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2018  
QUICK TOKEN  
REFERENCE



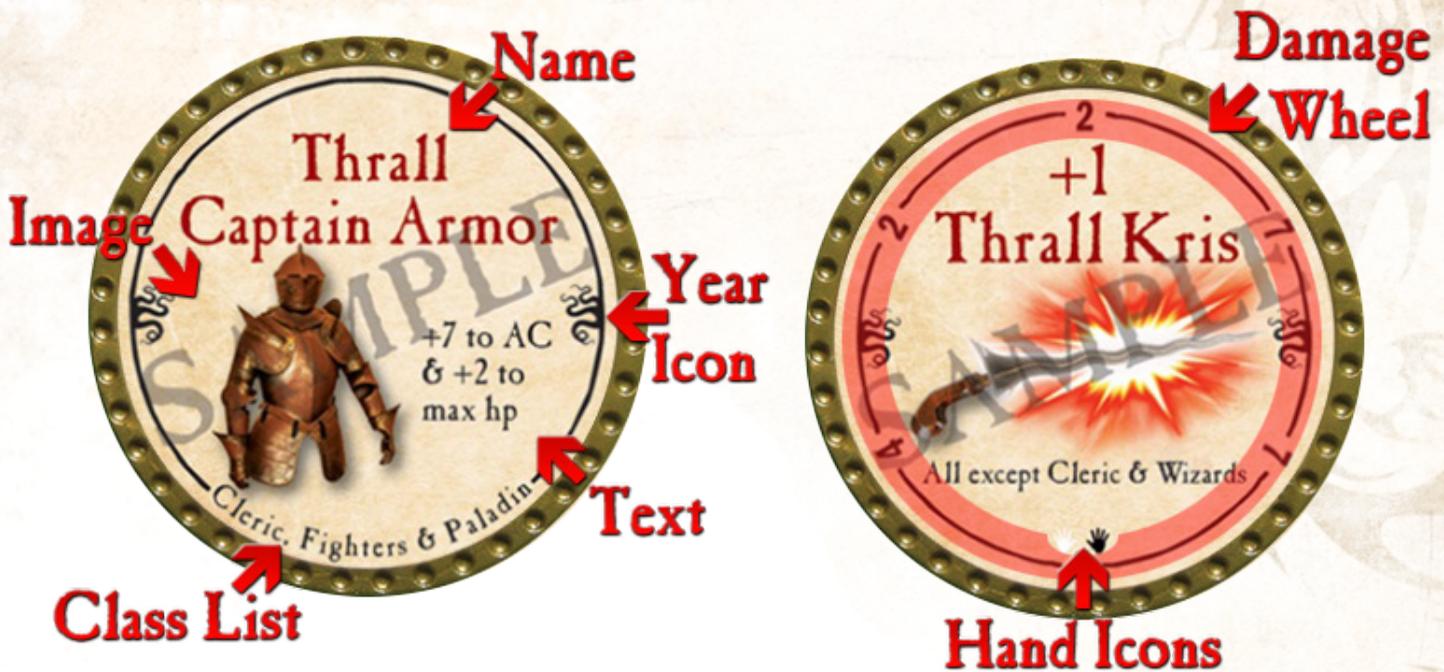
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# How to Read a Token



**Name:** The color of the token’s name indicates its rarity. In general, the rarer the token the more powerful it is. These are the rarities and the colors that go with them: Common (black), Uncommon (green), Rare (red), Ultra Rare (purple), Transmuted (blue), and Legendary (orange).

**Image:** This shows you what the item the token represents looks like.

**Text:** This tells you what the token does. Because tokens are so small, sometimes the text can’t fully describe a token’s power. For detailed info on how a token works, look it up on the mobile-friendly [www.tokendb.com](http://www.tokendb.com). Not all tokens have text.

**Limited Use:** Scrolls and Potions must be turned in when used. In addition, any token that says “One use” must be handed over to the DM or Coach when used. Tokens that have [charge counters](#) (OOOOO) will be punched each time they are used. When the last circle is punched, the token will be collected.

**Class List:** If a token can only be used by certain classes, those classes are listed here. If a token does not have a class list, it can be used by all classes. If the list of classes that can use the item is particularly long, it might be written “All except \_\_\_”. In those cases, the classes listed are the only ones that cannot use the item.

**Damage Wheel:** On a weapon token, these numbers show how much damage the weapon deals. If the attack slide succeeds, the number closest to the damage dot on the combat board is the damage dealt. Your coach will go over combat in detail during your training phase.

**Year Icon:** Found on the left and right sides of most tokens, this small image tells you what year the token was printed. The year icon for 2016 was a set of tentacles. The year icon for 2018 is a “Viking” helmet. (Yes, we know Vikings didn’t wear horned helmets.)

**Hand Icons:** Two black hands at the bottom means the item (often a weapon) requires both hands to use. One black and one white hand means the item (typically a weapon or shield) requires only one free hand to use.

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# Alphabetical Listing

A full description of the 2018 tokens

Name color indicates rarity: Common, **Uncommon**, **Rare**, **Ultra Rare**, **Transmuted**, or **Legendary**

**50 GP Drinking Horn:** no in-game effect

**100 GP Aventurine Gem:** no in-game effect

**100 GP Beryl Gem:** no in-game effect

**300 GP Garnet Ring:** no in-game effect

**350 GP Priest Pendant:** no in-game effect

**400 GP Garnet Bracelet:** no in-game effect

**4th Tooth of Cavadar:** grants access to the next higher tier of [Psychic Power](#)

**Abyssal Lenses of Taunting:** allows a second use of *taunt* in a room, but the dwarf will be stunned on their next turn; usable once per game

*Note:* *taunt* requires a Free Action to activate. This item allows a dwarf to *taunt* twice in the same room, but not twice in the same round.

**Archer's Buckler:** +1 to AC when used with a two-handed ranged weapon; may not be used with any melee weapon nor with a one-handed ranged weapon

**+2 Archer's Buckler:** +3 to AC when used with a two-handed ranged weapon; may not be used with any melee weapon nor with a one-handed ranged weapon

**Arrow of Good Wind:** when fired from a bow, if the attack slide lands on the 20, the archer who fired it heals 8 points of damage [collect on use, before the attack slide is made]

**Arrow of Weal Wind:** when fired from a bow, if the attack slide lands on the 20, the archer who fired it heals 12 points of damage [collect on use, before the attack slide is made]

**Ash's Death Pouch:** If the owner dies before reaching the final room of the adventure, the owner has the option to "pay off Death" and return to life. The state of life one is returned to depends on how much Death was paid:

Amount Paid	Hit Points Restored
2,000 GP	Full HP
1,000 GP	10 HP
200 GP	1 HP

Usable once per game; may not be used in the final room of the adventure

**Bead Rain Vision:** negates vision penalties resulting from being in the rain

**Bead Unseen Vision:** allows the owner to see monsters that are currently invisible

**Bead Whole Vision:** when attacking an Incorporeal creature, the wearer's attacks do not suffer the 50% miss chance

**Belt of the Berserker:** +3 to Strength (thus, depending on initial Strength score, either +1/+2 To Hit in melee and +1/+2 Damage with melee and thrown weapons) and -2 to AC

**Belt of the Bull:** +1 to Strength (thus, depending on initial Strength score, either 0/+1 To Hit in melee and 0/+1 Damage with melee and thrown weapons)

**Blessed Pants of the Hare:** +2 to Dexterity (thus, +1 To Hit with ranged attacks, +1 to AC, and +1 to Reflex saving throws)

**Blessed Redoubt Helm:** +4 to AC; part of the [Redoubt set](#)

**Blessed Tempest Gloves:** wearer deals +3 damage with physical ranged weapons and with damage-inflicting spells

**Blessed Wind Gloves:** wearer deals +2 damage with physical ranged weapons and with damage-inflicting spells

**Bliss Axe:** magical melee slashing weapon that deals +3 Damage when wielded on the plane of Bliss

**+1 Bliss Bastard Club:** magical melee blunt weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Battle Axe:** magical melee slashing weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Berserker Axe:** magical melee slashing weapon that deals +3 Damage when wielded on the plane of Bliss

