



Shaman's Greater Necklace

Usable by: Druid

Slot: Neck

Rarity: Transmuted-Relic (5 pt)

Year: 2019

Source: Exchange

As an Instant Action (contrary to what the token states, this does not use up either the wearer's Free or Standard Action for the round), the wearer may polymorph into one of four types of Elemental. While polymorphed into an elemental, the wearer gains the following abilities, based on the type of Elemental chosen:



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Elemental Benefit

Air

10 damage reduction from Shock & all melee damage* you deal is magical Shock
May use a Melee attack to strike a Ranged target

Earth	10 damage reduction from Sonic & all melee damage* you deal is magical Sonic Immune to Retribution Damage
Fire	10 damage reduction from Fire & all melee damage* you deal is magical Fire Adds +10 points for Fire Retribution Damage
Water	10 damage reduction from Cold & all melee damage* you deal is magical Cold With a successful Melee hit, can apply ½ the total damage (rounded down) to a second target in Melee range
All	Elemental forms are not required to breathe

*This includes all “special” melee damage. E.g., if the druid’s pre-polymorphed melee attacks included 3 Cold damage, that 3 Cold gets converted to 3 Fire if polymorphed into a fire elemental.

The Damage Reduction granted by this item is only in effect while the character is in elemental form. When the character is in human(oid) form or polymorphed into something that is not an elemental, this item does not grant DR.

One may not polymorph into more than one creature (nor into different elemental sub-types) per room, but transforming into and out of the same creature more than once per room is allowed—assuming one has the means to do so.

Characters cannot cast Spells or use any physical items while polymorphed. They do, however, retain their initial Armor Class, Hit Points, and any combat bonuses or penalties recorded on the party card. When polymorphed, melee stats are used to calculate combat modifiers. This token is used in the combat slider for attacks.

Elemental form attacks may be considered either 1-handed or 2-handed, but not both. The handedness bonuses recorded on the party card are used when you are transformed. If your stats on the party card include bonuses for 1-handed melee attacks/damage, you retain those when you transform. If your stats on the party card include bonuses for 2-handed melee attacks/damage, you retain those when you transform. You may not simultaneously benefit from 1H and 2H bonuses.

For game mechanic purposes, elemental form damage is considered magical.

The “weapon” stats listed in the stat block below apply only when the character is polymorphed into an elemental.

This Transmuted token requires all of these items to construct:

- Shaman’s Belt or Coronet of the Arch-Druid

- Cloak of Painful Luck
- 5× Alchemist's Ink
- 5× Alchemist's Parchment
- 1× Aragonite
- 15× Darkwood Plank
- 5× Dwarven Steel
- 1× Elven Bismuth
- 1× Golden Fleece
- 1× Minotaur Hide
- 10× Mystic Silk
- 1× Oil of Enchantment
- 15× Philosopher's Stone
- 5,000 GP in Reserve Bars

Last Day to Transmute: December 1, 2021 (extended due to COVID-19)

Text on Token

Polymorph into Elemental as Free Action
More info: tokendb.com

Usable by: Druid

Slot: Neck

Rarity: Transmuted-Relic (5 pt)

Year: 2019

Classification: Equippable

Weapon Attack Mode: Melee

Damage Type: Cold, Fire, Shock, Sonic

Weapon Medium: Non-Magical, Non-Magical Melee

Affects Class Talent: Polymorph

Subtracts Damage from: Cold, Fire, Shock, Sonic

Source: Exchange

Ingredient For: Iktomi's Shaper Necklace

Exchange Program* Classification: not exchangeable

* Click here for more information on the Token Exchange Program



Iktomi's Shaper Necklace

Usable by: Druid

Slot: Neck

Rarity: Transmuted-Legendary

Year: 2019, yearless

Source: Exchange

As an Instant Action (contrary to what the token states, this does not use up either the wearer's Free or Standard Action for the round), the wearer may polymorph into one of four types of Elemental. While polymorphed into an elemental, the wearer gains the following abilities, based on the type of Elemental chosen:



