



Mythic Bead of Defiance

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: Bead

Rarity: Transmuted-Mythic

Year: 2026, yearless

Source: Exchange

Character gains +8 to one Stat or Ability Score of the player's choosing. This is a +8 bonus to the Stat itself, not +8 to that Stat or Ability Score's bonus. The Stat's bonus will increase by 4 as a result of this item. The choice cannot be altered once the character has left the Coaching Room. In addition, during Mythic DR runs, this token will allow characters a saving throw against any Mythic monster weird effects.



Mythic Bead of Defiance

Character gains +8 to one Stat or Ability Score of the player's choosing. This is a +8 bonus to the Stat itself, not +8 to that Stat or Ability Score's bonus. The Stat's bonus will increase by 4 as a result of this item. The choice cannot be altered once the character has left the Coaching Room. In addition, during Mythic DR runs, this token will allow characters a saving throw against any Mythic monster weird effects.

The player must possess a Safehold I token and show it in coaching in order to equip the **Mythic Bead of Defiance**.

These are the effects of increasing each Stat or Ability Score by 8 (which in turn increases the Ability Score Bonus by 4):

- **Strength:** +4 To Hit in Melee and +4 Damage with Melee and thrown weapons
- **Dexterity:** +4 To Hit with Ranged attacks, +4 to AC, and +4 to Reflex saving throws
- **Constitution:** +4 to Fortitude saving throws and +4 to max HP per character level
- **Wisdom:** +4 to Will saving throws

- **Intelligence:** no current direct in-game benefit, but some tokens have a minimum Intelligence requirement which this could help fulfill
- **Charisma:** If your character has a Charisma of 16 or higher, you may equip up to two **Figurines of Power**

Mythic Special Effect

In addition, during Mythic DR runs, a Mythic monster may have a strange automatic effect that makes it difficult to defeat in combat. For instance, maybe all damage it suffers is also suffered by the inflicting character in the form of Eldritch bolts from the sky, or maybe it has an aura that automatically causes each character to be polymorphed into rabbits if the character does a Melee attack against it. A **Mythic Bead of Defiance** will allow a character to make a saving throw against these weird Special Effects.

This Transmuted token requires all of these items to construct:

- Mythic Transmuter
- 30× Alchemist's Ink
- 30× Alchemist's Parchment
- 10× Aragonite
- 60× Darkwood Plank
- 40× Dwarven Steel
- 10× Elven Bismuth
- 10× Enchanter's Munition
- 10× Golden Fleece
- 30× Minotaur Hide
- 60× Mystic Silk
- 10× Oil of Enchantment
- 60× Philosopher's Stone
- 2× Omni Orb
- 1× 25,000 GP Eldritch Ore Bar

Text on Token

+ 8 to Stat of choice (see tokendb.com for details)

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: Bead

Rarity: Transmuted-Mythic

Year: 2026, yearless

Classification: Equippable

Affects AC: Increases AC

To Hit Bonus: Melee, Missile, Ranged, Spell, Thrown

Damage Bonus: Melee, Thrown

Affects Max HP: Increases Max HP

Saving Throw Bonus: Fortitude, Reflex, Will

Stat Bonus: Charisma, Constitution, Dexterity, Intelligence, Strength, Wisdom

Source: Exchange

Misc: Variable Effect, Mythic Special Effect

Exchange Program* Classification: not exchangeable

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



Mythic Charm of Fate

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: Charm

Rarity: Transmuted-Mythic

Year: 2026, yearless

Source: Exchange

Adds +8 to all saving throws. In addition, during Mythic DR runs, this token will allow a character to use damage reduction or saving throws to help mitigate a Mythic monster's Special Auto-Attack.



Mythic Charm of Fate

Adds +8 to all saving throws. In addition, during Mythic DR runs, this token will allow a character to use damage reduction or saving throws to help mitigate a Mythic monster's Special Auto-Attack.

+8 to fortitude, reflex and will saving throws.

The player must possess a Safehold I token and show it in coaching in order to equip the **Mythic Charm of Fate**.