**+1 Bliss Berserker Axe:** magical melee slashing weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Bull Armor:** +5 to AC and +1 to Strength (thus, depending on initial Strength score, either 0/+1 To Hit in melee and 0/+1 Damage with melee and thrown weapons)

**Bliss Bull Helm:** +1 to Strength (thus, depending on initial Strength score, either 0/+1 To Hit in melee and 0/+1 Damage with melee and thrown weapons)

**Bliss Bull Shield:** +1 to AC and +1 to Strength (thus, depending on initial Strength score, either 0/+1 To Hit in melee and 0/+1 Damage with melee and thrown weapons)

**Bliss Club:** magical melee blunt weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Fur Armor:** +2 to AC

**Bliss Guardian Armor:** +3 to AC and +2 to maximum HP

**Bliss Hammer:** magical melee blunt weapon that deals +3 Damage when wielded on the plane of Bliss

**+1 Bliss Hammer:** magical melee blunt weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Heavy Axe:** magical melee slashing weapon that deals +3 Damage when wielded on the plane of Bliss

**+1 Bliss Heavy Axe:** magical melee slashing weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Helm:** +1 to AC

**Bliss Hide Armor:** +3 to AC

**Bliss Long Bow:** magical ranged piercing weapon that deals +3 Damage when wielded on the plane of Bliss

**+1 Bliss Long Bow:** magical ranged piercing weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Padded Armor:** +3 to AC

**Bliss Plated Armor:** +4 to AC

**Bliss Raider Armor:** +2 to AC and +1 to Dexterity (thus, depending on prior Dexterity score, either 0/+1 To Hit with ranged attacks, either 0/+1 to AC, and either 0/+1 to Reflex saving throws)

**Bliss Short Bow:** magical ranged piercing weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Small Axe:** magical melee slashing weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Throwing Axe:** magical compound slashing weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss Throwing Club:** magical compound blunt weapon that deals +3 Damage when wielded on the plane of Bliss

**Bliss War Club:** magical melee blunt weapon that deals +3 Damage when wielded on the plane of Bliss

**Boots of Backstabbing:** successful *sneak attacks* made by the wearer deal +6 damage. The bonus damage from these boots is added at the very end of the *sneak attack's* damage calculations and is not subjected to modification. E.g., it doesn't get doubled if the *sneak attack* critically hit.

**Boots of Bounding:** Once per room, a wearer may attack flying/levitating (not just at range, the monster must be in the air) monsters with melee weapons. Each time this "melee-for-ranged" attack is attempted (whether the attack was successful or not), the wearer takes 2 points of Eldritch damage. These boots do not confer the ability to fly/levitate, they allow wearers to leap up, attack, and land safely back in the same spot from which they took off. These boots neither impair nor improve the wearer's ability to perform normal attacks or spell castings.

**Bracers of Guided Strike:** wearer may score critical hits when fighting creatures that are normally immune to critical hits (e.g., constructs, plants, undead, etc.); rogues (only) may also perform a *sneak attack* on creatures that are normally immune to being *sneak attacked*

**Cap of the North:** wearer is immune to natural Cold damage

**Charm of Awakened Synergy:** Wearer can never be Surprised; adds +1 to the party's initiative rolls (stacks with other party members); +1 to max Hit Points for each person wearing this or CHARM OF SYNERGY.

This item functions exactly as if the wearer has equipped both CHARM OF AWARENESS and CHARM OF SYNERGY, but only occupies a single charm slot. The synergistic effects from this token stack with those tokens equipped by other party members, but the wearer of this token may not equip either CHARM OF AWARENESS or CHARM OF SYNERGY. Both the initiative and HP bonuses are capped at +10, even if more than 10 characters in the party equip them.

**Charm of Awareness:** Wearer can never be surprised. In addition, it adds +1 to the party's initiative rolls. The initiative roll bonus is cumulative for each person who equips either this or CHARM OF AWAKENED SYNERGY. Thus, the party's total initiative bonus could be increased by up to +10 if all 10 characters equipped one of these charms. Even if more than 10 characters in the party equip this token, the maximum initiative bonus is +10.

**Charm of Blissward:** the cleric's *turn undead* ability is expanded to affect Evil Outsiders and Giants, in addition to Undead

**Charm of Nature:** once per adventure, a druid may re-try a failed skill check

**Charm of Shadow Shot:** When making a missile attack, place this token in the second puck and slide it at the same time the ranged weapon token is slid—much like how a ranger would perform a melee attack. If both the ranged weapon and this token hit the target, this token deals +6 damage to the target. The bonus damage from this charm is added at the very end of the attack's damage calculations and is not subjected to modification. E.g., it doesn't get doubled if the weapon attack critically hit.

*Note:* CHARM OF SHADOW SHOT is not a weapon. When slid, it does not count as an attack. (Only the ranger's weapon token slide is considered an attack.) The damage it deals is not subject to anything that modifies attack damage, but the charm's slide is affected by the ranger's Missile To Hit modifiers on the party card.

**Charm of the Sage:** damage-inflicting scrolls cast by the wearer deal +2 Damage; the bonus damage is the same type as the scroll originally dealt

**Charm of the Waves:** wearer is immune to effects resulting from seasickness

**Crown of Expertise:** once per game, wearer may use one Special Power or Spell on their character card without marking its use off of the character card; does not affect abilities which do not have a checkbox on the character card

**Dust of Deflection:** after taking a Standard Action to sprinkle this dust on oneself, the user will not be attacked by monsters unless they perform an offensive action

Offensive actions are defined as one of the following:

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

[collect on use]

**Dust of Disappearance:** After taking a Standard Action to sprinkle this dust on oneself, the user will not be attacked by monsters unless they perform an action. In order to remain undetected, the user may not attack, move, talk, cast spells, play *bardsong*, use a

Special Power, or do pretty much anything other than stand still & breathe. [collect on use]

**Dust of Distraction:** after taking a Standard Action to sprinkle this dust on oneself, the user gains +2 to AC [collect on use]

**Earcuff of Bravery:** when the wearer can hear *bardsong* being performed, the wearer is immune to *charm* and *fear* effects; this item does not function if the wearer is unable to hear the bard play (e.g., if the wearer was in a zone of magical *silence*)

**Earcuff of Freedom:** when the wearer can hear *bardsong* being performed, the wearer gains Free Movement (immunity to *hold*, *paralyze*, and *slow* spells or effects, as well as spider's webbing or similar sticky substances); this item does not function if the wearer is unable to hear the bard play (e.g., if the wearer was in a zone of magical *silence*)

**Figurine of Power: Imp:** once per adventure, the owner may negate up to 8 points of Poison damage the user would have otherwise taken; the Poison protection can be used against a single attack or multiple attacks, but it will never absorb more than a total of 8 points of Poison damage; this item's power deactivates when the user moves into the next room, even if no Poison damage was taken

**Figurine of Power: Raven:** once per game, if the owner fails a skill test, the test will be considered a success instead

**Figurine of Power: Seal:** once per game, the owner may gain immunity to being Hindered while underwater for the rest of the room

**Gauntlets of the Midgard Serpent:** +3 to Strength (thus, depending on initial Strength score, either +1/+2 To Hit in melee and +1/+2 Damage with melee and thrown weapons) but every time the wearer successfully hits in physical combat (melee or missile), the wearer suffers 3 points of Poison damage

**Girdle of Stone Giant Strength:** +4 to Strength (thus +2 To Hit in melee and +2 Damage with melee and thrown weapons) and -1 to Dexterity (thus, depending on prior Dexterity score, suffering either a 0/-1 To Hit with ranged attacks, either 0/-1 to AC, and either 0/-1 to Reflex saving throws)

