8	X	X	X	X	---	---	---	---	---
9	X	X	---	---	---	---	---	---	---
10	X	X	X	---	X	X	---	---	---
5 EP (10GP)	---	---	---	---	---	---	X	---	---
100 SP (10GP)	---	---	---	---	---	---	---	---	X
11	X	X	---	---	---	---	---	---	---
12	X	X	---	---	---	---	---	---	---
13	X	X	---	---	---	---	---	---	---
14	X	X	---	---	---	---	---	---	---

Gold (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
15	X	X	X	X	X	X	---	---	---
20	X	X	---	X	X	X	---	---	---
10 EP (20GP)	---	---	---	---	---	---	X	---	---
25	X	X	X	---	---	X	---	---	---
15 EP (30GP)	---	---	---	---	---	---	X	---	---
50	---	---	---	X	X	---	---	---	---
5 PP (50GP)	---	---	---	---	---	X	---	---	---

Gems , Jewelry, and Objects (# indicates GP value)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
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 Quartz	---	---	---	---	---	---	---	---	X
10 Silver Blessing Ring	---	---	---	---	---	---	X	---	---
15 Ancient Gold/Silver Ring	---	---	---	---	---	---	---	X	---
15 Aquamarine	---	---	---	---	X	---	---	X	---
15 Citrine	---	---	---	---	---	---	---	---	X
15 Hematite Ring	---	---	---	---	---	---	---	---	X
15 Pyrite	---	---	---	---	---	X	---	---	---
15 Silver Bell	---	---	---	---	---	---	X	---	---
15 Silver Candlestick	---	---	---	---	---	---	X	---	---
15 Turquoise	X	X	X	X	---	---	---	---	---
20 Agate	X	X	---	---	---	---	---	X	---
20 Azurite	X	X	---	---	---	---	---	---	---

Gems , Jewelry, and Objects (# indicates GP value) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
20 Copper Torc	---	---	---	---	---	---	---	X	---
20 Crystal Decanter	---	---	---	---	---	---	X	---	---
20 Hematite	X	X	X	X	---	---	---	---	---
20 Sardonyx	---	---	---	---	---	X	---	---	---
20 Silver Bracelet, Elven	---	---	---	---	---	---	---	---	X
20 Spinel	---	---	---	---	---	---	---	---	X
25 Lapis Lazuli	X	X	X	X	---	---	---	---	---
25 Malachite	X	X	---	---	---	---	---	---	---
25 Gold Blessing Rod	---	---	---	---	---	---	X	---	---
30 Ancient Gold/Garnet Ring	---	---	---	---	X	---	---	X	---
30 Coral	---	---	---	---	X	---	---	---	---
30 Obsidian	X	X	---	---	---	---	---	---	X
30 Tiger Eye	X	X	X	X	---	---	---	---	---
35 Bloodstone	X	X	X	X	---	---	---	---	---
35 Topaz	---	---	---	---	X	---	---	---	---
40 Ancient Gold/Tiger Eye Ring	---	---	---	---	---	---	---	X	---
40 Bloodstone	---	---	---	---	---	---	---	---	X
50 Ancient Gold/Lapis Ring	---	---	---	---	---	---	---	X	---
50 Gold Candelabra	---	---	---	---	---	---	X	---	---
50 Gold Chalice	---	---	---	---	---	---	X	---	---
50 Jade	---	---	---	---	---	X	---	---	---
50 Jasper	---	---	---	---	---	X	---	---	---
50 Moonstone	X	X	X	X	---	---	---	---	---
50 Onyx	X	X	X	X	---	---	---	---	X
50 Silver Torc	---	---	---	---	---	---	---	X	---
50 Sunstone	---	---	---	---	---	---	---	---	X
75 Amethyst	X	X	X	X	X	X	---	X	---
75 Blood Opal Charm	---	---	---	---	---	---	X	---	---
75 Fire Topaz	---	---	---	---	---	---	---	---	X
100 Blood Opal Ring	---	---	---	---	---	---	X	---	---
100 Garnet	X	X	X	X	X	X	---	---	---
100 Ruby	---	---	---	---	---	---	---	---	X
150 Emerald	---	---	---	---	---	---	---	---	X

Gems , Jewelry, and Objects (# indicates GP value) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
200 Ancient Ruby Ring	---	---	---	---	---	---	---	X	---
200 Blood Opal Necklace	---	---	---	---	---	---	X	---	---
200 Darkwood Acorn	---	---	---	---	---	---	---	X	---
200 Peridot	---	---	X	X	X	X	---	---	---
200 Platinum Ring	---	---	---	---	---	---	X	---	---
200 Ruby Ring	---	---	---	---	---	X	---	---	---
200 Sapphire	---	---	---	---	---	---	---	---	X
250 Black Lotus	---	---	---	---	---	---	---	X	---
250 Diamond	---	---	---	---	---	---	---	---	X
250 Star Sapphire	---	---	---	---	---	---	X	---	---
300 Ruby	---	---	---	X	---	---	---	---	---
400 Sapphire	---	---	---	X	---	---	---	---	---
500 Emerald	---	---	---	X	---	---	---	---	---
750 Diamond	---	---	---	---	X	---	---	---	---
1000 Sapphire Necklace	---	---	---	---	---	X	---	---	---

GEAR	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
1 Day's Hard Ration	---	---	---	---	---	---	---	X	---
10 Ft. Wooden Pole	---	---	---	---	---	---	---	X	---
5 ft. Iron Chain	---	---	---	---	---	---	---	X	---
50' Rope	X	X	X	X	X	X	X	---	---
50' Twine	---	---	---	---	---	---	X	---	---
Bone Map/Scroll Case	X	X	---	---	---	X	X	---	---
Crystal Vial	---	---	---	---	---	---	---	---	X
Flint and Steel	X	X	X	X	X	---	---	---	---
Grappling Hook	---	---	---	X	X	X	X	---	---
Hammer & Spike	---	---	---	X	X	X	X	---	---
Leather Backpack	---	---	---	---	---	---	---	---	X
Mortar and Pestle	---	---	---	---	---	X	---	---	---
Sm Steel Mirror	X	X	X	X	X	X	---	---	---
Spyglass	---	---	---	---	---	---	---	X	---

