

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

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

Very Rare

Very Rare



2004

Common

Common

(in brown)

<u>Gold</u> 1 GP	<u>Gold</u> 2 GP	<u>Gold</u> 3 GP	<u>Gold</u> 4 GP	<u>Gold</u> 5 GP	<u>Gold</u> 6 GP
<u>Gold</u> 7 GP	<u>Gold</u> 8 GP	<u>Gold</u> 9 GP	<u>Gem</u> 5 GP (Quartz)	<u>Gem</u> 5 GP (Crystal)	<u>Gem</u> 5 GP (Geo)
<u>Gem</u> 10 GP (Citrine)	<u>Gem</u> 10 GP (Lodestone)	<u>Gem</u> 15 GP (Turquoise)	<u>Gear</u> Steel Flask	<u>Gear</u> Bone Map Case	<u>Gear</u> Flint & Steel
<u>Gear</u> Sm. Steel Mirror	<u>Gear</u> 50' Rope	<u>Gear</u> Waterskin	<u>Rumor</u> Minor Rumor	<u>Item</u> Holy Water (4 pts. dam.)	<u>Item</u> Anti-toxin (re-save)
<u>Scroll</u> Detect Poison (All)	<u>Scroll</u> Detect Secret Doors (All)	<u>Scroll</u> Feather Fall (Arcane)	<u>Scroll</u> Detect Undead (All)	<u>Scroll</u> Shocking Grasp (6 pts. elec. dam.) (Arcane)	<u>Potion</u> Detect Magic
<u>Scroll</u> Detect Magic (All)	<u>Scroll</u> Sanctuary DC 12/Will/neg (Divine)	<u>Scroll</u> Comprehend Languages (All)	<u>Scroll</u> Burning Hands (6 pts. fire dam.) (Arcane)	<u>Scroll</u> Magic Missile (Does 4 pts. dam.) (Arcane)	<u>Potion</u> Cure Minor Wounds (Heals 1 pt.)

Rare

Rare

(in green)

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

Very Rare

Very Rare

(in red)