**Gloves of Greater Archery:** +4 to Damage from physical ranged weapons

**Gloves of Linked Fury:** +2 damage with 2-handed melee weapons; has no effect on spells or ranged attacks

**Gloves of Wrath:** damage-inflicting spells cast by the wearer deal +1 damage

**Goggles of the Bliss:** the ranger's favored enemies are expanded to also include Evil Outsiders and Giants

**Greater Onyx Charm:** +2 to Strength (thus +1 To Hit in melee and +1 Damage with melee and thrown weapons)

**+2 Hammer of Smiting:** magical melee blunt weapon that can critically hit on a 19–20; requires at least 16 Dexterity to wield

**Helbane Cloak:** when the wearer uses a healing Spell or Special Power (not a scroll or magic item) on another person, the wearer of this cloak heals 1 point of damage; this item does not affect heals when the wearer targets himself

**Horn of the Blessed Ox:** once per game, after using a Standard Action to activate, user heals themselves 2 points of damage; cannot be used to heal another character

**Horn of the Valkyrie:** once per game, after taking a Standard Action to activate, combat damage that hits the user will be reduced by up to 16 points; the 16 points of combat damage reduction last until 16 points have been absorbed or the round ends—whichever comes first

**Infernal Despair Armor:** +5 to AC, immunity to *fear*, but wearer may only be healed by Spells (not scrolls, items, nor Special Powers) cast by another character

**Infernal Hate Plate:** +6 to AC, immunity to *charm*, but wearer may only be healed by Spells (not scrolls, items, nor Special Powers) cast by another character

**Infernal Shoes:** +2 to Dexterity (thus +1 To Hit with ranged attacks, +1 to AC, and +1 to Reflex saving throws), immunity to *charm*, but wearer may only be healed by Spells (not scrolls, items, nor Special Powers) cast by another character

**Ioun Stone Agate Orb:** when healed by a Spell or a Scroll (not Special Powers nor magic items), the user heals 1 additional HP

**Ioun Stone Fluorite Cube:** all damage-inflicting wands used by the owner deal +2 Damage

**Ioun Stone Norse Opal:** +1 to maximum HP

**Kilt of Fatherbane:** +6 to Dexterity (thus +3 To Hit with ranged attacks, +3 to AC, and +3 to Reflex saving throws), –2 to Strength (thus suffering a –1 To Hit in melee and –1 Damage with melee and thrown weapons), and –2 to Constitution (thus suffering –1 to

Fortitude saving throws and –1 to max HP per character level)

**Large Bliss Shield:** +2 to AC

**Lenses of Heimdall Sight:** wearer gains +1 To Hit with melee attacks and the ability to see creatures under the effects of *invisibility*

**Loki's Trickster Hat:** +2 to AC and –2 to saving throws

**Lotus Blossom Bowls:** once per game, when the owner ingests any kind of healing item (potion, food, anything taken by mouth), the owner may select one other character to receive an equal amount of healing; owners of this token may not target themselves with the bonus healing effect

**Magnificent Bard Instrument:** *bardsong* grants each party member a total of +1 To Hit and +3 to Damage (+2 To Hit & +4 Damage if the bard is 5<sup>th</sup>-level) from physical melee and ranged attacks when this instrument is played

**Masterwork Arrow:** on a successful hit from a bow (not a crossbow), deals 1 additional point of damage [collect on use, before the attack slide is made]

**Masterwork Thieves' Tools:** allows rogues to retry a failed skill test; cannot be used in conjunction with EKTDAR'S TINKERING TOOL to restart in the middle, but each may be used on separate attempts; the mulligan effect is usable once per adventure, no matter how many copies of this token the player may own [permanent item, do not collect after use]

**Medallion of Energy:** once per room, wearer may re-cast a spell they have cast previously; the re-cast spell is cast "as a scroll" and thus cannot be modified in any way

**Medallion of Valhalla:** +3 to Strength (thus, depending on prior Strength score, adding either +1/+2 To Hit in melee and either +1/+2 Damage with melee and thrown weapons) and +4 to Constitution (thus adding +2 to Fortitude saving throws and +2 to max HP per character level)

**+1 Mighty Long Bow:** magical ranged piercing weapon; the wielder's Strength bonus is added to the Damage this weapon inflicts

To determine one's Strength bonus, take the total Strength, subtract 10, then divide by 2 (round down.) E.g., 20 Strength equates to +5 damage (20–10=10, 10÷2=5.) 17 Strength equates to +3 damage (17–10=7, 7÷2=3.5, which rounds down to 3.)

**Monks Belt of the Fist:** *dazing fist/stunning fist* can trigger twice in one combat; usable once per game, but the user may choose to not utilize the effect if desired

**Necklace of the Norns:** once per room, wearer may re-cast a spell they have cast previously; the re-cast spell is cast “as a scroll” and thus cannot be modified in any way

**Onyx Charm:** +1 to Strength (thus, depending on initial Strength score, either 0/+1 To Hit in melee and 0/+1 Damage with melee and thrown weapons)

**Pants of Quickness:** +1 to Dexterity (thus, depending on prior Dexterity score, either 0/+1 To Hit with ranged attacks, either 0/+1 to AC, and either 0/+1 to Reflex saving throws) and -1 to Constitution (thus, depending on prior Constitution score, suffering either 0/-1 to Fortitude saving throws and either 0/-1 to max HP per character level)

**Pants of the Lynx:** +3 to Reflex saving throws and the wearer may fall up to 30 feet without taking any HP damage

**Pendant of the Boar:** +3 to maximum HP

**Pern’s Redoubt Helm:** +6 to AC; part of the [Redoubt set](#)

**Potion Bliss Mead:** heals 1 point of damage [collect on use]

**Potion Bliss Stout:** heals 5 points of damage and any *curse* previously inflicted upon the drinker is removed [collect on use]

**Potion Bliss Wine:** heals 3 points of damage and any *fear* effect previously inflicted upon the drinker is removed [collect on use]

**Potion Brawn:** +2 to Strength (thus +1 To Hit in melee and +1 Damage with melee and thrown weapons) [collect on use]

**Potion Polymorph Asp:** turns imbiber into an asp; while polymorphed, Poison damage inflicted upon the wearer is reduced by 5 points per attack; lasts one room [collect after combat is over]

**Potion Thor’s Retort:** drinking this causes a powerful burp which deals 4 points of Sonic damage to all monsters; the drinking & belching together require one Standard Action (for game purposes, they happen simultaneously) [collect on use]

**Pouch of Tulz:** Allows the owner to instantly retrieve one potion, oil, or salve (not one of each) in their possession and use that potion/oil/salve as a Free Action once per combat. This item does not work with substances other than potions, oils or salves. The word

“Potion”, “Oil”, or “Salve” must be printed at the top of the token for it to work with this item. E.g., it cannot be used to drink from a [FLASK OF SURVIVAL](#) as a Free Action because a flask is not a potion, oil, or salve.

This pouch only works for its owner. As a Free Action, it will allow its owner to either drink a potion, apply an oil to its owner’s weapon, or rub a salve on its owner’s body. It cannot be used to instantly feed another person a potion, apply an oil to another person’s weapon, or rub a salve on another person’s body. This pouch does not prohibit you from performing those actions, but it will not enable you to perform them on others as a Free Action.

No character can benefit from more than one POUCH OF TULZ token. E.g., owning two POUCH OF TULZ tokens does **not** allow you to use a potion/oil/salve as a Free Action twice per combat.

*Note:* Only one Free Action is allowed per round. Therefore, the effect from this item cannot be combined in the same round with another Free Action. E.g., you could not drink a potion as a Free Action using a [BELT OF RETRIEVAL](#) and coat a weapon with an oil using POUCH OF TULZ as a Free Action in the same round. You could drink the potion as a Free Action and coat your weapon as a Standard Action (or vice versa), but that would be all you could do that round.