GEAR (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Steel Flask	X	X	X	X	---	---	---	---	---
Tankard	---	---	---	---	---	---	---	---	X
Tinderbox	---	---	---	---	---	X	X	---	---
Tindertwig	---	---	---	---	---	---	---	X	---
Turkey Leg	---	---	---	---	---	---	---	---	X
Vial of Ink	---	---	---	---	---	---	X	---	---
Waterskin	X	X	X	X	---	X	X	---	---
50' Elven Rope	---	---	---	---	---	---	---	---	X
Alchemist Pouch	---	---	---	---	---	X	---	---	---

Unique Stuff (Items)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Amulet of Armor (+1)	X	X	X	X	X	---	---	---	---
Amulet, Dragontooth	---	---	---	---	---	---	---	---	X
Amulet, Harpy Claw	---	---	---	---	---	---	---	X	---
Amulet of Mugwort	---	---	---	---	---	---	---	---	X
Amulet of Thorns	---	---	---	---	---	X	---	X	---
Amulet of Wonder	---	---	---	---	---	---	X	---	---
Belladonna	---	---	---	---	---	---	---	X	---
Belt, Dragonhide	---	---	---	---	---	---	---	---	X
Belt of Ogre Power	---	---	---	---	---	---	---	---	X
Belt of Retrieval	---	---	---	---	---	---	X	---	---
Boots, Dragonhide	---	---	---	---	---	---	---	X	---
Boots of Elves/Elvenkind	X	X	X	X	X	X	---	---	---
Boots, Fey	---	---	---	---	---	---	---	---	X
Boots of Free Action	---	---	---	---	---	X	---	---	---
Boots of Sure Footing	---	---	---	---	---	---	X	---	---
Boots of the Leopard	---	---	---	---	---	---	---	---	---
Boots of the Underdark	---	---	---	---	---	---	---	X	---
Boots of Warmth	---	---	---	---	---	---	---	X	---
Boots of Water Walking	---	---	---	---	---	---	---	---	X
Bracelets of Stunning	---	---	---	---	---	---	---	---	X
Bracelets of Greater Stunning	---	---	---	---	---	---	---	---	X
Bracelets of the Zephyr	---	---	---	---	---	---	X	---	---
Bracers Defense (+1)	X	X	X	X	X	---	---	---	X

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Bracers Defense (+2)	---	---	---	---	---	X	---	---	---
Bracers of Archery	X	X	X	X	X	---	X	---	---
Bracers of Supreme Archery	---	---	---	---	---	---	---	---	X
Cap of the Owl	---	---	---	---	---	---	---	X	---
Censer of Sacrifice	---	---	---	---	---	---	---	X	---
Charm of Awareness	---	---	---	---	---	---	---	---	X
Circlet of the Arch Druid	---	---	---	---	---	---	---	X	---
Circlet of Elemental Mastery	---	---	---	---	---	---	---	X	---
Cloak of Curses	---	---	---	---	---	---	X	---	---
Cloak of Displacement	---	---	---	X	X	---	---	---	---
Cloak, Dragonhide	---	---	---	---	---	---	---	X	---
Cloak of Elves/Elvenkind	X	X	X	X	X	X	---	---	---
Cloak, Fey	---	---	---	---	---	---	---	---	X
Cloak of Gliding	---	---	---	---	---	---	---	---	X
Cloak of the Phalanx	---	---	---	---	---	---	---	X	---
Cloak of Resistance (+1)	X	X	X	X	X	X	---	---	---
Cloak of Resistance (+2)	X	X	X	X	X	X	---	---	---
Cloak of the Mage	---	---	---	---	---	X	X	---	---
Crown: Might	---	---	---	---	---	---	---	X	---
Dirtdazzy's Boots of Skipping	---	---	---	---	---	---	---	---	X
Dougal's Cloak of the Stars	---	---	---	---	---	---	---	---	X
Dust of Appearance	X	X	X	X	X	X	---	---	---
Dwarven Rations	---	---	---	---	---	X	---	---	---
Ektdar's Tinkering Tool	---	---	---	---	---	---	X	---	---
Fey Bread	---	---	---	---	---	---	---	X	---
Gauntlets of Ogre Power	X	X	X	X	X	X	X	---	---
Gem of Blinding	---	---	---	---	---	X	---	---	---
Gem of Healing	---	---	---	---	---	X	---	---	---
Girdle Hill Giant Strength (+3)	---	---	---	X	X	X	X	---	---
Gloves of Deflection	---	---	---	---	---	---	---	X	---
Gloves of Dexterity	---	---	---	X	X	X	X	---	---
Goblet of Healing	---	---	---	---	---	---	---	X	---
Goodberry	---	---	---	---	---	---	---	X	---
Good Fruit	---	---	---	---	---	---	---	X	---
Greater Mistletoe	---	---	---	---	---	---	---	X	---
Hand of Glory	---	---	---	---	X	---	---	X	---
Hat of Escape	---	---	---	---	---	---	---	X	---

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Hat of Healing	---	---	---	---	---	---	---	---	X
Holy Symbol of Pelor	---	---	---	---	---	---	X	---	---
Horn of Plenty	---	---	---	---	---	X	---	---	---
Hourglass of Answers	X	X	---	---	---	---	---	---	---
Hourglass of Imprisonment	---	---	---	---	---	---	X	---	---
Ioun Stone: Beryl Prism	---	---	---	---	---	---	---	---	X
Ioun Stone: Black Pearl	---	---	---	---	---	---	---	---	X
Ioun Stone: Faceted Amber	---	---	---	---	---	---	X	---	---
Ioun Stone: Iridescent Spindle	---	---	---	---	---	X	X	---	---
Ioun Stone: Lavender Ellipsoid	---	---	---	---	---	X	---	---	---
Ioun Stone: Violet Prism	---	---	---	---	---	---	---	X	---
Jar of Courage	---	---	---	---	X	---	---	---	---
Lenses of Accuracy	---	---	---	---	---	---	---	---	X
Lyre of Luck	---	---	---	---	---	---	---	---	X
Lyre of Rage	---	---	---	---	---	---	---	X	---
Masterwork Bard's Instrument	X	X	X	X	X	X	X	---	---
Masterwork Holy Symbol	---	---	---	X	X	X	X	---	---
Masterwork Thieves Tools	X	X	X	X	X	X	X	---	---
Medallion of Greyhawk	---	---	---	---	---	---	X	---	---
Mithral Gauntlets	---	---	---	---	---	---	---	---	X
Monk's Belt	---	---	---	---	---	---	---	---	X
Necklace of Fireballs	---	---	---	X	---	---	---	---	---
Necklace of the Ash	---	---	---	---	---	---	---	---	X
Necklace of the Elm	---	---	---	---	---	---	---	---	X
Necklace of the Oak	---	---	---	---	---	---	---	X	---
Orcish Rations	---	---	---	---	---	---	X	---	---
Periapt of Proof Against Poison	---	---	---	---	X	---	---	---	---
Robe of the Mage	---	---	---	---	---	---	X	---	---
Pearl of Prayer	---	---	---	---	---	---	---	---	X
Quester's Charm of Luck	---	---	---	---	---	---	---	X	---
Runestone: Faerie	---	---	---	---	---	---	---	---	X
Runestone: Ferret	---	---	---	---	---	---	---	X	---
Runestone: Good	---	---	---	---	---	---	---	---	X
Runestone: Law	---	---	---	---	---	---	---	---	X
Runestone: Owl	---	---	---	---	---	---	---	X	---