Misc

Volunteer Recognition



2005a

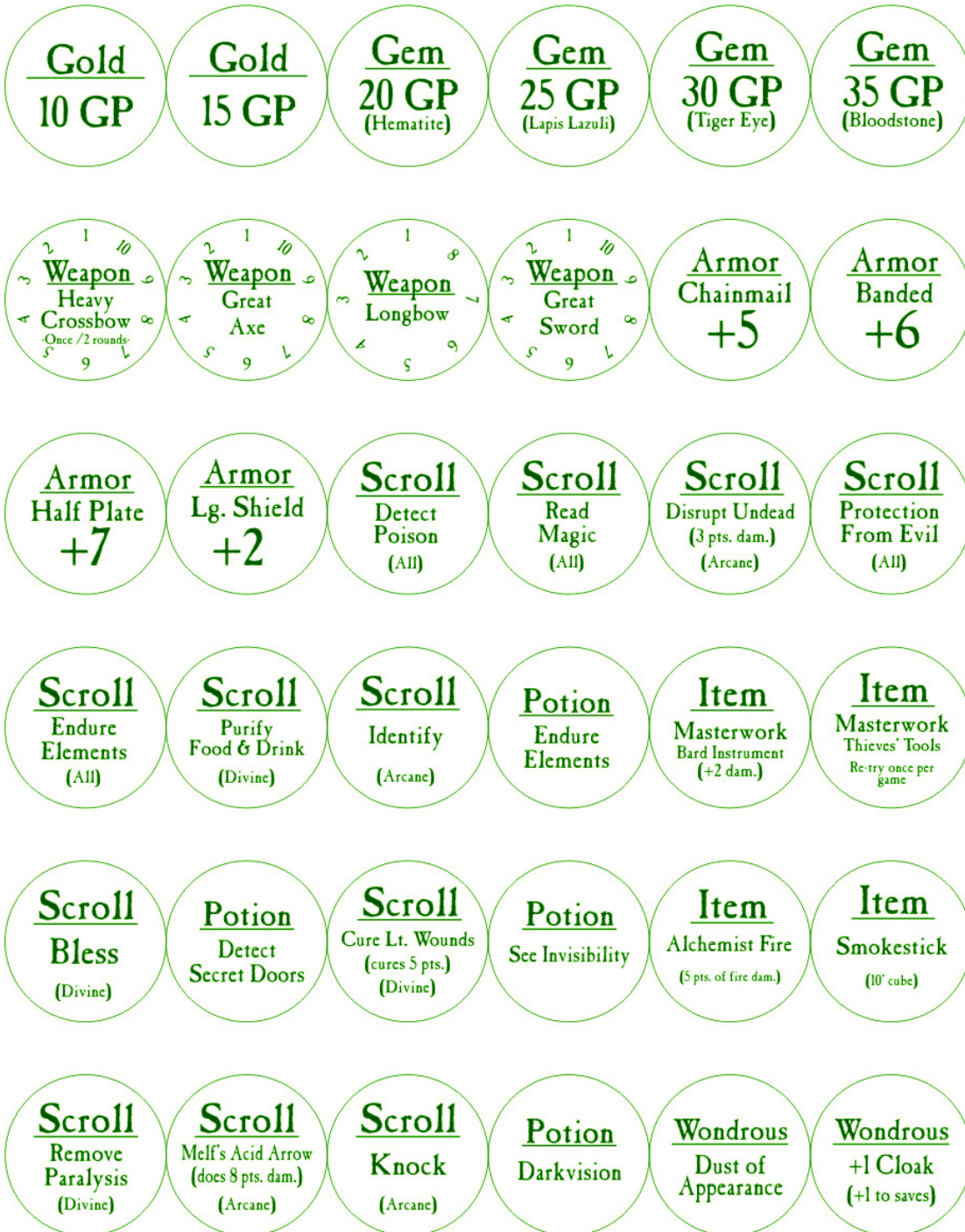
Common

Common



Rare

Rare



Very Rare



2005b

Common



Uncommon



Rare



Ultra Rare



Misc



Volunteer Recognition



2006

Common



Uncommon



Rare



Ultra-rare



Misc

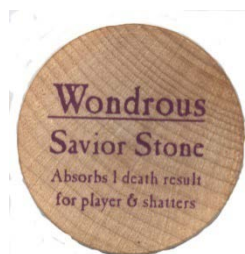
Combos