**Raider’s Belt:** wearer deals +1 Damage when wielding an axe (any weapon with the word “Axe” in its title)

**Raider’s Cloak:** +1 to Will saving throws

**Raider’s Gloves:** wearer gains +1 To Hit when wielding an axe (any weapon with the word “Axe” in its title)

**Raider’s Helm:** +1 to AC and -1 to Will saving throws

**Raider’s Robe:** +1 to AC

**Raider’s Shirt:** +1 to maximum HP

**Ring of Blisstouch:** once per game, the wearer’s *remove disease* Special Power may affect up to 2 targets

**Ring of the Anointed:** +1 to Dexterity (thus, depending on prior Dexterity score, either 0/+1 To Hit with ranged attacks, either 0/+1 to AC, and either 0/+1 to Reflex saving throws)

**Ring of the Dire Boar:** +3 to maximum HP

**Ring of the Eel:** wearer deals +3 Damage as Shock when making melee attacks

**Ring of the Stunning Fist:** *dazing fist/stunning fist* can trigger on a natural 19–20

**Ruined Belt of the Bull:** +1 to Strength (thus, depending on initial Strength score, either 0/+1 To Hit in melee and 0/+1 Damage with melee and thrown weapons) and –2 to all saving throws

**Ruined Bliss Bull Armor:** +5 to AC, +1 to Strength (thus, depending on initial Strength score, either 0/+1 To Hit in melee and 0/+1 Damage with melee and thrown weapons), and –2 to all saving throws

**Ruined Boots of Charging:** on the first round of combat only, melee damage inflicted upon the wearer is reduced by 2 points; –2 to all saving throws

**Ruined Earcuff of Bravery:** –2 to all saving throws; when the wearer can hear *bardsong* being performed, the wearer is immune to *charm* and *fear* effects; this item does not function if the wearer is unable to hear the bard play (e.g., if the wearer was in a zone of magical *silence*)

**Ruined Pendant of the Boar:** +3 to maximum HP and –2 to all saving throws

**Sacredseed:** non-magical alchemical weapon that deals Sacred damage [collect on use]

**Scroll Abyssal Gift:** deals 4 points of Darkrift damage to all monsters and Stuns the caster for one round after casting [collect on use]

*Stunned:* Victim drops whatever is in its hands; cannot attack, cast spells, or play *bardsong*; and suffers a –2 AC penalty.

**Scroll Baldur's Courage:** the entire party gains +2 to Will saving throws [collect on use]

**Scroll Comprehend Languages:** caster will understand any written or spoken words; only affects the caster, not other targets [collect on use]

**Scroll Linked Lightning:** deals 3 points of Shock damage to all monsters [collect on use]

**Scroll Loki's Blessing:** if the puzzle in the room has been correctly solved, heals every person in the party 3 points of damage; does not function in rooms without a puzzle nor room with a puzzle that has not yet been solved; can function in a combat room if that room also has a puzzle that's been correctly solved (skill tests are not puzzles) [collect on use]

**Scroll Odin's Blessing:** the entire party gains +1 to all saving throws [collect on use]

**Scroll Thunderblast:** deals 6 points of Sonic damage to target; if the target happens to be crystalline, the damage is 12 instead of 6 [collect on use]

**Scroll Thunderboom:** deals 6 points of Sonic damage to all monsters; if any of the monsters happen to be crystalline, the damage is 12 instead of 6 [collect on use]

**Scroll Valkyrie Shield:** deals 6 points of Shock damage to any attacker that successfully hits the caster with a melee attack [collect on use]

**Shirt of Focus:** all healing spells cast by the wearer restore +2 HP; all damage-inflicting spells cast by the wearer deal +2 damage; when polymorphed, the wearer's physical attacks deal +2 Damage

If a spell under the influence of a Focus-effect can affect more than one target, the caster gets a pool of 2 extra points of healing/damage from this item, not +2 points per target. The caster chooses the recipient of the extra points and may allocate them as they see fit among the eligible recipients.

**Shirt of the Valiant:** If the wearer is slain by a melee attack, the wearer may fight (act in combat, either by physically attacking, casting a spell, or supporting other allies) for up to 2 more rounds in the same combat.

This shirt does not prevent the character's eventual death—it only delays death by up to two rounds. During the two “bonus” rounds, the wearer cannot be healed. Any further HP damage will instantly kill the wearer. Status effects (*hold*, *paralysis*, etc.) during the “bonus” rounds affect the wearer the way they normally would, so unless they also deal HP damage, they won't instantly kill.

Once the wearer is dead-dead and the “bonus” rounds are over, [life-restoring effects](#) may be used—but not before.

This item has no effect if the wearer is slain by a missile, spell, trap, puzzle, Push, nor anything other than a melee attack.

**Shoutseed:** non-magical alchemical weapon that deals Sonic damage [collect on use]

**Small Bliss Shield:** +1 to AC

**Star Runestone:** wearer is immune to all penalties associated with attacking in confined spaces [collected by coaches]

**Tankard of Health:** +3 to maximum HP; must be equipped in both the melee off-hand and missile off-hand slots

**Tempest Runestone:** monsters struck by a melee attack under the influence of this rune lose all their Shock immunity/resistance [collected by coaches]

**Thor's +5 Returning Hammer of Smiting:** magical compound blunt weapon that can critically hit on a 19–20; instantly returns to your hand after being thrown; requires at least 20 Dexterity to wield

**+3 Throwing Hammer of Smiting:** magical compound blunt weapon that can critically hit on a 19–20; requires at least 18 Dexterity to wield

**Tome of Recall:** once per adventure, allows the bard to re-try a failed monster lore skill check

**Tyr's Bracers:** +1 to AC and +1 to maximum HP

**Viper Strike Pants:** ranged attacks and/or spell attacks inflicted upon the wearer are reduced by 3 points per attack; part of the [Viper Strike](#) set

**Wand of Thor's Fame:** once per room, deals 3 points of Shock damage to target [wands no longer have charges]

**Wand of Thor's Favor:** once per room, deals 5 points of Shock damage to target [wands no longer have charges]

**Wand of Thor's Fury:** once per room, deals 8 points of Shock damage to target [wands no longer have charges]

**Ymir Runestone:** monsters struck by a melee attack under the influence of this rune lose 10 points of their Fire resistance; has no effect on monsters completely immune to Fire [collected by coaches]

## Cumulative Penalty Limitation

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

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

- HELM OF THE BOAR (–4 Reflex)
- OAKSKIN MEDALLION (–1 to all saves)
- REDOUBT MAIL (–2 Reflex)
- WICKED CHARM (–1 to all saves)

Once inside the adventure, the character in the aforementioned example could suffer additional Reflex penalties, up to a grand total of –14. Some item effects have stricter stacking limits or may not stack at all. Please see the individual token's description in the [Token Database](#) for details.

Reaching the cap on one stat does not prevent a different stat from being reduced, even on the same victim.

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

# Bard Instruments

For your convenience, all bard instruments and their effects are listed below. The numbers here reflect the total modifier and should not be added to the base bonus.

Instrument	Melee		Ranged		Sonic	Fort	Reflex	Will
	To Hit	Damage	To Hit	Damage	Damage	Saves	Saves	Saves
<i>default lute</i>	+1	+1	+1	+1				
Amorgen's	+1	+3	+1	+3				
Antressor	+1	+1	+1	+1				+4
Blowgun	+1	+1	+1	+1				
Briano's	+1	+3	+1	+3				
Echoes	+1	+1	+1	+1				
Lore	+1	+3	+1	+3				
Luck	+1	+1	+1	+1		+1	+1	+1
Magnificent	+1	+3	+1	+3				
Masterwork	+1	+3	+1	+1				
Muting	+1	+1	+1	+1	-2			
Pixie	+1	+2	+1	+2				
Rage	+2	+1	+2	+1				
Siren	+1	+1	+1	+1				
Trouper's	+1	+1	+1	+1		+4		
Widseth's	+1	+3	+1	+3				

Instrument	Melee		Ranged		Sonic	Fort	Reflex	Will
	To Hit	Damage	To Hit	Damage	Damage	Saves	Saves	Saves
<i>default lute</i>	+2	+2	+2	+2				
Amorgen's	+2	+4	+2	+4				
Antressor	+2	+2	+2	+2				+4
Blowgun	+2	+2	+2	+2				
Briano's	+2	+4	+2	+4				
Echoes	+2	+2	+2	+2				
Lore	+2	+4	+2	+4				
Luck	+2	+2	+2	+2		+1	+1	+1
Magnificent	+2	+4	+2	+4				
Masterwork	+2	+4	+2	+2				
Muting	+2	+2	+2	+2	-2			
Pixie	+2	+3	+1	+2				
Rage	+3	+2	+3	+2				
Siren	+2	+2	+2	+2				
Trouper's	+2	+2	+2	+2		+4		
Widseth's	+2	+4	+2	+4				

