

True DUNGEON®

TOKEN YEARBOOK



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General Notes:

Color - Rarity - Strength

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

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

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

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

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

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

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

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

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

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

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

Token Identification



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

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

In 2007 all tokens were converted from silk-screened wooden “nickels” to resin cast chips with metallic cores. This allowed full color images and greater amounts of text to be placed on each chip. These tokens look and feel much more substantial. The metal core is surrounded by resin material and is cast in many hues, a standard gold tone for all tokens, a special “platinum” tone for a collectable “chaser”, a “copper” tone for lore (currently 2010 only) and True Craft items, and a dark back “onyx” base has been used in the past for proofing the first artwork from a particular

year tokens. The platinum chaser tokens are produced randomly and are included 1 per pack with each pack of 10 tokens purchased. Almost all standard run token images (Common, Uncommon, and Rare) have the potential to appear as a special platinum token. Onyx tokens have been given out as promotional tokens to early online purchasers of a specific amount of tokens, they may also appear in treasure chests as extremely rare special items. The Ultra-rare tokens will be printed on gold and onyx blanks only.

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

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



New Front Design

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



GenCon Indy 2003



The token that started it all. These were handed out at the very first TD event at GenCon Indy 2003. When generic tickets were turned in, players were given one of these tokens with their adventure start time on them. We wonder how many were actually saved.

2003 (GenCon Socal Only)

Common

Common



Rare

Rare

Gold 10 GP	Gold 11 GP	Gold 12 GP	Gold 13 GP	Gold 14 GP	Gold 15 GP
Gem 20 GP (Azurite)	Gem 20 GP (Agate)	Gem 20 GP (Hematite)	Gem 25 GP (Lapis Lazuli)	Gem 25 GP (Malachite)	Gem 30 GP (Obsidian)
Gem 30 GP (Tiger Eye)	Gem 35 GP (Bloodstone)	Scroll Identify (Arcane)	Scroll Read Magic (All)	Scroll Disrupt Undead (3 pts. dam.) (Arcane)	Scroll Protection From Evil (All)
Scroll Endure Elements (All)	Scroll Purify Food & Drink (Divine)	Potion Endure Elements	Special Redeem at start of round	Item Masterwork Bard Instrument (+2 dam.)	Item Masterwork Thieves' Tools Re-try once per game
Scroll Bless (Divine)	Potion Detect Secret Doors	Potion Cure Lt. Wounds (cures 5 pts)	Potion See Invisibility	Item Alchemist Fire (5 pts. of fire dam.)	Item Smokestick (lf cube)
Scroll Remove Paralysis (Divine)	Scroll Melf's Acid Arrow (does 8 pts. dam.) (Arcane)	Scroll Knock (Arcane)	Potion Darkvision	Wondrous Dust of Appearance	Wondrous +1 Cloak (+1 to saves)

Very Rare

Very Rare

Gold 20 GP	Gold 25 GP	Gem 50 GP (Moonstone)	Gem 50 GP (Onyx)	Gem 75 GP (Amethyst)	Gem 100 GP (Garnet)
Scroll Mage Armor (Arcane)	Scroll Cure Lt. Wounds (cures 8 pts.) (Divine)	Scroll Keen Edge (Critical 19-20) (Arcane)	Scroll Remove Curse (Divine)	Scroll Flame Arrow (14 pts. fire dam.) (Arcane)	Scroll Remove Disease (Divine)
Potion Cure Lt. Wounds (cures 5 pts)	Scroll Slow Poison (Divine)	Ring Ring of Feather Fall	Wondrous Bracers of Archery (Gives +2 to damage)	Wondrous Hourglass of Answers (Summons Oracle of Mith to help with puzzle)	Wondrous Elixir of Life (Restores dead player to full HP)
Item Thunderstone (8 pts. sonic dam.) One Use.	Wand Wand of Magic Missiles (3 pts. dam./5 charges) ○○○○○	Wand Wand of Melf's Acid Arrow (8 pts. dam./5 charged) ○○○○○	?? Special Redeem at start of round	Wand Wand of Detect Magic ○○○○○	Wand Wand of Cure Lt. Wounds (cure 5 pts./5 charged) ○○○○○
Weapon +1 Sh. Sword (d6)	Weapon +1 L. Sword (d8)	Weapon +1 Quarterstaff (d6)	Weapon +1 Dagger (d4)	Weapon +1 Great Sword (d10)	Weapon +1 Great Axe (d10)
Wondrous +2 Cloak (+2 to saves)	Wondrous +1 Bracers of Defense	Wondrous +1 Amulet of Armor	Wondrous Boots of Elvenkind	Wondrous Cloak of Elvenkind	Wondrous Gauntlets of Ogre Power (+2 to STR)