Iktomi's Shaper Necklace

As an Instant Action (contrary to what the token states, this does not use up either the wearer's Free or Standard Action for the round), the wearer may polymorph into one of four types of Elemental. While polymorphed into an elemental, the wearer gains the following abilities, based on the type of Elemental chosen:

Elemental Benefit

Air

10 damage reduction from Shock & all melee damage* you deal is magical Shock
May use a Melee attack to strike a Ranged target

Earth	10 damage reduction from Sonic & all melee damage* you deal is magical Sonic Immune to Retribution Damage
Fire	10 damage reduction from Fire & all melee damage* you deal is magical Fire Adds +10 points for Fire Retribution Damage
Water	10 damage reduction from Cold & all melee damage* you deal is magical Cold With a successful Melee hit, can apply ½ the total damage (rounded down) to a second target in Melee range
All	Elemental forms are not required to breathe

*This includes all “special” melee damage. E.g., if the druid’s pre-polymorphed melee attacks included 3 Cold damage, that 3 Cold gets converted to 3 Fire if polymorphed into a fire elemental.

The Damage Reduction granted by this item is only in effect while the character is in elemental form. When the character is in human(oid) form or polymorphed into something that is not an elemental, this item does not grant DR.

Elemental forms do not grant any kind special movement. E.g., assuming the form of an air elemental does not grant the ability to fly (although you are able to use your abilities to use your melee stats while making a ranged attack).

In addition, the wearer may use any polymorph potion as an Instant Action—without having to turn in the potion token. Even when polymorphed into a potion-based creature, the wearer can cast spells and speak. If desired, the wearer may use a trinket instead of a potion. Using a trinket in this manner does not count toward the once per game use of that specific trinket token.

One may polymorph into two different creatures (including two different elemental sub-types) per room, but once you polymorph into the second creature or elemental sub-type you cannot polymorph back into the first creature or elemental sub-type in that room. Transforming into and out of the same creature more than once per room is allowed—assuming one has the means to do so.

Elemental forms, like standard polymorphing achieved via potion, do not persist between rooms. When the room ends, so does the polymorph.

Iktomi’s Shaper Necklace does not grant the druid-summoner sub-class the ability to summon an elemental.

Elemental form attacks may be considered either 1-handed or 2-handed, but not both. The handedness bonuses recorded on the party card are used when you are transformed. If your stats on the party card

include bonuses for 1-handed melee attacks/damage, you retain those when you transform. If your stats on the party card include bonuses for 2-handed melee attacks/damage, you retain those when you transform. You may not simultaneously benefit from 1H and 2H bonuses.

For game mechanic purposes, elemental form damage is considered magical.

The “weapon” stats listed in the stat block below apply only when the character is polymorphed into an elemental.

This Transmuted token requires all of these items to construct:

- Shaman’s Greater Necklace
 - Charm of Spell Swapping (any year)
 - Lenses of Divine Sight (any year)
 - 10× Alchemist’s Ink
 - 8× Alchemist’s Parchment
 - 2× Aragonite
 - 15× Darkwood Plank
 - 8× Dwarven Steel
 - 2× Elven Bismuth
 - 5× Enchanter’s Munition
 - 2× Golden Fleece
 - 1× Minotaur Hide
 - 20× Mystic Silk
 - 2× Oil of Enchantment
 - 15× Philosopher’s Stone
 - 1× 25,000 GP Eldritch Ore Bar
- plus ONLY ONE of the following
- Wish Ring
 - 15,000 GP in Reserve Bars

Text on Token

Polymorph into Elemental & keep your spellcasting abilities
More info: tokendb.com

Usable by: Druid

Slot: Neck

Rarity: Transmuted-Legendary

Year: 2019, yearless

Classification: Equippable

Weapon Attack Mode: Melee

Damage Type: Cold, Fire, Shock, Sonic

Weapon Medium: Non-Magical, Non-Magical Melee

Affects Class Talent: Polymorph
Subtracts Damage from: Cold, Fire, Shock, Sonic
Source: Exchange
Misc: Honorarily Named
Exchange Program* Classification: not exchangeable

* [Click here for more information on the Token Exchange Program](#)