*Note:* Though somewhat “musical” in nature, the following items cannot be used to perform *bardsong*: FAEWIND TALENT PIPES, HORN OF BLASTING, MINOTAUR HORN OF ALERT, SATYR'S PIPES OF DANCING, TRITON HORN

# Psychic Power



Players wishing to use a Psychic Power must unlock their Psychic Potential by equipping a token that awakens this latent talent. Currently, CHARMING CROWN, IOUN STONE AMETHYST OVOID, and MEDALLION OF THE THIRD EYE are the only “mind-expanding” tokens, but there may be others in the future. The coach will note on the party card when a character has awakened Psychic Power. Each player will then add up the number of unique Teeth of Cavadar tokens they have equipped. During the adventure, the player may choose to activate one of the Psychic Powers listed below, so long as the player has enough unique Teeth of Cavadar equipped to qualify for that Power’s tier. Without any Teeth equipped, only *cell repair* may be used. A Psychic Power can only affect the individual who manifests it.

Under no circumstances may more than one Psychic Power be used per person per adventure. Equipping more Teeth does not grant you additional manifestations of powers, it grants you access to a higher tier’s power. E.g., if you had three Teeth equipped, you would have access to the tier 3 power and you could manifest *ESP*, or *control mass*, or *adjust mass*, or *cell repair*; not all four, not three, not two.

Powers shown in grey cannot be manifested in 2018.

Power Tier	Power	Description (no more than one power from this list may be used)	Duration*	1 <sup>st</sup> Year Available
0	Cell Repair	Heal 4 HP (once)	instant	2015
1	Adjust Mass	Walk on water as if it were solid ground	full room	2015
2	Control Mass	Greatly slow your fall(s) for no damage	full room	2016
3	ESP	Monsters cannot Surprise you	full room	2017
4	Planar Vision	Ignore the 50% miss chance when attacking incorporeal targets	full room	2018
5	Mind Shield	Negate the effects of a failed Will saving throw (once)	instant	2019
6	Energy Adjustment	Negate 5 points of Cold, Fire, Shock, or Sonic damage (once)	instant	2020
7	Energy Control	Negate 10 points of Cold, Fire, Shock, or Sonic damage (once)	instant	2021
8	Astral Projection	Gain access to special event <sup>†</sup>	n/a	2021

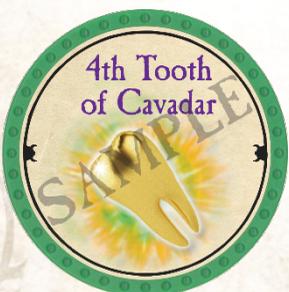
\*All Psychic Powers require a Free Action to activate.

<sup>†</sup>Details to be announced at a later date. This will be a very cool one-time event held in 2021.

## How to Access Higher Power Psychic Tiers

As of 2018, the only tokens that can improve what tier of powers you have access to are the 1<sup>ST</sup> – 4<sup>TH</sup> TOOTH OF CAVADAR. A Cavadar tooth token is a free bonus given to all token collectors for each \$1K in token purchases they make during each token cycle—typically November through October. Like nearly all tokens, you may not equip more than one same-named token. E.g., in 2016 you could have equipped the 1<sup>st</sup> and 2<sup>nd</sup> Tooth tokens (and gain access to *control mass*), but not more than one 1<sup>st</sup> Tooth nor more than one 2<sup>nd</sup> Tooth.

Every year from 2015–2021, a new Tooth of Cavadar token will be made available to \$1K token collectors. Starting in 2021, all seven Teeth will be able to be combined to make a powerful Eldritch token that will provide access to the highest tier of Psychic Powers as well as other benefits.



# Set Bonuses

When at least three unique items from a set are worn, additional effects come into play. Some sets have only three items while others may be comprised of quite a few items.

Assuming all the required pieces can be equipped simultaneously, characters may benefit from more than one set bonus—either from different sets or within the same subset. E.g., a character enjoying the Might Quintet bonus also gains the Trio & Quartet bonuses. (But remember, +level effects never stack.)

When a set bonus is achieved by equipping a weapon, shield, orb, or anything held in (not worn on) the hand, the hand-held item is “locked in” for that mode of combat. Therefore:

- If you equip a hand-held item in a melee slot to fulfill a set bonus, you must keep that specific hand-held item equipped when engaging in melee combat.
- If you equip a hand-held item in a ranged slot to fulfill a set bonus, you must keep that specific hand-held item equipped when engaging in physical ranged combat.

You may temporarily swap one or both hand-held set-piece items (either melee for ranged or ranged for melee) and maintain the set’s bonus. However, the bonuses granted by the individual “lost” item(s) won’t apply. E.g., a ranger using SCEPTER, ORB, and BOOTS OF MIGHT to gain a level may swap out the scepter and orb to use a ranged weapon, but may not use any other melee weapons. During the swap-out, the ranger loses the +2 Strength bonus granted by the ORB OF MIGHT, but maintains the +1 level granted by the Might set.

To qualify for a set bonus, the set’s quota must be filled with unique items if the items are Ultra Rare or lower in rarity. E.g., a ranger may wield two +1 MITHRAL LONG SWORDS, but they only count as one when it comes to qualifying for the Mithral set bonus. However, if both of the set weapons are either Relics (★) or **Legendaries**, they count as two items toward the set’s quota.

## Cabal Set

When all three items are equipped, the character may cast two spells in one round, once per room. Unlike the effect from [BRACELETS OF THE ZEPHYR](#), the bonus spell is not cast as a scroll and can be modified.

- BRACELETS OF THE CABAL
- CHARM OF THE CABAL
- GLOVES OF THE CABAL

## Celestial Set

When all three items are equipped, character gains immunity to melee and mental attacks from evil outsiders.

- CELESTIAL BRACERS
- CELESTIAL GIRDLE
- +1 CELESTIAL KEEN LONG SWORD

## Charming Trio

When at least three items are equipped, character gains +1 level. There is no four-piece bonus.

- CHARMING CROWN
- CHARMING EARCUFF
- CHARMING RING
- IOUN STONE CHARMING CABOCHON

## Darkthorn Set

When all three items are worn, melee attackers take 2 points of piercing damage when they successfully hit the character.

- DARKTHORN ARMOR
- DARKTHORN HELMET
- DARKTHORN SHIELD

## Defender Set

When all three items are worn, character gains immunity to Hold, Slow, and other hindrances (à la [BOOTS OF FREE ACTION](#)) and +1 to AC (in addition to the AC granted by the individual items.)

- DEFENDER HELM
- DEFENDER PLATEMAIL
- DEFENDER SHIELD

## Dragonhide Trio

When at least three items are worn, character automatically makes saving throws vs. dragon breath weapons and gains +3 to all saving throws. (Do not confuse Dragonhide with Dragonscale. They are not interchangeable. But if three items from each set are equipped, both set bonuses will be bestowed.)

- DRAGONHIDE ARMOR
- DRAGONHIDE BELT
- DRAGONHIDE BOOTS
- DRAGONHIDE BRACERS
- DRAGONHIDE CLOAK
- DRAGONHIDE SHIRT

There is no additional set bonus for equipping more than three Dragonhide items.

## Dragonscale Set

When all three items are worn, Fire damage inflicted upon the character is reduced by 10. This bonus supersedes the bonuses granted by the individual items in this set. (Do not confuse Dragonscale with Dragonhide. They are not interchangeable. But if three items from each set are equipped, both set bonuses will be bestowed.)

- DRAGONSACLE ARMOR
- DRAGONSACLE HELMET
- DRAGONSACLE SHIELD

## Elemental Eldritch Duo

When two items are equipped, spellcasters ignore Spell Resistance, healing spells heal an additional 10\* HP, and melee attacks ignore Damage Reduction. Druids or Rangers with at least two Eldritch items gain one character level.