2004

Common

Common (in brown)



Rare

Rare

(in green)

Gold 10 GP	Gold 11 GP	Gold 12 GP	Gold 13 GP	Gold 14 GP	Gold 15 GP
Gem 20 GP (Azurite)	Gem 20 GP (Agate)	Gem 20 GP (Hematite)	Gem 25 GP (Lapis Lazuli)	Gem 25 GP (Malachite)	Gem 30 GP (Obsidian)
Gem 30 GP (Tiger Eye)	Gem 35 GP (Bloodstone)	Scroll Identify (Arcane)	Scroll Read Magic (All)	Scroll Disrupt Undead (3 pts. dam.) (Arcane)	Scroll Protection From Evil (All)
Scroll Endure Elements (All)	Scroll Purify Food & Drink (Divine)	Potion Endure Elements	Rumor Medium Rumor	Item Masterwork Bard Instrument (+2 dam.)	Item Masterwork Thieves' Tools Re-try once per game
Scroll Bless (Divine)	Potion Detect Secret Doors	Scroll Cure Lt. Wounds (cures 5 pts.) (Divine)	Potion See Invisibility	Item Alchemist Fire (5 pts. of fire dam.)	Item Smokestick (10' cube)
Scroll Remove Paralysis (Divine)	Scroll Melf's Acid Arrow (does 8 pts. dam.) (Arcane)	Scroll Knock (Arcane)	Potion Darkvision	Wondrous Dust of Appearance	Wondrous +1 Cloak (+1 to saves)

Very Rare

Very Rare

(in red)

<u>Gold</u> 20 GP	<u>Gold</u> 25 GP	<u>Gem</u> 50 GP (Moonstone)	<u>Gem</u> 50 GP (Onyx)	<u>Gem</u> 75 GP (Amethyst)	<u>Gem</u> 100 GP (Garnet)
<u>Scroll</u> Mage Armor (Arcane)	<u>Potion</u> Haste (Attacker may re-roll bad attack)	<u>Scroll</u> Keen Edge (Critical 19-20) (Arcane)	<u>Scroll</u> Remove Curse (Divine)	<u>Scroll</u> Flame Arrow (14 pts. fire dam.) (Arcane)	<u>Scroll</u> Remove Disease (Divine)
<u>Potion</u> Cure Lt. Wounds (cures 5 pts.)	<u>Scroll</u> Slow Poision (Divine)	<u>Ring</u> Ring of Feather Fall	<u>Wondrous</u> Bracers of Archery (Gives +2 to damage)	<u>Wondrous</u> Hourglass of Answers (Summons Oracle of Mazi to help with puzzle)	<u>Wondrous</u> Exilir of Life (Restores dead player to full HP)
<u>Item</u> Thunderstone (8 pts. sonic dam.) One Use.	<u>Wand</u> Wand of Magic Missiles (5 pts. dam./5 charges) 	<u>Wand</u> Wand of Melf's Acid Arrow (8 pts. dam./5 charges) 	<u>Special</u> ?? Redeem w/DM at start of round	<u>Wand</u> Wand of Detect Magic 	<u>Wand</u> Wand of Cure Lt. Wounds (cure 5 pts./5 charges)
<u>Weapon</u> +1 Sh. Sword (d6)	<u>Weapon</u> +1 L. Sword (d8)	<u>Weapon</u> +1 Quarterstaff (d6)	<u>Weapon</u> +1 Dagger (d4)	<u>Weapon</u> +1 Great Sword (d10)	<u>Weapon</u> +1 Great Axe (d10)
<u>Wondrous</u> +2 Cloak (+2 to saves)	<u>Wondrous</u> +1 Bracers of Defense	<u>Wondrous</u> +1 Amulet of Armor	<u>Wondrous</u> Boots of Elvenkind	<u>Wondrous</u> Cloak of Elvenkind	<u>Wondrous</u> Gauntlets of Ogre Power (+2 to STR)