Unique Stuff (Items) (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Runestone: Toad	---	---	---	---	---	---	---	X	---
Runestone: Yew	---	---	---	---	---	---	---	X	---
Runestone: Chaos	---	---	---	---	---	---	---	---	X
Runestone: Fire	---	---	---	---	---	---	---	---	X
Runestone: Frost	---	---	---	---	---	---	---	---	X
Runestone: Lightning	---	---	---	---	---	---	---	---	X
Runestone: Spring	---	---	---	---	---	---	---	X	---
Runestone: Summer	---	---	---	---	---	---	---	X	---
Runestone: Autumn	---	---	---	---	---	---	---	X	---
Runestone: Winter	---	---	---	---	---	---	---	X	---
Runestone Fitting Base	---	---	---	---	---	---	---	---	X
Savior Stone †	---	---	---	---	X	---	---	---	---
Skunkweed	---	---	---	---	---	---	---	X	---
Smoke Stick	X	X	X	X	X	X	X	---	---
Spider Silk Shirt	---	---	---	---	---	X	---	---	---
Surcoat, Dragonbane	---	---	---	---	---	---	---	---	X
Tanglefoot Bag	---	---	---	---	---	---	X	---	---
Torc of Natural Armor	---	---	---	---	---	---	---	X	---
Widseth's Mystical Lute	---	---	---	---	---	---	X	---	---

Potions, Elixirs, and Liquids	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Anti-toxin	X	X	X	X	X	X	X	---	---
Barkskin	---	---	---	---	---	---	---	X	---
Cat's Grace	---	---	---	---	---	X	X	---	---
Creepervine Extract	---	---	---	---	---	---	---	---	X
Cure Minor Wounds (1)	X	X	X	X	X	X	X	---	---
Bull's Strength	---	---	---	X	X	X	X	---	---
Cure Light Wounds (5)*	X	X	X	X	X	X	X	---	---
Cure Light Wounds (10)	---	---	---	X	X	---	---	---	---
Darkvision	X	X	X	X	X	---	---	---	---
Death's Door	---	---	---	---	---	X	X	---	---
Detect Magic	X	X	X	---	---	---	---	---	---
Detect Secret Doors	X	X	X	X	X	X	X	---	---

Potions, Elixirs, and Liquids (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Drow Blade Venom ‡	---	---	---	---	X	---	---	---	---
Dwarven Ale	---	---	---	---	---	X	---	---	---
Dwarven Mead	---	---	---	---	---	X	---	---	---
Elixir of Life	X	X	X	X	X	X	---	---	---
Elixir of Vitality	---	---	---	---	---	---	---	---	X
Endure Elements	X	X	X	X	---	---	---	---	---
Essence of Figwort	---	---	---	---	---	---	---	X	---
Essence of Mandrake	---	---	---	---	---	---	---	X	---
Essence of Mistletoe	---	---	---	---	---	---	---	X	---
Faerie Water	---	---	---	---	---	---	---	X	X
Fire Resistance	---	---	---	---	---	X	---	---	---
Flask of Combustion	---	---	---	---	---	---	---	---	X
Flask of Conflagration	---	---	---	---	---	---	---	---	X
Frost Resistance	---	---	---	---	---	---	X	---	---
Haste	---	X	---	---	---	---	---	---	---
Holy Water	X	X	X	X	X	X	X	---	---
Invisibility, Potion of	---	---	---	---	X	---	---	---	---
Jewel Weed Extract	---	---	---	---	---	---	---	---	X
Monk's Mead	---	---	---	---	---	---	X	---	---
Oil of Ghost Touch	---	---	---	---	---	X	X	---	---
Oil of Holiness	---	---	---	---	---	X	X	---	---
Oil of Smiting	---	---	---	---	---	---	---	X	---
Oil of the Yeti	---	---	---	---	---	---	---	---	X
Orcish Stout	---	---	---	---	---	---	X	---	---
Owl's Wisdom	---	---	---	X	X	X	X	---	---
Phial of Conflagration	---	---	---	---	X	---	---	---	---
Polymorph: Bear	---	---	---	---	---	---	---	X	---
Polymorph: Otter	---	---	---	---	---	---	---	X	---
Polymorph: Viper	---	---	---	---	---	---	---	---	X
Rue Extract	---	---	---	---	---	---	---	---	X
Salve of Restoration	---	---	---	---	---	---	X	---	---
Salve of Shadowvein	---	---	---	---	---	---	X	---	---

Potions, Elixirs, and Liquids (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Salve of Stoneskin	---	---	---	---	---	---	X	---	---
See Invisibility	X	X	X	X	X	---	---	---	---
Truefoil Extract	---	---	---	---	---	---	---	---	X
Universal Solvent	---	---	---	---	---	X	X	---	---
Water Breathing	---	---	---	---	---	X	X	---	---
Wolfsbane Extract	---	---	---	---	---	---	---	---	X
Yew Bark Extract	---	---	---	---	---	---	---	---	X

* In 2003, the Potion of Cure Light Wounds appeared as both an uncommon and rare token (green and red print).