*Spell vs. Power:* A “special power” is not a “spell.” The bonus to healing spells does not affect “powers” that heal. Rule of thumb: if it’s not printed on the character card under a section titled “Spells”, it’s not a spell.

*\*Multi-Target Note:* Multi-target healing spells get a pool of 10 bonus healing points which may be allocated among the eligible recipients at the caster sees fit. It does not grant +10 healing to every target. However, when a healing spell is duplicated by [LENSES OF DIVINE SIGHT](#), both instances of the spell get the full +10 healing bonus.

## Elemental Eldritch Trio

The same as the Duo bonus, except any class with at least three Eldritch items gains one character level.

Elemental Eldritch tokens have black titles and green backings.

- SUPREME RING OF ELEMENTAL COMMAND
- ROD OF SEVEN PARTS (Complete)
- BOOTS OF THE FOUR WINDS
- KILT OF SUDDEN BREEZES<sup>1</sup>
- TEETH OF CAVADAR<sup>2</sup>

<sup>1</sup>Not the final name! Transmutable in 2019.

<sup>2</sup>Name subject to change. After 7TH TOOTH OF CAVADAR has been printed in 2021, a 4-item Eldritch Set power is scheduled to be revealed.

## Footman Set

When all three items are worn, character gains +2 to AC and Cold damage inflicted upon the character is reduced by 1.

- FOOTMAN CHAINMAIL
- FOOTMAN CAP
- FOOTMAN SHIELD

## Might Trio

When three items are equipped, the character gains +1 level.

## Might Quartet

When four items are equipped, in addition to the Trio bonus, the character’s melee attacks do +2 Damage (for a total of +1 level and +2 Damage)

## Might Quintet

When five items are equipped, in addition to the Trio & Quartet bonuses, the character’s melee attacks do +2 Damage (for a total of +1 level and +4 Damage)

- BOOTS OF MIGHT
- CROWN OF MIGHT
- GIRDLE OF MIGHT
- ORB OF MIGHT
- +2 SCEPTER OF MIGHT

## Mithral Trio

When three items are equipped, take only half damage from breath weapons. There is no Quartet bonus

## Mithral Quintet

When five items are equipped, in addition to the Trio bonus, the character gains *Deadbane*: any successful melee attack from an undead monster to the wearer does 10 points of damage to that undead monster.

## Mithral Sextet

When six items are equipped, in addition to the Trio and Quintet bonuses, the +1 MITHRAL LONG SWORD will instantly kill a dragon on a “natural 20” if the 8 or 9 on its damage wheel is closest to the damage dot on the combat board.

- MITHRAL BOOTS
- +2 MITHRAL BRACERS
- +3 MITHRAL BRACERS
- MITHRAL CAP
- MITHRAL CHAINMAIL
- MITHRAL GAUNTLETS
- +1 MITHRAL LONG SWORD
- TAMOR’S +4 MITHRAL BRACERS
- ❖ WIDSETH’S +2 DANCING SWORD

## Mountain Dwarf Set

When all three items are worn, Cold damage inflicted upon the character is reduced by 1.

- MOUNTAIN DWARF ARMOR
- MOUNTAIN DWARF BOOTS
- MOUNTAIN DWARF MITTS

## Redoubt Set

When at least three items are worn, the character gains +2 to Strength and +5 to max HP. There is no additional set bonus for equipping more than three Redoubt items.

- BLESSED REDOUBT HELM
- BLESSED REDOUBT MAIL
- BLESSED REDOUBT PLATE
- BLESSED REDOUBT SHIELD
- BYR’S ANOINTED REDOUBT PLATE
- GILN’S REDOUBT SHIELD
- PERN’S REDOUBT HELM
- REDOUBT HELM
- REDOUBT MAIL

- REDOUBT PLATE
- REDOUBT SHIELD
- SILL’S ANOINTED REDOUBT MAIL

## Templar Set

When all three items are worn, character regenerates 3 Hit Points upon entering a room.

- TEMPLAR ARMOR
- TEMPLAR HELMET
- TEMPLAR SHIELD

## Viper Strike Set

When at least three items are equipped, all characters gain +2 To Hit on all attack slides (including spells.) In addition to the To Hit bonus, monks and rogues gain an additional benefit:

**Monks:** If their Viper Strike weapon critically hits, it deals +5 Poison damage—which will get doubled to 10 because it’s a critical hit. (If you prefer to think of this as +10 Poison damage which is not doubled, that’s fine.)

**Rogues:** When making a *sneak attack* with a Viper Strike weapon, the bonus damage from the *sneak attack* (+15 if the rogue is 4<sup>th</sup> level or +20 if the rogue is 5<sup>th</sup> level) is doubled if a critical hit is scored. Under normal circumstances, only the non-bonus damage from a *sneak attack* is doubled on a crit.

- ASHER’S +5 VIPER STRIKE FANG
- +2 VIPER STRIKE FANG
- +3 VIPER STRIKE FANG
- VIPER STRIKE BELT
- VIPER STRIKE PANTS
- VIPER STRIKE SHIRT

There is no additional set bonus for equipping more than three Viper Strike items.

## Wind Set

When all three items are worn, the character gains the *feather fall* effect and immunity to non-magical physical missiles.

- AMULET OF THE WIND
- CLOAK OF THE WIND
- EARCUFF OF THE WIND

*Note:* BOOTS OF THE NORTH/SOUTH/EAST/WEST WIND are not part of the Wind set.

# 2018 Token Checklist

## Common

- 50 GP Drinking Horn
- Bead Rain Vision
- Bliss Axe
- Bliss Battle Axe
- Bliss Club
- Bliss Fur Armor
- Bliss Hide Armor
- Bliss Padded Armor
- Bliss Plated Armor
- Bliss Short Bow
- Bliss Small Axe
- Bliss Throwing Club
- Bliss War Club
- Cap of the North
- Charm of the Waves
- Dust of Distraction
- Figurine of Power: Seal
- Ioun Stone Norse Opal
- Masterwork Arrow
- Monks Belt of the Fist
- Potion Bliss Mead
- Potion Brawn
- Raider's Helm
- Raider's Robe
- Raider's Belt
- Raider's Cloak
- Raider's Gloves
- Raider's Shirt
- Ring of Blisstouch
- Ruined Belt of the Bull
- Ruined Boots of Charging
- Ruined Earcuff of Bravery
- Ruined Pendant of the Boar
- Scroll Baldur's Courage
- Scroll Comprehend Languages
- Scroll Linked Lightning
- Shoutseed
- Small Bliss Shield
- Star Runestone
- Wand of Thor's Fame

## Uncommon

- 100 GP Aventurine Gem
- 100 GP Beryl Gem
- Abyssal Lenses of Taunting
- Archer's Buckler
- Arrow of Good Wind
- Bead Unseen Vision
- Belt of the Bull
- Bliss Berserker Axe
- Bliss Guardian Armor
- Bliss Hammer
- Bliss Heavy Axe
- Bliss Helm
- Bliss Long Bow
- Bliss Raider Armor
- Bliss Throwing Axe
- Charm of Blissward
- Charm of Nature
- Dust of Disappearance
- Earcuff of Bravery
- Gloves of Linked Fury
- Gloves of Wrath
- Goggles of the Bliss
- Infernal Shoes
- Large Bliss Shield
- Magnificent Bard Instrument
- Masterwork Thieves' Tools
- Medallion of Energy
- Pants of Quickness
- Pendant of the Boar
- Potion Bliss Wine
- Potion Polymorph Asp
- Ruined Bliss Bull Armor
- Sacredseed
- Scroll Abyssal Gift
- Scroll Odin's Blessing
- Scroll Thunderblast
- Tankard of Health
- Tome of Recall
- Wand of Thor's Favor
- Ymir Runestone