Mythic Special Auto Attack

In addition, during Mythic DR runs a Mythic monster may have a nasty attack that needs no to-hit roll, nor is there a saving throw to negate or limit the effect. For example, a Mythic Troll

might have a sweeping attack that automatically does 100 points of damage to all players. Or, a Mythic Dragon might have a Sonic breath weapon that automatically does 100 points of Sonic damage with no saving throw allowed. A **Mythic Charm of Fate** will mitigate the automatic effect of these attacks and allow a player's AC to come into play or allow a saving throw to mitigate these Mythic-level attacks.

This Transmuted token requires all of these items to construct:

- Mythic Transmuter
- 30× Alchemist's Ink
- 30× Alchemist's Parchment
- 10× Aragonite
- 60× Darkwood Plank
- 40× Dwarven Steel
- 10× Elven Bismuth
- 10× Enchanter's Munition
- 10× Golden Fleece
- 30× Minotaur Hide
- 60× Mystic Silk
- 10× Oil of Enchantment
- 60× Philosopher's Stone
- 2× Omni Orb
- 1× 25,000 GP Eldritch Ore Bar

Text on Token

+ 8 to saves (see tokendb.com for details)

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: Charm

Rarity: Transmuted-Mythic

Year: 2026, yearless

Classification: Equippable

Saving Throw Bonus: all, Fortitude, Reflex, Will

Source: Exchange

Misc: Mythic Special Auto Attack

Exchange Program* Classification: not exchangeable

* Click here for more information on the Token Exchange Program



Mythic Ioun Stone of Judgment

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: Ioun Stone

Rarity: Transmuted-Mythic

Year: 2026, yearless

Source: Exchange

Adds +8 to any base damage result (adds +8 to number facing damage dot on a combat board or adds +8 to the Spell damage shown on the character card). It does not affect other damage results like Retribution damage or Scroll damage. In addition, during Mythic DR runs, this token will allow a character to overcome a Mythic monsters Special Defense.



Mythic Ioun Stone of Judgment

Adds +8 to any base damage result (adds +8 to number facing damage dot on a combat board or adds +8 to the Spell damage shown on the character card). It does not affect other damage results like Retribution damage or Scroll damage. In addition, during Mythic DR runs, this token will allow a character to overcome a Mythic monsters Special Defense.

For melee and missile attacks this adds +8 to the number facing the damage dot on a combat board. This number is then included in any damage modification, such as when an attacker slides a critical hit on a crit eligible monster. For spellcasters, the +8 is added to the damage printed on

their character card and is treated as base damage in calculations involving MEC, Boost or Spell Surge.

The player must possess a Safehold I token and show it in coaching in order to equip the **Mythic Ioun Stone of Judgment**.

Mythic Special Defense

In addition, during Mythic DR runs a Mythic monster might be immune to Spells or other magicks – or it might not be vulnerable to any Melee or Ranged attacks. A **Mythic Ioun Stone of Insight** will allow the character at least a chance to overcome this defense. As a result, the monster won't be COMPLETELY invulnerable to certain attacks, although there still might be limits to the amount or types of damage it can suffer.

This Transmuted token requires all of these items to construct:

- Mythic Transmuter
- 30× Alchemist's Ink
- 30× Alchemist's Parchment
- 10× Aragonite
- 60× Darkwood Plank
- 40× Dwarven Steel
- 10× Elven Bismuth
- 10× Enchanter's Munition
- 10× Golden Fleece
- 30× Minotaur Hide
- 60× Mystic Silk
- 10× Oil of Enchantment
- 60× Philosopher's Stone
- 2× Omni Orb
- 1× 25,000 GP Eldritch Ore Bar

Text on Token

+ 8 to base damage (see tokendb.com for details)

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: Ioun Stone

Rarity: Transmuted-Mythic

Year: 2026, yearless

Classification: Equippable

Damage Bonus: Melee, Missile, Ranged, Spell, Thrown

Source: Exchange

Misc: Mythic Special Defense

Exchange Program* Classification: not exchangeable

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



Mythic Ettin Ring

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: Finger

Rarity: Transmuted-Mythic

Year: 2026, yearless

Source: Exchange

This ring allows the wearer to equip up to two neck slot items instead of the normal maximum of one. Normal rules that prevent equipping two items of the same name apply. The wearer may not equip both their character's class legendary and associated relic. In addition, the Horn Plenty and Amulet of Treasure Finding cannot both be equipped.