Misc

Volunteer Recognition



2005a

Common

Common



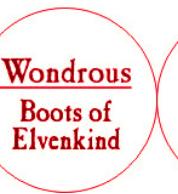
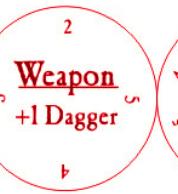
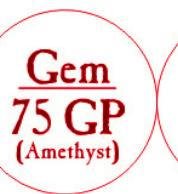
Rare

Rare



Very Rare

Very Rare



2005b

Common



Uncommon



Rare



Ultra Rare



Misc



Volunteer Recognition



2006

Common

Gold 1 GP	Gold 3 GP	Gold 5 GP	Gold 10 GP	Gem 5 GP (Pearl)	Gem 10 GP (Amber)
Gem 15 GP (Aquamarine)	Weapon Weighted Net No dam./lowers target AC by 2	1 ~ Weapon Short Sword	1 ~ Weapon Dagger	1 ~ Weapon Long Sword	1 ~ Weapon Shortbow
3 ~ Weapon Heavy Mace	2 ~ Weapon Sling	3 ~ Weapon Battleaxe	3 ~ Weapon Quarter Staff	4 ~ Weapon Hand Axe Held or Thrown	4 Weapon Masterwork Arrow +1 to damage 1 use only
Weapon Masterwork Bolt +1 to damage 1 use only	Armor Sm. Shield Adds +1 to Armor Class	Armor Studded Leather Adds +3 to Armor Class	Armor Animal Hide Adds +2 to Armor Class	Gear Flint & Steel	Gear Sm. Steel Mirror
Gear Grappling Hook	Gear Hammer & Spike	Gear 50' Rope	Item Holy Water (4 pts. dam.)	Item Anti-toxin (re-save)	Scroll Feather Fall (Arcane)
Scroll Shocking Grasp (6 pts. elec. dam.) (Arcane)	Scroll Sanctuary DC 12/Will/neg (Divine)	Scroll Comprehend Languages (All)	Scroll Burning Hands (6 pts. fire dam.) (Arcane)	Scroll Magic Missile (Does 4 pts. dam.) (Arcane)	Potion Cure Minor Wounds (Heals 1 pt.)

Uncommon

 Gold 15 GP	 Gold 20 GP	 Gem 30 GP (Coral)	 Gem 35 GP (Topaz)	 Armor Chainmail <small>Adds +5 to Armor Class</small>	 Armor Banded <small>Adds +6 to Armor Class</small>
 Weapon Heavy Crossbow <small>Once / 2 rounds</small>	 Weapon Great Axe	 Weapon Longbow	 Weapon Great Sword	 Armor Half Plate <small>Adds +7 to Armor Class</small>	 Armor Lg. Shield <small>Adds +2 to Armor Class</small>
 Item Masterwork Holy Symbol <small>(+1 dam./turn)</small>	 Item Masterwork Bard Instrument <small>(+2 dam.)</small>	 Item Masterwork Thieves' Tools <small>Re-try once per game</small>	 Item Alchemist Fire <small>(5 pts. of fire dam.)</small>	 Item Smokestick <small>(10' cube)</small>	 Rumor Minor Rumor <small>Turn in at start of event</small>
 Potion Owl's Wisdom <small>(Cleric may re-try skill once)</small>	 Potion Bull's Strength <small>(+2 STR)</small>	 Potion See Invisibility	 Potion Detect Secret Doors	 Scroll Identify <small>(Arcane)</small>	 Scroll Remove Curse <small>(Divine)</small>
 Scroll Bless <small>(Divine)</small>	 Scroll Remove Paralysis <small>(Divine)</small>	 Scroll Stone to Flesh <small>(Arcane)</small>	 Scroll Knock <small>(Arcane)</small>	 Scroll Mirror Image <small>(self only) (Arcane)</small>	 Scroll Mage Hand <small>(Arcane)</small>
 Scroll Read Magic <small>(All)</small>	 Scroll Remove Disease <small>(Divine)</small>	 Scroll Protection From Evil <small>(All)</small>	 Scroll Cure Lt. Wounds <small>(cures 5 pts.) (Divine)</small>	 Wondrous Dust of Appearance	 Wondrous +1 Cloak <small>(+1 to saves)</small>