## Rare

- 300 GP Garnet Ring
- 350 GP Priest Pendant
- 400 GP Garnet Bracelet
- Arrow of Weal Wind
- Bead Whole Vision
- Belt of the Berserker
- Blessed Wind Gloves
- +1 Bliss Bastard Club
- +1 Bliss Berserker Axe
- Bliss Bull Armor
- Bliss Bull Helm
- Bliss Bull Shield
- +1 Bliss Hammer
- +1 Bliss Heavy Axe
- +1 Bliss Long Bow
- Boots of Backstabbing
- Boots of Bounding
- Charm of the Sage
- Dust of Deflection
- Figurine of Power: Imp
- Gauntlets of the Midgard Serpent
- Helbane Cloak
- Infernal Despair Armor
- Infernal Hate Plate
- Ioun Stone Agate Orb
- Lenses of Heimdall Sight
- Loki's Trickster Hat
- Necklace of the Norns
- Pants of the Lynx
- Potion Bliss Stout
- Potion Thor's Retort
- Ring of the Anointed
- Ring of the Stunning Fist
- Scroll Loki's Blessing
- Scroll Thunderboom
- Scroll Valkyrie Shield
- Shirt of the Valiant
- Tempest Runestone
- Tyr's Bracers
- Wand of Thor's Fury

## Ultra Rare

- +2 Archer's Buckler
- Ash's Death Pouch
- Bracers of Guided Strike
- Charm of Awareness
- Charm of Shadow Shot
- Crown of Expertise
- Figurine of Power: Raven
- Girdle of Stone Giant Strength
- Gloves of Greater Archery
- +2 Hammer of Smiting
- Horn of the Valkyrie
- Ioun Stone Fluorite Cube
- Kilt of Fatherbane
- Lotus Blossom Bowls
- Medallion of Valhalla
- +1 Mighty Long Bow
- Pouch of Tulz
- Ring of the Eel
- Shirt of Focus
- Viper Strike Pants

## Transmuted

- Blessed Pants of the Hare+
- Blessed Redoubt Helm★
- Blessed Tempest Gloves+
- Charm of Awakened Synergy★
- Earcuff of Freedom▲
- Horn of the Blessed Ox▲
- Pern's Redoubt Helm<sup>L</sup>
- Ring of the Dire Boar▲
- Thor's +5 Returning Hammer of Smiting<sup>L</sup>
- +3 Throwing Hammer of Smiting★
- ▲ Enhanced
- ✦ Exalted
- ★ Relic
- <sup>L</sup> Legendary

## Gen Con 2018 Participation\*

- \_\_\_\_\_ (R)
- \_\_\_\_\_ of \_\_\_\_\_ (R)
- \_\_\_\_\_ of \_\_\_\_\_ (UC)
- \_\_\_\_\_ of \_\_\_\_\_ (R)
- \_\_\_\_\_ (UC)

\*Additional participation tokens will be available at other cons, including Gamehole Con and Origins

## Special

- 4th Tooth of Cavadar
- 2018 Treasure Chip
- 2018 3× Treasure Chips
- 2018 10× Treasure Chips
- Adventurer's Guild 2018
- \_\_\_\_\_ (Monster Trophy 1)
- \_\_\_\_\_ (Monster Trophy 2)
- Golden Ticket 2018
- Greater Onyx Charm (FT Volunteer)
- \_\_\_\_\_ (Monster Trophy 3)
- Onyx Charm (PT Volunteer)
- Orb of Dragonkind Dragon (2018)
- \_\_\_\_\_ (Monster Trophy 4)

# Ultra Rare

**+1 Mighty Long Bow**



(adds in STR bonus to damage)  
Barbarian, Fighters, Paladin & Ranger

**+2 Archer's Buckler**



+3 to AC  
May only be used with 2-handed missile weapon  
Barbarian, Bard, Cleric, Druid, Fighters, Paladin & Ranger

**+2 Hammer of Smiting\***



\*trueadventure.com/transmuted  
Requires 16 DEX  
Criticals on 19-20

**Ash's Death Pouch**



Pay Death ransom if your hp hits "0" before final room:  
2,000 GP - full hp  
1,000 GP - 10 hp  
200 GP - 1 hp  
(1/game)

**Bracers of Guided Strike**



Negates Critical & Sneak Attack immunities for your attacks

**Charm of Awareness\***



\*trueadventure.com/transmuted  
Never surprised & +1 to party Initiative rolls (stacks)

**Charm of Shadow Shot**



Slide in 2nd puck when you make a missile attack. If this hits, adds 6 pts Piercing to final damage tally  
Ranger

**Crown of Expertise**



Use 1 Power or Spell w/out marking box off class card  
(1/game)

**Figurine of Power: Raven**



Automatically succeed at failed class skill test  
(1/game)  
Bard, Cleric, Druid, Rogue & Wizards

**Girdle of Stone Giant Strength**



+4 to Strength & -1 to Dexterity

**Gloves of Greater Archery**



+4 to damage with physical missile weapons

**Horn of the Valkyrie**



Ghost absorbs up to 16 pts of any combat damage for room.  
Standard Action to sound  
(1/game & self-only)

**Ioun Stone Fluorite Cube**



Damage-wands deal +2 damage (same damage type)  
Bard, Cleric, Druid & Wizards

**Kilt of Fatherbane**



+6 to DEX & -2 to STR & -2 to CON

**Lotus Blossom Bowls**



When you ingest a healing item, choose another character to heal that many hp as well  
(1/game)

**Medallion of Valhalla**



+3 to Strength & +4 to Constitution

**Pouch of Tulz**



May use 1 Potion, Oil, or Salve as a Free Action (1/combat)

**Ring of the Eel**



+3 Shock damage with melee weapons

**Shirt of Focus**



+2 to healing, damage spells & polymorph damage  
Bard, Cleric, Druid & Wizards

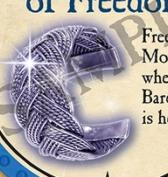
**Viper Strike Pants**



-3 damage from all Ranged & Spell attacks

# Transmuted

**Earcuff of Freedom**  
Free Movement when Bardsong is heard



**Blessed Pants of the Hare**  
+2 to Dexterity



**Blessed Redoubt Helm**  
+4 to AC  
Barbarian, Cleric, Fighters & Paladin



**Pern's Redoubt Helm**  
+6 to AC  
Cleric, Fighters & Paladin



**Horn of the Blessed Ox**  
Cures user 2 pts of damage (1/game)



**Blessed Tempest Gloves**  
+3 to damage with Ranged attacks (including Spells)



**Charm of Awakened Synergy**  
Grants effects of Charm of Awareness & Charm of Synergy, but you may not equip either



**Thor's +5 Returning Hammer of Smiting**  
Requires 20 DEX  
Criticals on 19-20  
Instantly returns if thrown



**Ring of the Dire Boar**  
+3 to max hp



**+3 Throwing Hammer of Smiting**  
Requires 18 DEX  
Criticals on 19-20

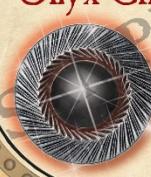


# Volunteer

**Greater Onyx Charm**  
+2 to Strength



**Onyx Charm**  
+1 to Strength



# 2018 Transmuted Recipes

## Blessed Pants of the Hare✦

- **Pants of the Lynx**
- 1× Mystic Silk
- Iron Rook Rivet
- Scrael Claw

## Blessed Redoubt Helm★

- any UR Helm or Helmet\*
- **Bliss Bull Armor**
- **Bliss Bull Helm**
- **Bliss Bull Shield**
- 3× Alchemist's Ink
- 4× Alchemist's Parchment
- 1× Aragonite
- 5× Darkwood Plank
- 15× Dwarven Steel
- 1× Elven Bismuth
- 1× Enchanter's Munition
- 12× Minotaur Hide
- 8× Mystic Silk
- 1× Oil of Enchantment
- 8× Philosopher's Stone
- 5,000 GP

\*It must be an **Ultra Rare** with the word "Helm" or "Helmet" in its title. Simply being an **Ultra Rare** head-slot item is not sufficient.