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

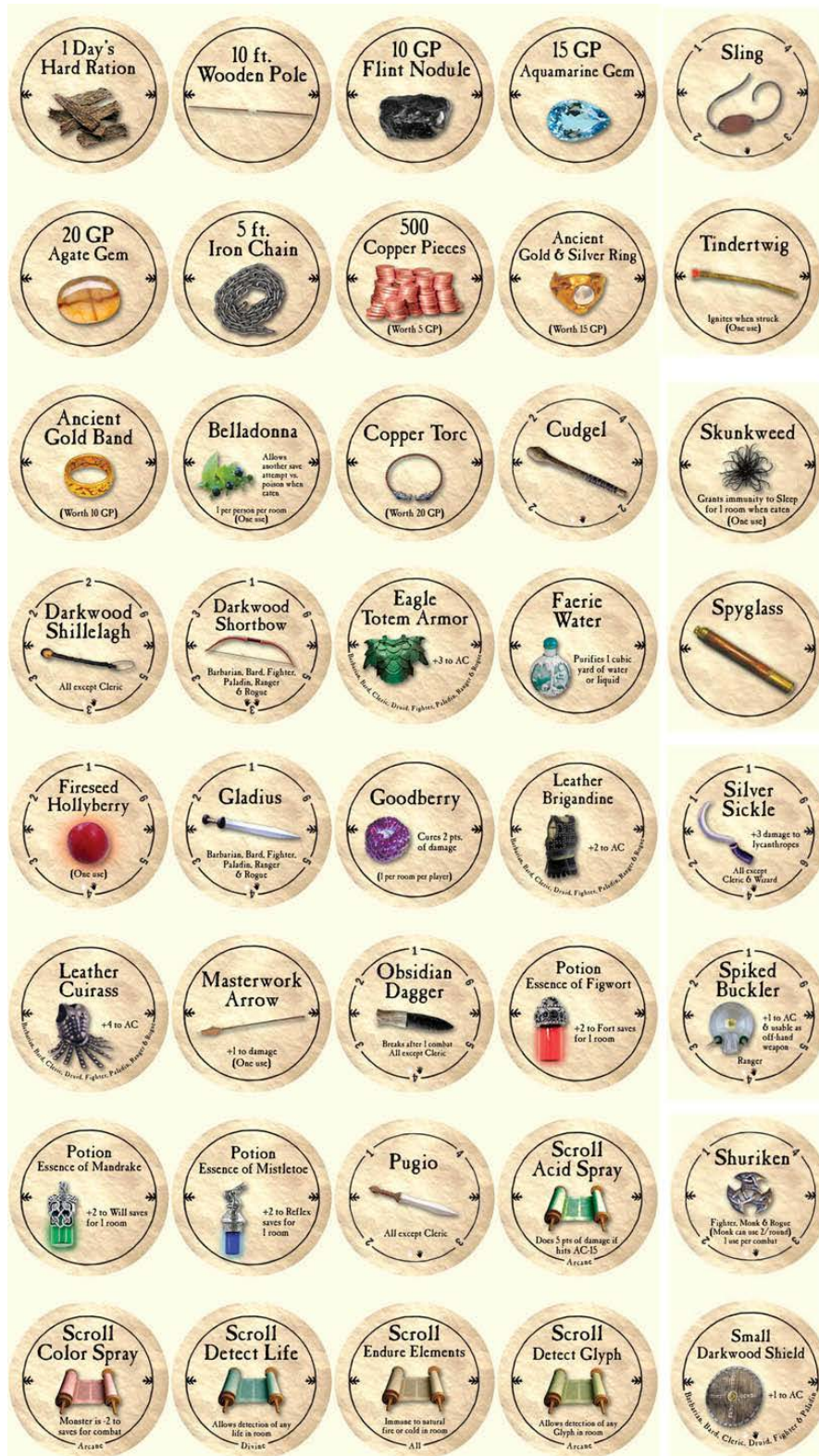


Tokens of Appreciation



2009

Common



Uncommon



Rare



Ultra-rare



Misc

Combos



Ingredients



Adventure Completion Token



Volunteer Recognition



Tokens of Appreciation



2010

Common



Uncommon



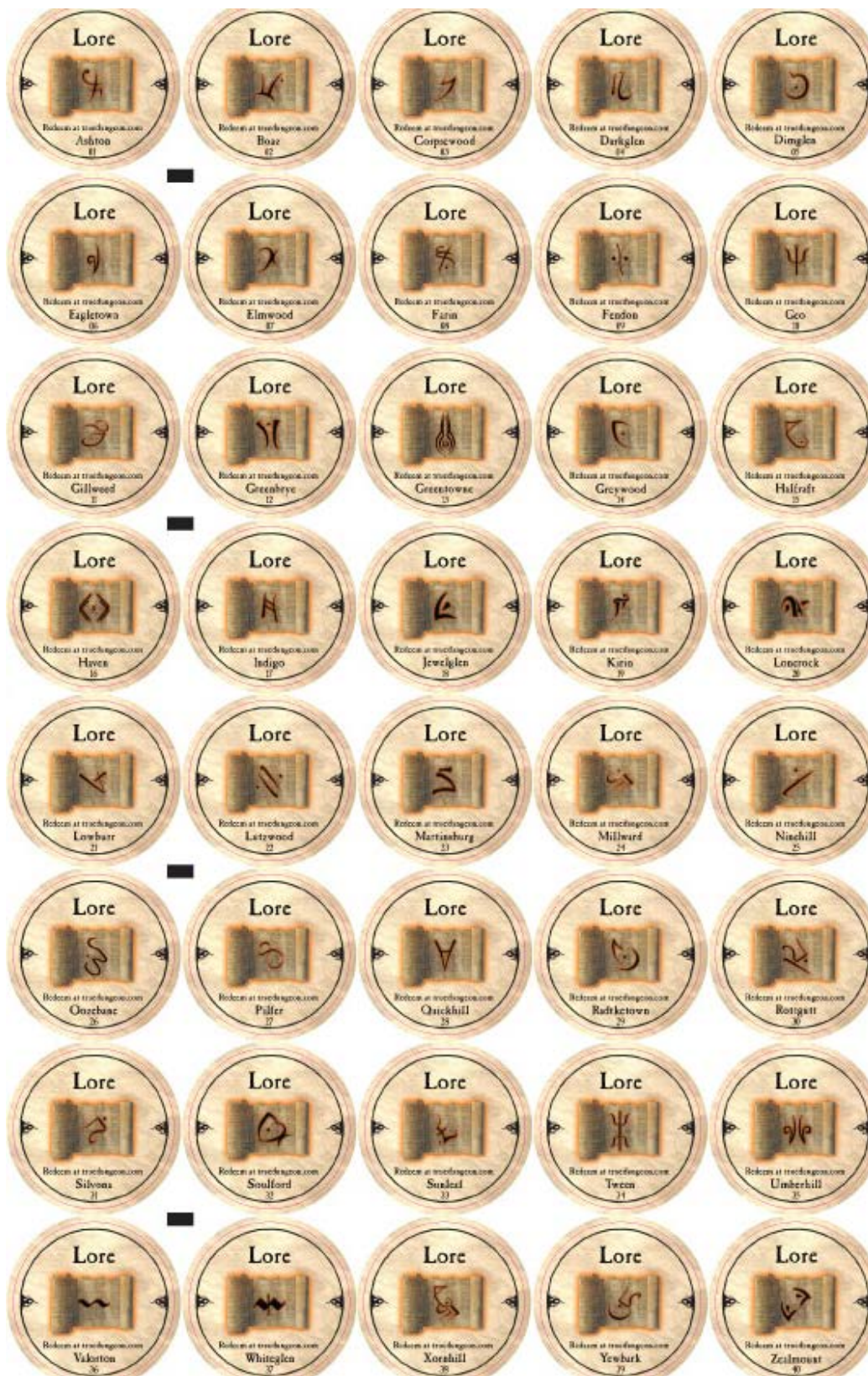
Rare