Rare

 Gold 50 GP	 Gem 75 GP (Amethyst)	 Gem 100 GP (Garnet)	 Gem 200 GP (Peridot)	 Weapon Hy. Repeating Crossbow <small>Once a round</small>	 Weapon +1 Long Bow
 Weapon +1 Heavy Mace	 Weapon +1 Short Sword	 Weapon +1 Long Sword	 Weapon +1 Quarter Staff	 Weapon +1 Great Sword	 Weapon +1 Great Axe
 Armor Elven Chain <small>Adds +5 to Armor Class</small>	 Armor Full Plate <small>Adds +8 to Armor Class</small>	 Item Thunderstone <small>(8 pts. sonic dam.) 1 use/missile</small>	 Rumor Major Rumor <small>Turn in at start of event</small>	 Potion Cure Lt. Wounds <small>(cures 5 pts.)</small>	 Potion Potion of Darkvision
 Scroll Blink <small>(self only) (Arcane)</small>	 Scroll Keen Edge <small>(Critical 19-20) (Arcane)</small>	 Scroll Slow Poison <small>(Divine)</small>	 Scroll Mage Armor <small>(Arcane)</small>	 Scroll Cure Lt. Wounds <small>(Cures 8 pts.) (Divine)</small>	 Ring Ring of Feather Fall
 Ring Frost Resistance <small>(Half damage)</small>	 Ring Fire Resistance <small>(Half damage)</small>	 Wand Wand of Magic Missiles <small>(5 pts. dam./5 charges)</small>	 Wand Wand of Lightning Bolt <small>(12 pts. Dam./3 charges)</small>	 Wondrous Bracers of Archery <small>(Gives +2 to damage to any missile)</small>	 Wondrous Elixir of Life <small>(Restores dead player to full HP)</small>
 Wondrous +2 Cloak <small>(+2 to saves)</small>	 Wondrous +1 Bracers of Defense	 Wondrous +1 Amulet of Armor	 Wondrous Boots of Elvenkind	 Wondrous Cloak of Elvenkind	 Wondrous Gauntlets of Ogre Power <small>(+2 to STR)</small>