## Blessed Tempest Gloves✦

- **Blessed Wind Gloves**
- 1× Oil of Enchantment
- Draccus Scale
- Old Holly Sprig

## Charm of Awakened Synergy★

- **Charm of Awareness** (any year)
- **Charm of Synergy** (any year)
- 1× Alchemist's Ink
- 4× Alchemist's Parchment
- 1× Aragonite
- 4× Darkwood Plank
- 4× Dwarven Steel
- 1× Elven Bismuth
- 1× Enchanter's Munition
- 1× Golden Fleece
- 4× Minotaur Hide
- 4× Mystic Silk
- 1× Oil of Enchantment
- 1× Philosopher's Stone
- 5,000 GP

## Earcuff of Freedom▲

- **Earcuff of Bravery**
  - 1× Philosopher's Stone
- plus **ONLY ONE** of the following:
- Draccus Scale
  - Iron Rook Rivet
  - Old Holly Sprig
  - Scrael Claw

## Horn of the Blessed Ox▲

- 50 GP Drinking Horn
- 1× Minotaur Hide
- 100 GP

### Pern's Redoubt Helm

- Blessed Redoubt Helm
- +2 Archer's Buckler
- Medallion of Valhalla
- Ring of the Anointed
- 4× Alchemist's Ink
- 10× Alchemist's Parchment
- 4× Aragonite
- 10× Darkwood Plank
- 12× Dwarven Steel
- 2× Elven Bismuth
- 6× Enchanter's Munition
- 2× Golden Fleece
- 6× Minotaur Hide
- 20× Mystic Silk
- 3× Oil of Enchantment
- 10× Philosopher's Stone
- 25,000 GP Eldritch Bar

plus **ONLY ONE** of the following:

- Wish Ring
- 15,000 GP in Reserve bars

### Ring of the Dire Boar

- Ring of Stunning Fist (any year)
- 1× Philosopher's Stone

plus **ONLY ONE** of the following:

- Draccus Scale
- Iron Rook Rivet
- Old Holly Sprig
- Scrael Claw

### Thor's +5 Returning Hammer of Smiting

- +3 Throwing Hammer of Smiting
- Girdle of Stone Giant Strength
- any Mighty UR weapon\*
- Wand of Thor's Fury
- 4× Alchemist's Ink
- 12× Alchemist's Parchment
- 4× Aragonite
- 18× Darkwood Plank
- 24× Dwarven Steel
- 3× Elven Bismuth
- 2× Enchanter's Munition
- 2× Golden Fleece
- 6× Minotaur Hide
- 4× Mystic Silk
- 2× Oil of Enchantment
- 6× Philosopher's Stone
- 25,000 GP Eldritch Bar

plus **ONLY ONE** of the following:

- Wish Ring
- 15,000 GP in Reserve bars

\*It must be an Ultra Rare weapon with the word "Mighty" in its title. "Might" weapons are not eligible.

### +3 Throwing Hammer of Smiting★

- +2 Hammer of Smiting
- +1 Bliss Hammer
- 8× Alchemist's Ink
- 12× Alchemist's Parchment
- 1× Aragonite
- 7× Darkwood Plank
- 5× Dwarven Steel
- 1× Elven Bismuth
- 1× Minotaur Hide
- 8× Mystic Silk
- 1× Oil of Enchantment
- 12× Philosopher's Stone
- 5,000 GP

# 2017 Transmuted Recipes

## Arcane Scroll Tube▲

- 50 GP Ebony Scroll Tube
- 1× Alchemist's Parchment
- 100 GP

## Aron's Sunhide Robe

- Starhide Robe
  - Medallion of Mystic Mouth
  - Steeleclad Cloak
  - 10× Alchemist's Ink
  - 16× Alchemist' Parchment
  - 2× Aragonite
  - 5× Darkwood Plank
  - 5× Dwarven Steel
  - 2× Elven Bismuth
  - 2× Enchanter' Munition
  - 1× Golden Fleece
  - 1× Minotaur Hide
  - 20× Mystic Silk
  - 2× Oil of Enchantment
  - 13× Philosopher's Stone
  - 25,000 GP Eldritch Bar
- plus **ONLY ONE** of the following:
- Wish Ring
  - 15,000 GP in Reserve bars

## Belt of Baneful Mettle▲

- Belt of Endurance
- 1× Mystic Silk
- 100 GP

## Belt of Blessed Constitution★

- Belt of Baneful Mettle
  - Cloak of Many Pockets
  - 2× Alchemist's Ink
  - 2× Alchemist's Parchment
  - 6× Mystic Silk
- plus **ONLY ONE** of the following:
- Elder Orb Eye
  - Lava Beast Nugget
  - Spidaur Venom
  - Succubus Horn
  - 300 GP

## Blessed Redoubt Shield★

- any Ultra Rare shield
- Defender Helm
- Defender Platemail
- Defender Shield
- 3× Alchemist's Ink
- 6× Alchemist's Parchment
- 1× Aragonite
- 7× Darkwood Plank
- 10× Dwarven Steel
- 1× Elven Bismuth
- 2× Enchanter's Munition
- 6× Minotaur Hide
- 6× Mystic Silk
- 1× Oil of Enchantment
- 8× Philosopher's Stone
- 4,000 GP

## Bronzeclad Cloak▲

- Ironclad Cloak
- 1× Mystic Silk
- 100 GP

### Giln's Redoubt Shield

- Blessed Redoubt Shield
  - Charm of Synergy (any year)
  - Amulet of Guarding
  - Ioun Stone Beryl Prism\*
  - 4× Alchemist's Ink
  - 10× Alchemist's Parchment
  - 4× Aragonite
  - 10× Darkwood Plank
  - 14× Dwarven Steel
  - 2× Elven Bismuth
  - 6× Enchanter's Munition
  - 1× Golden Fleece
  - 6× Minotaur Hide
  - 20× Mystic Silk
  - 3× Oil of Enchantment
  - 10× Philosopher's Stone
  - 25,000 GP Eldritch Bar
- plus **ONLY ONE** of the following:
- Wish Ring
  - 15,000 GP in Reserve bars

### Greater Arcane Scroll Tube✦

- Arcane Scroll Tube
  - 4× Alchemist's Parchment
- plus **ONLY ONE** of the following:
- Elder Orb Eye
  - Lava Beast Nugget
  - Spidaur Venom
  - Succubus Horn
  - 300 GP

### Potion Distilled Healing✦

- 11× 1-point Common heal

### Starhide Robe★

- any Ultra Rare robe
- Bronzeclad Cloak
- 9× Alchemist's Ink
- 12× Alchemist's Parchment
- 1× Aragonite
- 7× Darkwood Plank
- 5× Dwarven Steel
- 1× Elven Bismuth
- 1× Minotaur Hide
- 12× Mystic Silk
- 1× Oil of Enchantment
- 15× Philosopher's Stone
- 4,000 GP

### Steelclad Cloak✦

- Bronzeclad Cloak
  - 3× Mystic Silk
- plus **ONLY ONE** of the following:
- Elder Orb Eye
  - Lava Beast Nugget
  - Spidaur Venom
  - Succubus Horn
  - 300 GP

# What makes a weapon “magical”?

Some tokens indicate they only affect “magical” weapons while others indicate they only affect “non-magical” weapons. To determine which weapons are or are not “magical” for this purpose, follow this rule:

Other than “plain” Silver or Masterwork weapons/ammunition (which are the only exceptions), if a weapon has any kind of + To Hit or + Damage printed on the token, it counts as “magical”.

Therefore, the following broad classifications are observed:

- [Alchemical](#) (HOLY WATER, SACRED HAND GRENADE, etc.) = not magical
- Dwarven/Elven/(Faerie-)Iron/Gnomish = magical
- Energy damage “baked-in” to damage wheel (e.g., SHURIKEN OF SHOCK) = non-magical
- Masterwork = not magical
- Mighty = not magical
- Runestone (only if it gives a + To Hit or + Damage) = magical
- Silver with a +X in front of the name = magical
- Silver without a +X in front of the name = not magical
- Weapons that grant To Hit or Damage bonuses to spells. (e.g., STAFF OF FOCUS) = magical

You can view all the [non-magical weapons in the Token Database](#).



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