RINGS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Air Elemental Command	---	---	---	---	---	---	---	---	X
Evasion	---	---	---	X	X	---	---	---	---
The Eye †	---	---	---	---	---	X	---	---	---
Feather Fall	X	X	X	X	X	---	---	X	---
Fire Elemental Command	---	---	---	---	---	---	---	X	---
Fire Resistance	---	---	---	---	X	---	---	---	X
Frost	---	---	---	---	---	---	---	---	X
Frost Resistance	---	---	---	---	X	---	---	---	X
Focus	---	---	---	---	---	X	X	---	---
Fortitude	---	---	---	---	---	X	---	---	---
Gaea	---	---	---	---	---	---	---	X	---
Iron Will	---	---	---	---	---	X	---	---	---
Protection +1	---	---	---	X	X	X	X	---	---
Reflexes	---	---	---	---	---	X	---	---	---
Regeneration	---	X	---	---	---	X	---	---	---
The Ram	---	---	---	---	X	---	---	---	---
The Serpent	---	---	---	---	---	---	X	---	---
Sanctuary	---	---	---	---	---	---	X	---	---
Shock Resistance	---	---	---	---	---	---	---	X	---
Sonic Resistance	---	---	---	---	---	---	---	---	X
Three Wishes	---	X	---	---	---	---	---	---	---
Wizardry	---	---	---	---	---	---	X	---	---
Wolf	---	---	---	---	---	---	---	X	---
The Woodworker	---	---	---	---	---	---	---	---	X

ARMOR	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Buckler, Archer's	---	---	---	---	---	---	---	---	X
Cassis	---	---	---	---	---	---	---	X	---
Coif, Elven	---	---	---	---	---	---	---	---	X
Dragonscale Helmet	---	---	---	---	---	---	X	---	---
Great Helm	---	---	---	---	---	X	X	---	---
Helm of the Boar	---	---	---	---	---	---	---	X	---
Helm of the Eagle	---	---	---	---	---	---	---	---	X
Helm of Clear Thought	---	---	---	---	---	X	---	---	---
Helm of Retribution	---	---	---	---	---	---	---	---	X
Mithral Cap	---	---	---	---	---	---	---	X	---
Faerie-Iron Shield	---	---	---	---	---	---	---	X	---
Small Shield	---	---	X	X	X	X	X	---	---
Small Shield, Darkwood	---	---	---	---	---	---	---	X	---
Small Shield, Fey	---	---	---	---	---	---	---	---	X
Large Shield	---	---	X	X	X	X	X	---	---
Large Shield, Darkwood	---	---	---	---	---	---	---	X	---
Large Shield, Elven	---	---	---	---	---	---	---	---	X
Dragonscale Shield	---	---	---	---	X	---	---	X	---
Tower Shield	---	---	---	---	---	---	X	---	---
Tower Shield +1	---	---	---	---	---	---	X	---	---
Shield of Redemption	---	---	---	---	---	---	---	---	X
Celestial Bracers	---	---	---	---	---	---	---	X	---
Bracers of Deflection	---	---	---	---	---	---	X	---	---
Celestial Girdle	---	---	---	---	---	---	---	X	---
Animal Hide (Hide)	---	---	---	---	X	---	---	---	X
Banded	---	---	X	X	X	X	---	---	---
Bone Armor	---	---	---	---	---	---	X	---	---
Chain	---	---	X	X	X	X	X	---	---
Dragonscale Armor	---	---	---	---	---	X	---	---	---
Elven Chain	---	---	---	---	X	X	X	---	---
Half Plate	---	---	X	X	X	X	X	---	---
Half Plate of Life	---	---	---	---	---	---	---	---	X

ARMOR (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Faerie-Iron	---	---	---	---	---	---	---	X	---
Full Plate	---	---	X	X	X	X	X	---	---
Full Plate +1	---	---	---	X	X	X	---	---	---
Leather	---	---	X	X	---	X	X	---	---
Leather Brigandine	---	---	---	---	---	---	---	X	---
Leather Cuirass	---	---	---	---	---	---	X	X	---
Lorica Hamata	---	---	---	---	---	---	---	X	---
Lorica Segmentia, Commander's	---	---	---	---	---	---	---	X	---
Lorica Squamatea	---	---	---	---	---	---	---	X	---
Chainmail, Fey	---	---	---	---	---	---	---	---	X
Chain, Mithral	---	---	---	---	---	X	---	---	---
Oakspirit	---	---	---	---	---	---	---	X	---
Plate Armor of Absorption	---	---	---	---	---	---	---	X	---
Plate Armor of Attack	---	---	---	---	---	---	---	---	X
Plate Armor, Fey	---	---	---	---	---	---	---	---	X
Ringmail, Elven	---	---	---	---	---	---	---	---	X
Reinforced Leather	---	---	---	---	---	X	---	---	---
Scalemail	---	---	---	---	---	---	X	---	---
Splintmail, Elven	---	---	---	---	---	---	---	---	X
Studded Leather	---	---	X	X	X	X	---	---	---
Totem: Eagle	---	---	---	---	---	---	---	X	---
Totem: Fox	---	---	---	---	---	---	---	---	X
Totem: Owl	---	---	---	---	---	---	---	---	X
Totem: Ram	---	---	---	---	---	---	---	---	X
Totem: Toad	---	---	---	---	---	---	---	---	X
Totem: Wolf	---	---	---	---	---	---	---	X	---
Troll Hide Armor	---	---	---	---	---	---	X	---	---

WANDS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Cure Light Wounds	X	X	X	---	---	---	---	---	---
Detect Magic	X	X	X	---	---	---	---	---	---
Fey	---	---	---	---	---	---	---	X	---
Frost	---	---	---	---	---	X	---	---	---
Lightning Bolts	---	---	---	X	X	---	---	---	---
Life Stealing	---	---	---	---	---	---	X	---	---
Magic Missiles	X	X	X	X	X	---	---	---	X
Melf's Acid Arrow	X	X	X	X	---	---	---	---	---
Scepter of the Dead	---	---	---	---	---	X	---	---	---
Slow	---	---	---	---	---	X	---	---	---