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



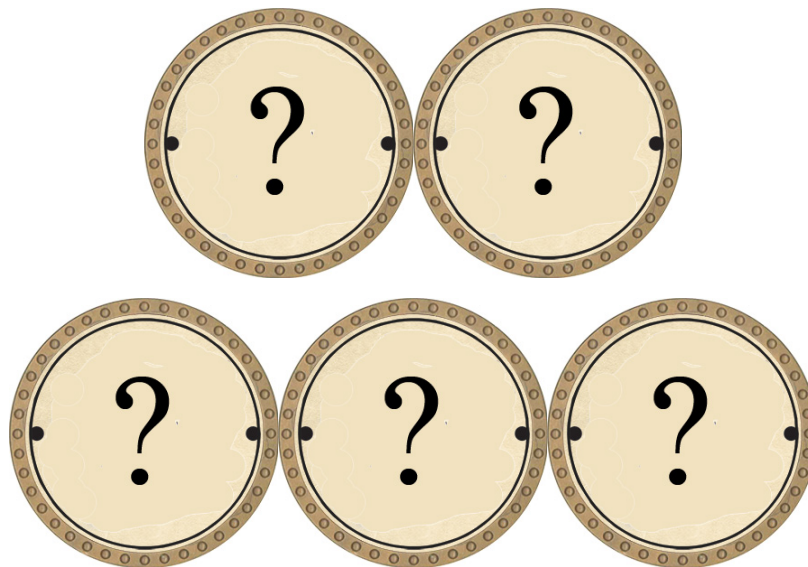
Transmuted Tokens: Relic



Ingredients



Adventure Completion Token



Volunteer Recognition

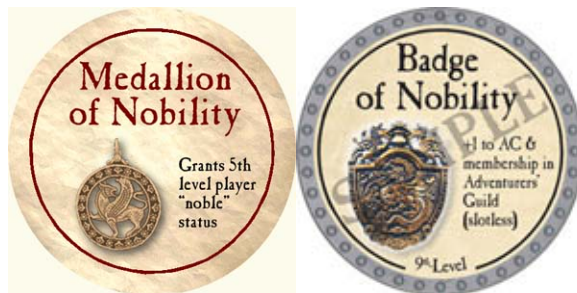


Tokens of Appreciation



Yearless

Reward for 5th & 9th Level



Arcane Recipe (only 10 issued)