Ultra-rare



Misc

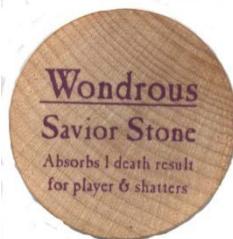
Combos



Ingredients



Volunteer Recognition



Adventure Completion Token



Artisan Tokens



2007

Common



Uncommon



Rare



Ultra-rare



Misc

Combos



Ingredients



Volunteer Recognition



Adventure Completion Token



Dungeon Only Token



2008

Common



Uncommon

Rare

Ultra-Rare



Misc

Combos



Ingredients



Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



2009

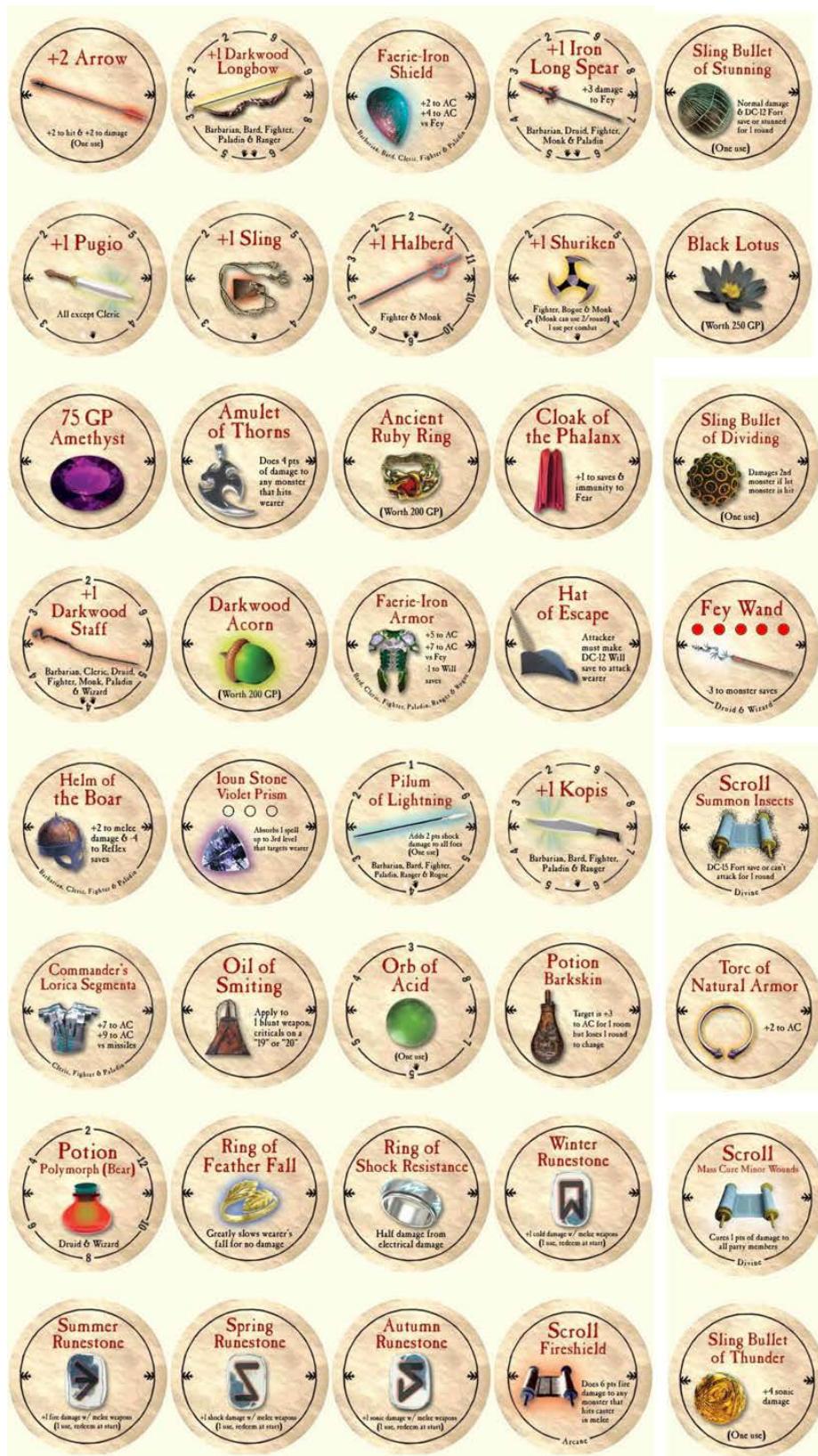
Common



Uncommon



Rare



Ultra-rare



Misc

Combos



Ingredients



Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



2010

Common

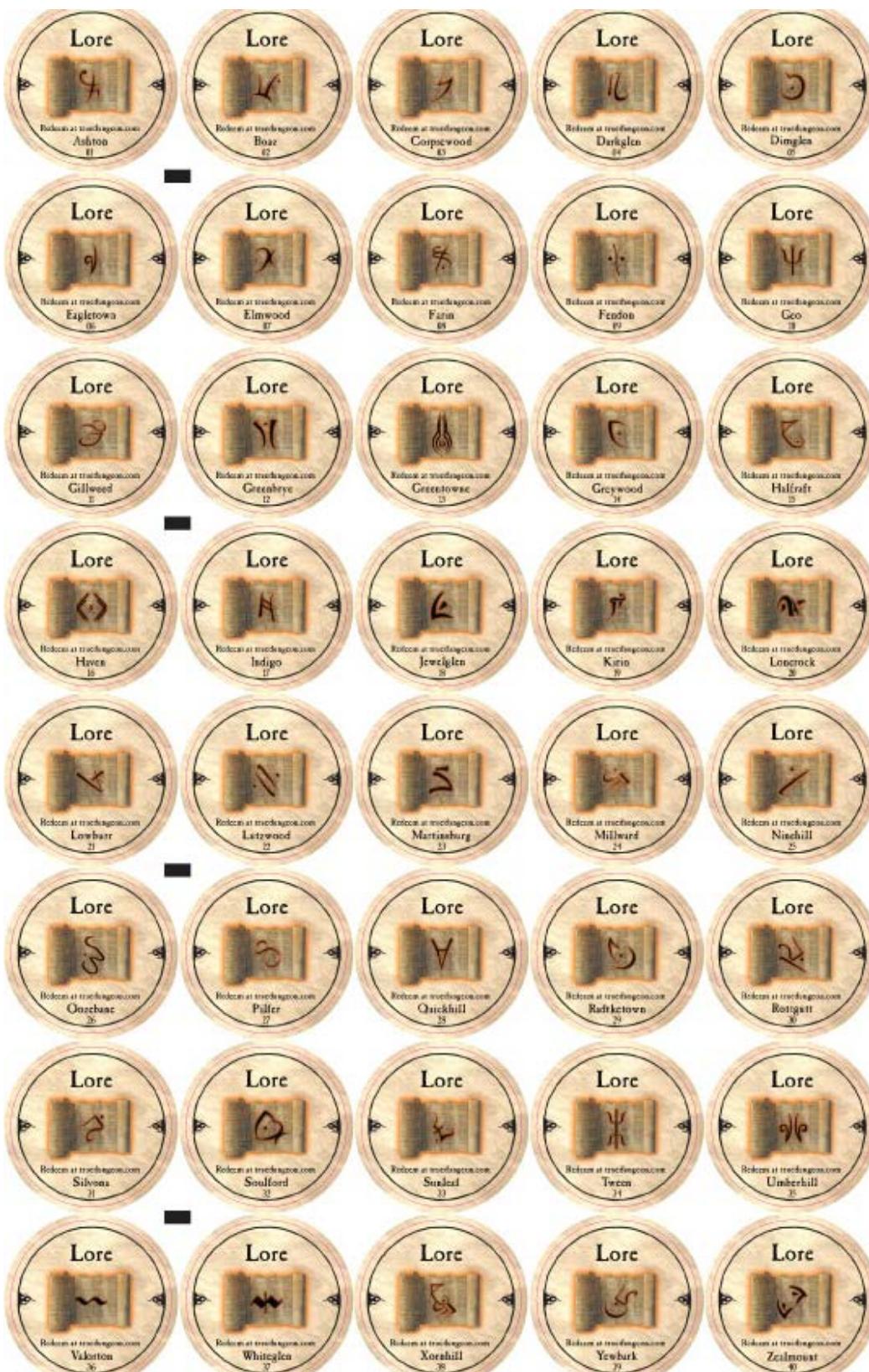