WEAPONS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Alchemist Fire	X	X	X	X	X	X	X	---	---
Arrow, +1	---	---	---	---	---	---	---	X	---
Arrow, +2	---	---	---	---	---	---	---	X	---
Arrow, Elven	---	---	---	---	---	---	---	---	X
Arrow, Fire	---	---	---	---	---	---	---	---	X
Arrow, Frost	---	---	---	---	---	---	---	---	X
Arrow, Keen	---	---	---	---	---	---	---	---	X
Arrow, Masterwork	---	---	---	---	X	X	---	X	---
Arrow, Shock	---	---	---	---	---	---	---	---	X
Arrow of Slaying	---	---	---	---	X	---	---	---	---
Arrow of Sleep	---	---	---	---	---	X	---	---	---
Axe, Battle	---	---	X	X	X	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, Keen, +1wood	---	---	---	---	---	---	---	X	---
Bolt, +1	---	---	---	---	---	---	---	---	X
Bolt, +2	---	---	---	---	---	---	---	---	X
Bolt, Frost	---	---	---	---	---	---	---	---	X
Bolt, Lightning	---	---	---	---	---	---	X	---	---
Bolt, Hand Crossbow, Enfeeblement	---	---	---	---	---	---	---	---	X
Bolt, Hand Crossbow, Madness	---	---	---	---	---	---	---	---	X
Bolt, Hand Crossbow, Masterwork	---	---	---	---	---	---	---	---	X
Bolt, Masterwork	---	---	---	---	X	---	---	---	X
Bow, Longbow	---	---	X	X	X	X	---	---	---
Bow, Longbow, Darkwood	---	---	---	---	---	---	---	X	---
Bow, Longbow, Darkwood (+1)	---	---	---	---	---	---	---	X	---
Bow, Longbow, Elven	---	---	---	---	---	---	---	---	X
Bow, Longbow, Elven, +1	---	---	---	---	---	---	---	---	X
Bow, Longbow (+1)	---	---	---	---	X	X	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Bow, Mighty Longbow (+1)	---	---	---	---	---	---	X	---	---
Bow, Shortbow	---	---	X	X	X	X	X	---	---
Bow, Shortbow, Darkwood	---	---	---	---	---	---	---	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	---	---
Buckler, Spiked	---	---	---	---	---	---	---	X	---
Bullet, Sling, Dividing	---	---	---	---	---	---	---	X	---
Bullet, Sling, Fire	---	---	---	---	---	---	---	X	---
Bullet, Sling, Frost	---	---	---	---	---	---	---	X	---
Bullet, Sling Impact	---	---	---	---	---	---	X	---	---
Bullet, Sling Masterwork	---	---	---	---	---	---	X	---	X
Bullet, Sling, Shock	---	---	---	---	---	---	---	X	---
Bullet, Sling, Stunning	---	---	---	---	---	---	---	X	---
Bullet, Sling, Thunder	---	---	---	---	---	---	---	X	---
Cestus, SeyLah's Sundering (+2)	---	---	---	---	---	---	---	X	---
Club, Darkwood	---	---	---	---	---	---	---	---	X
Club, Darkwood, +1	---	---	---	---	---	---	---	---	X
Club, Faerie-Iron	---	---	---	---	---	---	---	X	---
Club, Great	---	---	---	---	---	---	X	---	---
Club, Great (+1)	---	---	---	---	---	---	X	---	---
Club, Great Club of Bashing (+2)	---	---	---	---	---	---	X	---	---
Club, Orcish	---	---	---	---	---	---	X	---	---
Crossbow, Hand	---	---	---	---	---	---	---	---	X
Crossbow, Hand, +1	---	---	---	---	---	---	---	---	X
Crossbow, Heavy	---	---	X	X	X	---	X	---	X
Crossbow, Heavy Repeating	---	---	X	X	X	---	X	---	---
Crossbow, Heavy Repeating +1	---	---	---	X	X	---	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Crossbow, Light, Frost, +2	---	---	---	---	---	---	---	---	X
Cudgel	---	---	---	---	---	---	---	X	---
Cudgel, Elven	---	---	---	---	---	---	---	---	X
Dagger	---	---	X	X	X	X	---	---	---
Dagger, +1	X	X	X	---	---	---	---	---	---
Dagger, +2	---	---	---	X	X	---	---	---	---
Dagger, Elven	---	---	---	---	---	---	---	---	X
Dagger, Masterwork Silver	---	---	---	---	X	---	---	---	---
Dagger, Obsidian	---	---	---	---	---	---	---	X	---
Dagger of Throwing	---	---	---	---	---	X	---	---	---
Dagger of Venom (+2)	---	---	---	---	---	---	---	X	---
Dirk, Orcish	---	---	---	---	---	---	X	---	---
Falchion, Elven	---	---	---	---	---	---	---	---	X
Falchion, Elven, +1	---	---	---	---	---	---	---	---	X
Falchion, Life Stealing, +1	---	---	---	---	---	---	---	---	X
Fey Blade	---	---	---	---	---	---	---	---	X
Fey Blade, +1	---	---	---	---	---	---	---	---	X
Fireseed: Hollyberry	---	---	---	---	---	---	---	X	---
Fireseed: Hickorynut	---	---	---	---	---	---	---	X	---
Flail, Orcish	---	---	---	---	---	---	X	---	---
Flail, Orcish (+1)	---	---	---	---	---	---	X	---	---
Gladius	---	---	---	---	---	---	---	X	---
Halberd	---	---	---	---	---	---	---	X	---
Halberd (+1)	---	---	---	---	---	---	---	X	---
Hammer of Thunderbolts (+2)	---	---	---	---	---	---	---	X	---
Javelin, Bone	---	---	---	---	---	---	X	---	---
Kopis (+1)	---	---	---	---	---	---	---	X	---
Mace, Dispelling (+2)	---	---	---	---	---	---	X	---	---
Mace, Heavy	---	---	X	X	X	X	---	---	---
Mace, Heavy +1	---	---	---	X	X	X	---	---	---
Mace, Gearon's Blessed (+2)	---	---	---	---	---	---	---	X	---
Mace, Gearon's Heavy (+2)	---	---	---	---	X	---	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Maul	---	---	---	---	---	---	---	---	X
Maul, +1	---	---	---	---	---	---	---	---	X
Maul of the Titans	---	---	---	---	---	---	---	---	X
Morningstar	---	---	---	---	---	---	---	X	---
Morningstar of Smiting	---	---	---	---	---	---	---	---	X
Orb of Acid	---	---	---	---	---	---	---	X	---
Orb of Might	---	---	---	---	---	---	---	---	X
Otiluke's Freezing Orb	---	---	---	---	---	---	---	---	X
Orb of Pelor	---	---	---	---	---	---	---	X	---
Pilum of Lightning	---	---	---	---	---	---	---	X	---
Pugio	---	---	---	---	---	---	---	X	---
Pugio (+1)	---	---	---	---	---	---	---	X	---
Quarter Staff	---	---	X	X	X	X	---	---	---
Quarter Staff +1	X	X	X	X	X	---	---	---	---
Quarter Staff +2	---	---	---	X	---	---	---	---	---
Rapier, Elven	---	---	---	---	---	---	---	---	X
Rapier, Elven, +1	---	---	---	---	---	---	---	---	X
Rapier, Piercing, +1	---	---	---	---	---	---	---	---	X
Sai, Snaring, +1	---	---	---	---	---	---	---	---	X
Scimitar	---	---	---	---	---	X	X	---	---
Scimitar +1	---	---	---	---	---	X	X	---	---
Scimitar +2, Keen	---	---	---	---	---	X	X	---	---
Scourge, Orcish	---	---	---	---	---	---	X	---	---
Scythe	---	---	---	---	---	X	---	---	---
Scepter of the Stirge, +1	---	---	---	---	---	---	---	X	---
Scepter, Sylvan	---	---	---	---	---	---	---	---	X
Shurikin	---	---	---	---	---	---	---	X	---
Shurikin, Masterwork	---	---	---	---	---	---	---	X	---
Shurikin (+1)	---	---	---	---	---	---	---	X	---
Shillelagh, Darkwood	---	---	---	---	---	---	---	X	---
Scythe	---	---	---	---	---	---	---	X	---
Sickle, Orcish	---	---	---	---	---	---	X	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Sickle, Orcish (+1)	---	---	---	---	---	---	X	---	---
Sickle, Silver	---	---	---	---	---	---	---	X	---
Sling	---	---	X	X	X	X	X	X	X
Sling, Mighty	---	---	---	---	---	---	---	---	X
Sling (+1)	---	---	---	---	---	---	---	X	---
Sling, Impact (+2)	---	---	---	---	---	---	---	X	---
Spear, Long, Iron	---	---	---	---	---	---	---	X	---
Spear, Long, Dragonslaying, +2	---	---	---	---	---	---	---	---	X
Spear, Long, Iron (+1)	---	---	---	---	---	---	---	X	---
Spear, Masterwork	---	---	---	---	X	---	v	---	---
Staff, Darkwood	---	---	---	---	---	---	---	X	---
Staff, Darkwood (+1)	---	---	---	---	---	---	---	X	---
Staff, Power, +2	---	---	---	---	---	---	---	---	X
Staff of Striking (+1)	---	---	---	---	---	---	X	---	---
Sword, Bastard	---	---	---	---	---	X	---	---	---
Sword, Bastard (+1)	---	---	---	---	---	X	---	---	---
Sword, Broadsword-Life Stealing (+1)	---	---	---	---	---	---	X	---	---
Sword, Dread (+2)	---	---	---	---	---	---	---	X	---
Sword, Great	---	---	X	X	X	X	---	---	---
Sword, Great (+1)	X	X	X	X	X	X	---	---	---
Sword, Great (+2)	---	---	---	X	X	---	---	---	---
Sword, Great (+2), Holy	---	---	---	---	---	X	---	---	---
Sword, Long	---	---	X	X	X	X	---	---	---
Sword, Long, Elven	---	---	---	---	---	---	---	---	X
Sword, Long, Elven, +1	---	---	---	---	---	---	---	---	X
Sword, Long (+1)	X	X	X	X	X	X	X	---	---
Sword, Long (+1), Mithral	---	---	---	---	---	---	X	---	---
Sword, Long (+2)	---	---	---	X	X	X	X	---	---
Sword, Long, Celestial Keen	---	---	---	---	---	---	---	X	---
Sword, Short	---	---	X	X	X	X	X	---	---
Sword, Short (+1)	X	X	X	X	X	X	X	---	---
Sword, Short (+2)	---	---	---	X	X	---	---	---	---