Mythic Ettin Ring

This ring allows the wearer to equip up to two neck slot items instead of the normal maximum of one. Normal rules that prevent equipping two items of the same name apply. The wearer may not equip both their character's class legendary and associated relic. In addition, the Horn Plenty and Amulet of Treasure Finding cannot both be equipped.

For example, a Barbarian may equip either Bog's Medallion of Berserking or the Medallion of Furious Attack, but not both. A Druid may equip Iktomi's Shaper Necklace or Shaman's Greater Necklace, but not both. In some cases equipping both would result in no additional benefit and in others it would be a significant benefit. Some classes, such as the Bard and Paladin, do not have their class legendary in the neck slot. This rule helps assure more balance across the classes.

The Horn of Plenty and Amulet of Treasure Finding cannot both be equipped. Doing so might create situations that abuse the amount of treasure a player receives.

The player must possess a Safehold I token and show it in coaching in order to equip the **Mythic Ettin Ring**.

This Transmuted token requires all of these items to construct:

- Mythic Transmuter
- 30× Alchemist's Ink
- 30× Alchemist's Parchment
- 10× Aragonite
- 60× Darkwood Plank
- 40× Dwarven Steel
- 10× Elven Bismuth
- 10× Enchanter's Munition
- 10× Golden Fleece
- 30× Minotaur Hide
- 60× Mystic Silk
- 10× Oil of Enchantment
- 60× Philosopher's Stone
- 2× Omni Orb
- 1× 25,000 GP Eldritch Ore Bar

Text on Token

May equip 2 Neck slot items (see tokendb.com for details)

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: Finger

Rarity: Transmuted-Mythic

Year: 2026, yearless

Classification: Equippable

Source: Exchange

Misc: Supplemental Slot

Exchange Program* Classification: not exchangeable

* Click here for more information on the Token Exchange Program



Mythic Coin of Wealth

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: slotless

Rarity: Transmuted-Mythic

Year: 2027, yearless

Source: Exchange

The wearer gains +20 additional Treasure Chips. The item is slotless, but the wearer may not equip Charm of Avarice, Amulet of Treasure Finding, Charm of Good Fortune, Horn of Plenty, Ring of Riches, Bead of Bounty, Bead of Greed or the 2027 Treasure Enhancer Bead (name TBD).



Mythic Coin of Wealth

The wearer gains +20 additional Treasure Chips. The item is slotless, but the wearer may not equip the following:

- Charm of Avarice
- Amulet of Treasure Finding
- Charm of Good Fortune
- Horn of Plenty
- Ring of Riches
- Bead of Bounty
- Bead of Greed
- 2027 Treasure Enhancer Bead (name TBD).

The player must possess a Safehold I token and show it in coaching in order to equip the **Mythic Coin of Wealth**.

This Transmuted token requires all of these items to construct (not available until January 2027):

- Mythic Transmuter
- 40× Alchemist's Ink
- 40× Alchemist's Parchment
- 10× Aragonite
- 100× Darkwood Plank
- 50× Dwarven Steel
- 10× Elven Bismuth
- 15× Enchanter's Munition
- 10× Golden Fleece
- 30× Minotaur Hide
- 100× Mystic Silk
- 10× Oil of Enchantment
- 100× Philosopher's Stone
- 1× 100,000 GP Mythic Ore Bar
- Charm of Avarice
- Bead of Bounty
- Bead of Greed
- 2027 Treasure Enhancer Bead

Text on Token

+20 Treasure Chips (see tokendb.com for details)

Usable by: all, Barbarian, Bard, Cleric, Druid, Dwarf Fighter, Elf Wizard, Fighter, Monk, Paladin, Ranger, Rogue, Wizard

Slot: slotless

Rarity: Transmuted-Mythic

Year: 2027, yearless

Classification: Equippable

Source: Exchange

Misc: Additional Treasure, No In-Game Effect

Exchange Program* Classification: not exchangeable

* Click here for more information on the Token Exchange Program