Uncommon

Rare

Ultra-rare

Lore



Misc

Arcane Recipes



Combos



Ingredients



Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



GenCon Promo



2011

Common



Uncommon



Rare



Ultra-rare



Misc

Arcane Recipes



Combos



Ingredients



**Golden
Ticket
Version**

Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



GenCon Promo



2012

Common



Uncommon



Rare



Ultra-rare



Misc

Arcane Recipes



Transmuted Tokens: Enhanced and Exalted



Transmuted Tokens: Relic



Eldritch

Ingredients



Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



GenCon Promo



2013

Common



Uncommon



Rare



Ultra-rare



Misc

Arcane Recipes



Transmuted Tokens: Enhanced and Exalted



Transmuted Tokens: Relic



Ingredients



Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



2014

Common



Uncommon



Rare

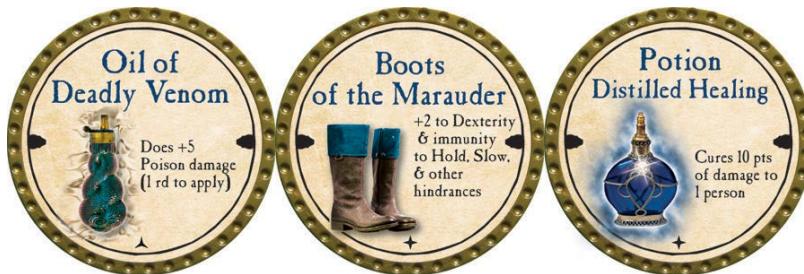


Ultra-rare



Misc

Transmuted Tokens: Enhanced and Exalted



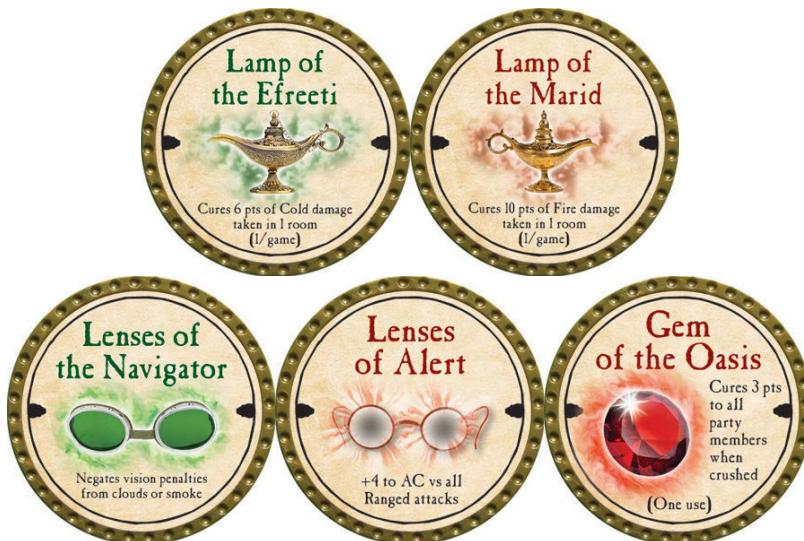
Transmuted Tokens: Relic



Ingredients



Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



2015

Common



Uncommon

Rare



Ultra-rare



Misc

Transmuted Tokens: Enhanced and Exalted



Transmuted Tokens: Relic



Ingredients



Adventure Completion Token



Adventure Completion Token (Hoosiercon)