WEAPONS (continued)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Sword, Short (+2), Nightshade's	---	---	---	---	---	X	---	---	---
Thunder Stone	X	X	X	X	X	X	X	---	---
Trident	---	---	---	---	---	---	---	X	---
Warhammer, Faerie-Iron	---	---	---	---	---	---	---	X	---
Warhammer, Orcish	---	---	---	---	---	---	X	---	---
Weighted Net	---	---	---	---	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
Acid Spray	---	---	---	---	---	---	---	X	---
Ball of Lightning	---	---	---	---	---	---	---	---	X
Bane	---	---	---	---	---	---	X	---	---
Barkskin	---	---	---	---	---	---	---	X	---
Bless	X	X	X	X	X	X	---	X	---
Blink	---	---	---	---	X	---	---	---	---
Burning Hands	X	X	X	X	X	X	X	---	---
Call Lightning	---	---	---	---	---	---	---	---	X
Chain Lightning	---	---	---	---	---	X	X	---	---
Color Spray	---	---	---	---	---	---	---	X	---
Comprehend Languages	---	X	X	X	X	X	X	---	---
Cure Light Wounds (5)	---	X	X	X	X	X	X	---	X
Cure Light Wounds (8)	X	---	X	X	X	X	X	---	---
Dazzling Ray	---	---	---	---	---	---	---	---	X
Detect Glyph	---	---	---	---	---	---	---	X	---
Detect Illusion	---	---	---	---	---	---	---	---	X
Detect Life	---	---	---	---	---	---	---	X	---
Detect Magic	X	X	X	---	---	---	---	---	---
Detect Poison	X	X	X	X	---	---	---	X	---
Detect Secret Doors	X	X	---	---	---	---	---	---	---
Detect Undead	X	X	X	X	---	---	X	---	---
Disrupt Undead	X	X	X	X	---	---	---	---	---
Endure Elements	X	X	X	---	---	---	---	X	---
Faerie Fire	---	---	---	---	---	---	---	X	---
Feather Fall	X	X	X	X	X	---	---	---	---
Fireshield	---	---	---	---	---	---	---	X	---
Flame Arrow	X	X	X	X	---	---	---	---	X
Fly	---	---	---	X	---	---	---	---	---
Frostbolt	---	---	---	---	---	---	---	---	X
Frostshield	---	---	---	---	---	---	---	---	X
Gaze Reflection	---	---	---	---	---	---	---	---	X

