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******There are 25 tokens in all throughout *The Bard's Tale*, however you'll only be ab:

Chapter 1:**Findruine Charm (+1 VIT)**

To get this token you need to talk to the hunter in the Fairyhaunt Woods. He'll tell you about the good hunting in the area. Get yourself a bow, if you haven't already, and slowly walk around in the Fairyhaunt woods. Eventually your dog will scare up a grouse which you can pick off with your trusty bow. The dog will pick up the grouse and head back to you. DO NOT let the dog get near you or the grouse will be turned into coin...instead, lead the dog which has the grouse in it's mouth back to the hunter. When you get there, the hunter will unlock the hunting grounds on your world map. Go there to find the Findruine Charm.

Chapter 2:**Badger Hide Gloves (+1 STR)**

Found in a chest in the Neversdale Woods.

Eagle Charm (+1 RHY)

Found in a chest in the Neversdale Woods.

Rabbit's Foot (+1 Luck)

Talk to Ogan's mum back in Houton after you find his dead body in the Neversdale Woods. Be nice to her and she'll give you the Rabbit's Foot token.

Chapter 3:**Falstone (+10% XP)**

Found in a chest in a dark storage room in Kirkwall. You'll need the Light Fairy to shed some light on the situation.

Chapter 4: NONE**Chapter 5:****Silver Torc (+1 CHA)**

Found in a chest on level 3 of the Forest Tower.

Chapter 6:**Golden Coronet (+2 CHA)**

Found in a chest in the Frozen Tombs.

****Ring of Tara (+2 RHY)**

This is where you have to decide between two tokens. You can't get both. If you are a complete ass to Dolyn, he'll run away after you free him from behind the ice wall. He'll get killed by a trap and you will find the Ring of Tara on his body. If you're nice to him and help him escape the Frozen Tombs, you'll meet up with him later on and he'll give you a different token.

Badge of Wind (+1 DEX)

Be nice to Gower at the end of this chapter and you'll have to give him that sweet sword you just found; the Casgair. He'll give you the Badge of Wind in return. Be snarky and you'll get to keep the sword, but you won't get the token.

Chapter 7:**Silver Horseshoe (+2 Luck)**

Found in a chest on level 2 of the Mountain Tower.

Chapter 8:**Boots of Quickening (+2 DEX)**

Talk to the crier in *The Tup* pub in West Dounby and agree to be in the

talent show. You'll get the Boots of Quickening as a reward.

Chapter 9:

Mantel of Ossian (+3 CHA)

Go to *Trowle's Pub* in Finstown and summon your rat. One of the vikings there will be scared to death of the little vermin and give you the Mantel of Ossian to keep his cowardice a secret.

Broonie's Cloak (+10% health regen.)

Found in a chest in the Finstown Armory.

Chapter 10:

Fae Locket (+2 VIT)

Found in a hidden room off part 2 of Lord Bauder's Dungeon. You'll need the upgraded explorer summon to find the hidden room.

Belt of the Oak (+2 STR)

You'll find this token in a chest in Lord Merrimont's Divination Chamber.

Chapter 11:

Four Leaf Clover (+3 Luck)

Found in a chest on the farm in Stromness.

Golden Thistle Ring (+50 to max HP)

Found in a chest on the farm in Stromness.

Chapter 12:

****White Book of Rhydderch (+50 to mana)**

If you were nice to Dolyn and helped him escape the Frozen Tombs in chapter 6, you'll meet up with him here and he'll give you the White Book of Rhydderch out of gratitude.

Lightning Stone (+3 DEX)

You'll meet a man by the name of Olav in the Finfolk Caverns. Olav likes to talk...a lot. If you're patient and let Olav finish what he has to say without any snarky interruptions, he'll give you the Lightning Stone.

Firbolg Armbands (+3 STR)

It doesn't matter if you're snarky or nice to Bannock the firbolg. You'll get the Firbolg Armbands either way.

Chapter 13: NONE

Chapter 14: NONE

Extra Dungeons

There are 5 treasure maps throughout the game that you can buy that each unlock one of the extra dungeons. The little trow running around the world map sells 4, if you can catch him, and you can buy 1 in the weapons shop in Houton.

Ruins of Dun Ailinne:

Golden Spyglass (+10% treasure value)

Found in a chest in the northwest room of this dungeon.

Cairn of Ardagh:

Amulet of Lyr (+1d5 bonus to armor)

You'll need the upgraded explorer summon to find the hidden room that holds the Amulet of Lyr in this dungeon.

Cairn of Carrowmore:

Phial of Medb (+3 VIT)

You'll need the upgraded explorer summon to find the hidden room that holds the Amulet of Lyr in this dungeon.

Ruins of Tara:

Cormac's Chalice (+3 RHY)

You'll need the upgraded explorer to...well, you get the point.

Ruins of Emain Macha:**White Book of Hergest (+10% mana regen.)**

Ok, so you don't need the upgraded explorer summon to find this one; it's in a chest in plain sight...but you'll probably want him out anyway because of all the damn traps.

Submitted by **_Slice_** - Created 11/4/04

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