Tokens of Appreciaton



Charity Tokens



Transmuted Tokens: Legendary

2012



2013



2014



2015



2016



2017



Transmuted Tokens: Eldritch Multi-year

2012



2014



2016



Truecraft Tokens

2012

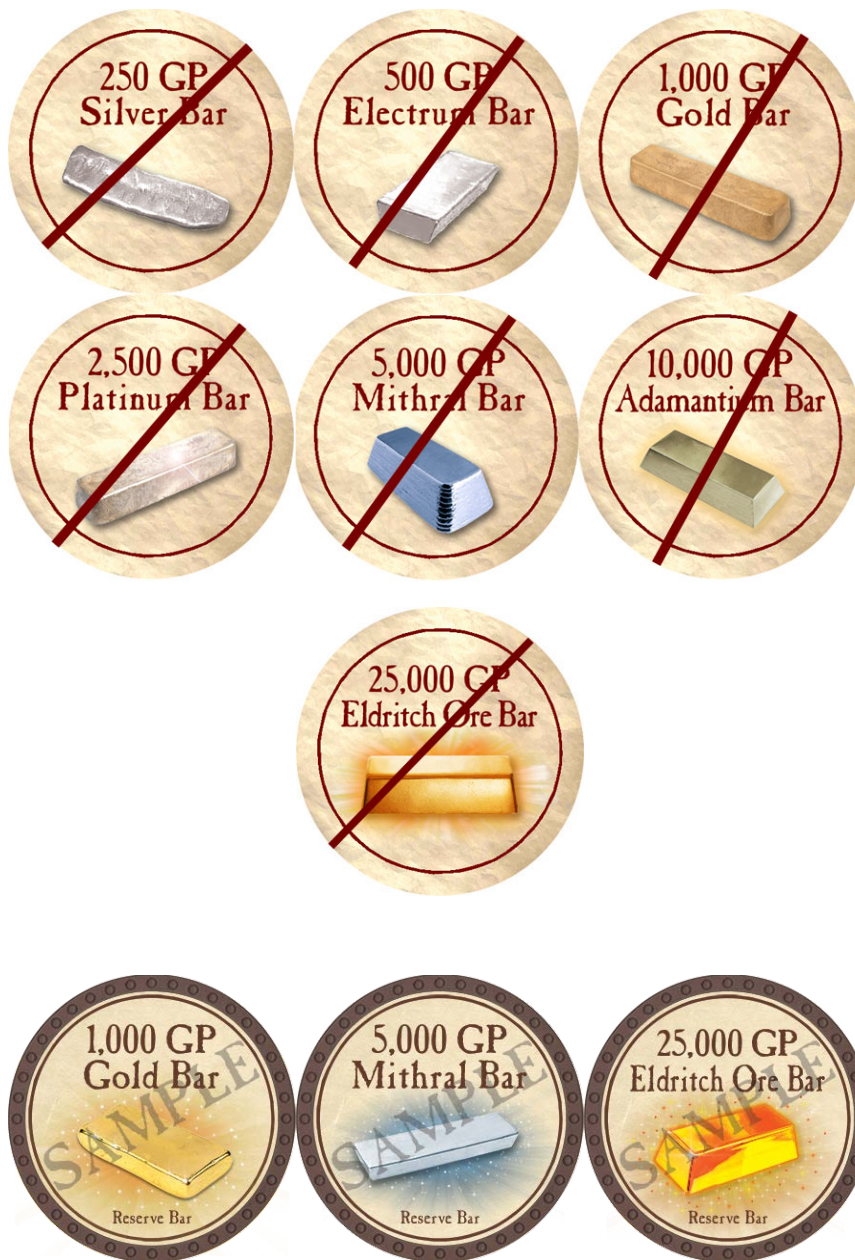




Trade Items



Reserve Bars



Treasure Draw Tokens

2009-2011



2012-2014



2015-2017



Adventurer's Guild



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



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