SCROLLS (cont.)	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Hypnotic Pattern	---	---	---	---	---	---	---	X	---
Identify	X	X	X	X	X	---	---	---	---
Keen Edge	X	X	X	X	X	X	X	---	---
Knock	X	X	X	X	X	X	X	---	---
Light	X	---	---	---	---	---	---	---	---
Mage Armor	X	X	X	X	X	X	---	---	---
Mage Hand	---	---	---	---	X	---	---	---	---
Magic Missile	X	X	X	X	X	X	---	---	---
Magic Vestments	---	---	---	---	---	---	---	---	X
Mass Cure Minor Wounds	---	---	---	---	---	---	---	X	---
Melf's Acid Arrow	X	X	X	X	---	---	---	X	---
Mind Blank	---	---	---	---	---	---	X	---	---
Mirror Image	---	---	---	---	X	---	---	---	---
Obscuring Mist	---	---	---	---	---	---	---	---	X
Protection from Evil	X	X	X	X	X	X	---	---	---
Purify Food and Drink	X	X	X	---	---	---	---	---	---
Ray of Enfeeblement	---	---	---	---	---	---	---	---	X
Read Magic	X	X	X	X	X	X	X	---	---
Remove Curse	X	X	X	X	X	X	X	---	---
Remove Disease	X	X	X	X	X	X	X	---	---
Remove Paralysis	X	X	X	X	X	X	---	---	---
Sanctuary	X	X	X	X	X	---	---	---	---
Scorching Ray	---	---	---	---	---	---	X	---	---
Shield	---	---	---	---	---	---	---	---	X
Shocking Grasp	X	X	X	X	X	X	---	---	---
Slow Poison	X	X	X	X	X	X	---	---	---
Soundburst	---	---	---	---	---	---	---	---	X
Speak with Dead	---	---	---	---	---	X	---	---	---
Stone to Flesh	---	---	---	---	X	X	---	---	---
Summon Insects	---	---	---	---	---	---	---	X	---

INGREDIENTS - TROPHIES	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Creepier Thorn	---	---	---	---	---	---	---	X	---
Dryder Silk	---	---	---	---	X	---	---	---	---
Ectoplasm	---	---	---	---	---	X	---	---	---
Ghoul Tongue	---	---	---	---	X	---	---	---	---
Harpy Talon	---	---	---	---	---	---	---	X	---
Mimic Slime	---	---	---	---	---	---	---	X	---
Mind Flayer Ooze	---	---	---	---	---	---	X	---	---
Ogre Tusk	---	---	---	---	---	---	---	X	---
Outsider Feather	---	---	---	---	---	---	X	---	---
Quicksilver	---	---	---	---	---	X	---	---	---
Satyr Wine	---	---	---	---	---	---	---	X	---
Shambler Slime	---	---	---	---	---	X	---	---	---
Skeleton Tooth	---	---	---	---	---	---	---	X	---
Stirge Spittle	---	---	---	---	---	---	X	---	---
Stone Spider Fang	---	---	---	---	X	---	---	---	---
DT	---	---	---	---	---	---	---	---	X
IDT	---	---	---	---	---	---	---	---	X
MH	---	---	---	---	---	---	---	---	X
OE	---	---	---	---	---	---	---	---	X
GS	---	---	---	---	---	---	---	---	X
CDI	---	---	---	---	---	---	---	---	X

Charity Tokens	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Feedback Loop	---	---	---	---	---	X	---	---	---
HONORARIUM	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Guild of Ale Drinkers	---	---	---	---	---	X	---	---	---
Invitation to Celebration	---	---	---	---	---	---	X	---	---
ODDS 'N' ENDS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Arcane Recipe	---	---	---	---	---	---	---	X	X
Bag of Holding	---	---	X	---	---	---	---	---	---
Golden Ticket	---	---	---	---	---	---	X	X	X
Silver Ticket	---	---	---	---	---	---	X	---	---
Minor Rumor	---	X	---	---	X	X	---	---	---
Medium Rumor	---	X	---	---	---	---	---	---	---
Major Rumor	---	---	---	---	X	X	---	---	---
Rod of Seven Parts *	---	---	---	---	---	---	X	X	X
Special ?	X	---	---	---	---	X	---	---	---
Special ??	X	---	---	---	---	---	---	---	---
Special ???	X	X	---	---	---	---	---	---	---
Mug: Wisdom	---	---	---	X	---	---	---	---	---
Mug: Beauty	---	---	---	X	---	---	---	---	---
Mug: Courage	---	---	---	X	---	---	---	---	---
Mug: Brawling +1	---	---	---	X	---	---	---	---	---
Mug: Bucknard's Everfull	---	---	---	X	---	---	---	---	---

*Each year's token has a different effect.

Artifacts Created by Arcane Recipe	Year Created
Gearon's Blessed Cloak	2010
Smackdown's Charm of Comraderie	2010
Widseth's +2 Dancing Mithral Sword	2010
???	???
???	???
???	???
???	???

ARTISAN TOKENS	2003	2004	2005	2005b+	2006	2007	2008	2009	2010
Elven Brooch (Silver)	---	---	---	---	X	---	---	---	---
Dwarven Beard Ring (Gold)	---	---	---	---	X	---	---	---	---
Halfling Toe-Ring (Platinum)	---	---	---	---	X	---	---	---	---
Half-Orc Death Talisman (Bone)	---	---	---	---	X	---	---	---	---
Dryad Circlet (Silver / Emerald)	---	---	---	---	X	---	---	---	---
Mermaid Beaded Necklace (Silver / Amethyst)	---	---	---	---	X	---	---	---	---
Gnome Medallion (Platinum / Opal)	---	---	---	---	X	---	---	---	---
Nymph Earrings (Pearl)	---	---	---	---	X	---	---	---	---
Faerie Ring (Platinum / Sapphire)	---	---	---	---	X	---	---	---	---
Spider Pin (Gold / Ruby)	---	---	---	---	X	---	---	---	---
Cloak with Unicorn Clasp (Mink / Silver /Ruby)	---	---	---	---	X	---	---	---	---
Dragon Ring (Gold / Ruby)	---	---	---	---	X	---	---	---	---
Wolf Ring (Silver / Moonstone)	---	---	---	---	X	---	---	---	---
Eagle Scepter (Pearl)	---	---	---	---	X	---	---	---	---
Eagle Crown (Gold / 6 Rubies)	---	---	---	---	X	---	---	---	---
Drow Spider Medallion (Adamantite)	---	---	---	---	X	---	---	---	---
SeyLah's Shimmering Cestus (Silver)	---	---	---	---	X	---	---	---	---
Elven Armband (Gold / Tanzanite)	---	---	---	---	X	---	---	---	---