Volunteer Recognition



Tokens of Appreciation



2016

Common



Uncommon



Rare

Ultra-rare



Misc

Transmuted Tokens: Enhanced and Exalted



Transmuted Tokens: Relic



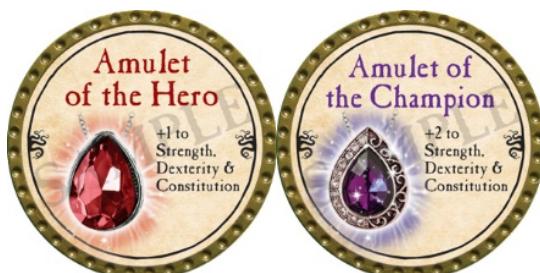
Ingredients



Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



2017

Common



Uncommon



Rare



Ultra-rare



Misc

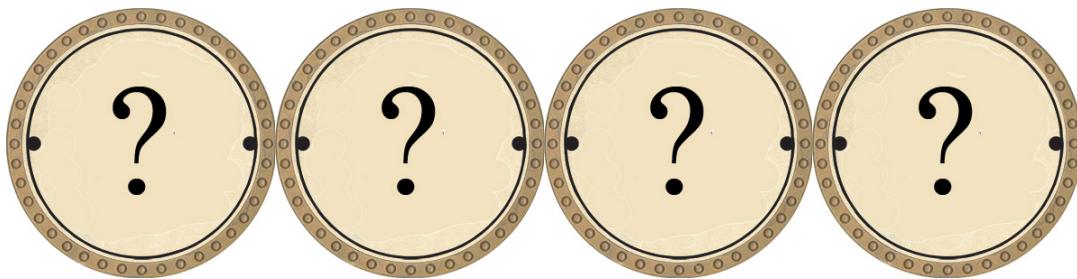
Transmuted Tokens: Enhanced and Exalted



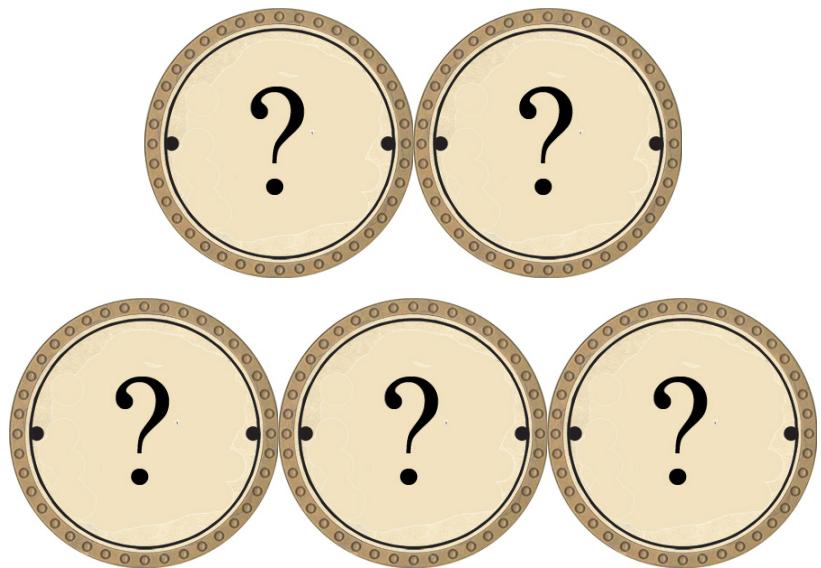
Transmuted Tokens: Relic



Ingredients



Adventure Completion Token



Volunteer Recognition

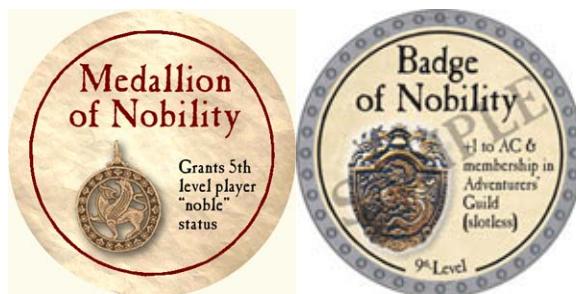


Tokens of Appreciation



Yearless

Reward for 5th & 9th Level



Arcane Recipe (only 10 issued)



Tokens of Appreciation



Charity Tokens



Transmuted Tokens: Legendary

2012



2013



2014



2015



2016



2017



Transmuted Tokens: Eldritch Multi-year

2012



2014



2016



Truecraft Tokens

2012

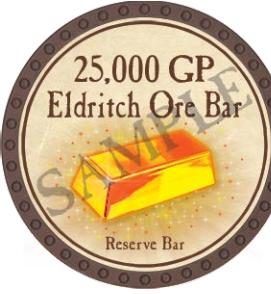




Trade Items



Reserve Bars



Treasure Draw Tokens

2009-2011



2012-2014



2015-2017



Adventurer's Guild



Tokens never made... But we would like them.



End of Document