Special Non Dated Tokens	Year Introduced
Arcane Recipe	2009
Medallion Of Nobility (Given to all 5 th level players)	2007
Wish Ring	2007
Feedback Loop	2007
Reserve Trade Tokens (Bars)	
Silver (250 GP)	2007
Electrum (500 GP)	2007
Gold (1,000 GP)	2007
Platinum (2,500 GP)	2007
Mithral (5,000 GP)	2007
Adamantium (10,000 GP)	2007
Trade Items	
Dwarven Steel	2008
Minotaur Hide	2008
Elven Bismuth	2008
Oil of Enchantment	2008
Aragonite	2009
Darkwood Plank	2009
Alchemist's Parchment	2009

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. They have no pre-declared value and one copy of each item was available for silent auction at the 2006 True Dungeon Event in Indianapolis. In addition, one copy of each item was placed in the dungeon as special treasure at both the Indianapolis and SoCal events. Finally one copy was held by True Adventures, making 4 copies total of each unique Artisan token in existence. These tokens are printed in the Ultra Rare purple ink and on the 2006 spider reverse (back side). To differentiate them from normal tokens used in True Dungeon, these will be printed with a pictorial representation of the item on the obverse (front side).

The Artisan Tokens released in 2006 are:

1. Elven Brooch (Silver)
2. Dwarven Beard Ring (Gold)
3. Halfling Toe-Ring (Platinum)
4. Half-Orc Death Talisman (Bone)
5. Dryad Circlet (Silver / Emerald)
6. Mermaid Beaded Necklace (Silver / Amethyst)
7. Gnome Medallion (Platinum / Opal)
8. Nymph Earrings (Pearl)
9. Faerie Ring (Platinum / Sapphire)
10. Spider Pin (Gold / Ruby)
11. Cloak with Unicorn Clasp (Mink / Silver / Ruby)
12. Dragon Ring (Gold / Ruby)
13. Wolf Ring (Silver / Moonstone)
14. Eagle Scepter (Pearl)
15. Eagle Crown (Gold / 6 Rubies)
16. Drow Spider Medallion (Adamantite)
17. SeyLah's Shimmering Cestus (Silver)
18. Elven Armband (Gold / Tanzanite)













Appendix C: Token Misprints:

Due to the manufacturing process for older wooden tokens, it is possible for tokens listed in the guide and matrix as being exclusive to a particular year, or not printed in a particular year, to exist since the backs (reverse) and fronts (obverse) were printed at different times. We are only aware of this happening in 2005 and 2006. The following list is of potential misprints. The list also indicates if a misprint has been identified. This list is not complete, but is updated as new misprints are found and brought to the attention of this guide's creator. This list is only provided to verify the possibility of misprints, but not necessarily the verification of the validity of a misprint.

The table below lists all possible token fronts (obverse) that may have been printed on a back (reverse) from a year other than their specific issue. The "X" with a colored background indicates the year the token was officially printed and the rarity of the token.

The inclusion of the token year symbol () in a cell, in place of the X, indicates a confirmed identification of a misprinted token and the year of the back (reverse) of the token that is a misprint.

Token Name	2005	2005b+	2006
2	X	X	---
3	---	---	X
8	X	X	---
10	X	---	X
20	---	X	X
25	X	---	---
50	---	X	X
5 Pearl	---	---	X
10 Amber	---	---	X
15 Aquamarine	---	---	X
30 Coral	---	---	X
35 Topaz	---	---	X
Armor, Animal Hide	---	---	X
Armor, Dragonscale Shield	---	---	X
Armor, Elven Chain	---	---	
Armor, Full Plate +1	---	X	
Armor, Leather	X	X	---
Arrow of Slaying	---	---	X
Arrow, Masterwork	---	---	X
Axe, Great +2	---	X	X
Axe, Hand	---	---	X
Bolt, Masterwork	---	---	X
Bow, Longbow (+1)	---	---	
Cloak of Displacement	---		X
Crossbow, Heavy Repeating +1	---	X	X
Dagger +1	X	---	---
Dagger +2	---	X	X
Girdle Hill Giant Strength (+3)	---		X
Gloves Dexterity	---	X	X
Grappling Hook	---	X	X

Token Name	2005	2005b+	2006
Hammer & Spike	---	X	X
Hand of Glory	---	---	X
Mace, Heavy +1	---	X	X
Mace, Heavy +2 – Gearon’s	---	---	X
Major Rumor	---	---	X
Masterwork Holy Symbol	---	X	X
Minor Rumor	---	---	X
Potion - Bull's Strength	---	X	X
Potion - Endure Elements	X	X	---
Potion - Owl's Wisdom	---	X	X
Purify Food and Drink	X	---	---
Quarter Staff +2	---	X	---
Ring - Evasion	---	X	X
Ring - Fire Resistance	---	---	X
Ring - Frost Resistance	---	---	X
Ring - Protection +1	---	X	X
Scroll - Detect Magic		---	---
Scroll - Detect Poison	X	X	---
Scroll - Detect Undead	X	X	---
Scroll - Disrupt Undead	X	X	---
Scroll - Endure Elements		---	---
Scroll - Flame Arrow	X	X	---
Scroll - Fly	---	X	---
Scroll - Mage Hand	---	---	
Scroll - Melf's Acid Arrow	X	X	---
Scroll - Mirror Image	---	---	X
Scroll – Purify Food and Drink		---	---
Scroll - Stone to Flesh	---	---	X
Steel Flask	X	X	---
Studded Leather	X	X	X
Sword, Great (+2)	---	X	X
Sword, Long (+2)	---	X	X
Sword, Short (+2)	---	X	X
Wand - Cure Light Wounds		---	---
Wand - Detect Magic	X	---	---
Wand - Lightning Bolts	---	X	X
Wand - Melf's Acid Arrow	X	X	---
Waterskin	X	X	---
Weighted Net	---	---	X

End of Document

