

True
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2025 MINI QUICK TOKEN REFERENCE



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Alphabetical Listing of 2025 Tokens

Color indicates rarity: Common, **Uncommon**, **Rare**, **Ultra Rare**, **Transmuted**, **Legendary**

A Gray name indicates a token that doesn't fit neatly into any of those six categories.

If this booklet conflicts with tokendb.com, go with what the TDb says.

Entries marked with  are part of the Sea Raider set.

+1 Archer's Buckler: +2 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

+1 Large Throwing Axe: magical Melee Slashing weapon

+1 Mystic Staff of Loki: magical Ranged Cold weapon; uses the wielder's INT or WIS bonus (whichever is higher) instead of their DEX bonus to determine the To Hit modifier

 **+1 Sea Raider Battle Bow:** magical Ranged Slashing weapon

 **+1 Sea Raider Battle Club:** magical Melee Blunt weapon

 **+1 Sea Raider War Spear:** magical Compound Piercing weapon

+2 Rod of Focus: magical Melee Blunt weapon; +2 to Focus

100 GP Wolf Bracelet: no in-game effect

150 GP Rune Ring: no in-game effect

50 GP Rune Earcuff: +1 to Will saves

500 GP Huginn Statue: no in-game effect

500 GP Muninn Statue: no in-game effect

Ale Drinker's Kilt: +4 to Fortitude saves

Amulet of Folkvangr: +4 to Strength (thus adding +2 To Hit in Melee and +2 Damage with Melee and thrown weapons) and +3 to Dexterity (thus, depending on prior Dexterity score, adding either +1/+2 To Hit with Ranged attacks, either +1/+2 to AC, and either +1/+2 to Reflex saving throws)

Amulet of Odin: +2 damage while wielding a two-handed Melee weapon; if the wielder is a barbarian, the bonus is +3 instead of +2

Amulet of the Norns: the first time the wearer casts a 1st-level Spell, that Spell is not marked off their character card; this power cannot be deferred—it always affects the first 1st-level Spell cast each adventure

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

Armor of the Berserker: +4 to AC if the wearer is using a shield; +5 to AC if the wearer is not using a shield

Arrow of Baldurbane: when fired from a bow, a successful attack deals +3 damage as Darkrift; [collect on use, before the attack slide is made]

Arrow of Thor's Gift: when fired from a bow, a successful attack deals +5 damage as Shock; [collect on use, before the attack slide is made]

Averon's Cherry Mead: drinker heals 3 HP; removes any *fear* effect currently affecting the consumer; for the rest of the room, the consumer is immune to *fear*; [collect on use]

Baldur's Medallion: wearer may expend one use of *detect evil* to instead heal a single target 2 HP; this healing cannot be split between two targets and is not subject to Focus or other healing bonuses the wearer might otherwise be entitled to

Battle Bracers: +1 to AC; if the wearer is a monk, in

addition to the AC bonus, also +4 to damage when making *flurry of blows* attacks

Bead Bracelets: allows up to two additional Beads to be equipped, but does not allow the Bead slot cap to be exceeded (you may not equip more than 8 Beads, regardless of how many bead-expander items you may have equipped); even if you are able to equip more than one Wrist slot item, cannot be worn with, GREATER BEAD BRACELETS, or BIBWIK'S BEAD BRACELETS

Bead of Asgard: in coaching, before the game begins, the character gains +4 to one Ability Score of the player's choosing—the Ability Score itself, not +4 to that Ability Score Bonus (that Ability Score's total bonus would increase by +2 as a result of this item); this cannot be altered once the character has entered the adventure

Bead of Baldur: two-handed Melee attacks gain +2 To Hit; Ranged attacks suffer -1 To Hit

Bead of Celecia: one use of a Special Power or Spell is not marked off the character card; the player chooses when to invoke this item's power; this can be used with anything listed

in the Spells or Special Powers section in the character card, as long as that Power/Spell has a checkbox [1/game]

Bead of Freyja: +1 to Charisma (if your character has a Charisma of 16 or higher, you may equip up to two Figurines of Power) and +2 to max HP

Bead of Frigg: +1 to Intelligence (increased INT does not currently have a direct in-game benefit—though that may change in the future—but some tokens have a minimum INT requirement which this token could help fulfill) and +2 to max HP

Bead of Greed: wearer gains +2 TREASURE CHIPS at the end of the adventure

Bead of Heimdall: +2 to Constitution (thus adding +1 to Fortitude saving throws and +1 to max HP per character level)

Bead of Hermod: +1 to Dexterity (thus, depending on prior Dexterity score, adding either 0/+1 To Hit with Ranged attacks, either 0/+1 to AC, and either 0/+1 to Reflex saving throws) and +2 to max HP

Bead of Loki: +3 to Reflex saves

Bead of Odin: +1 to Wisdom (thus, depending on prior Wisdom score, adding either 0/+1 to Will saving throws) and +2 to max HP

Bead of the Bear Hug: If you successfully hit with two Melee attacks in a single round, their combined damage total is increased by 4 (effectively +2 damage for each attack). The bonus from this item cannot be modified by any means and gets added to the grand total after all other damage calculations are made.

Bead of Thor: +1 to Strength (thus, depending on prior Strength score, adding either 0/+1 To Hit in Melee and either 0/+1 Damage with Melee and thrown weapons) and +2 to max HP

Beer Drinker's Bead: any time the wearer drinks a Potion, the wearer regains 1 HP in addition to whatever effect that potion bestowed; useable in every room of the adventure, but never more than 1/room

Beer Drinker's Pants: wearer may drink either one Common Potion as a Free Action or drink one Uncommon Potion as a Free Action; not compatible with any other Potion rarities [1/room]

Beer Drinker's Shirt: +2 to Fortitude saves

Belt of Belching: as a Standard Action, the wearer may belch and deal 2 Sonic damage to every monster in the room; the damage from this item is not subject to the character's Spell Damage bonus (e.g., if the wearer has 20 Focus, they only deal 2 damage to each monster when using this item) [1/room]

Belt of the Hunter: +3 to Dexterity (thus, depending on prior Dexterity score, adding either +1/+2 To Hit with Ranged attacks, either +1/+2 to AC, and either +1/+2 to Reflex saving throws) and Ranged attacks made by the wearer deal +2 damage

Bibwik's Bead Bracelets: allows up to four additional Beads to be equipped, but does not allow the Bead slot cap to be exceeded (you may not equip more than 8 Beads, regardless of how many bead-expander items you may have equipped); even if you are able to equip more than one Wrist slot item, cannot be worn with BEAD BRACELETS or GREATER BEAD BRACELETS

Bifrost Charm: in coaching, before the game begins, the player chooses whether their

character gains either +4 to Melee damage or +4 to Ranged damage—not both; this choice cannot be altered once the adventure starts

Black Bifrost Charm: Ranged attacks deal +1 damage as Darkrift

Blue Bifrost Charm: Melee attacks deal +1 damage as Cold

Boots of Delicate Agility: +2 to Dexterity (thus adding +1 To Hit with Ranged attacks, +1 to AC, and +1 to Reflex saving throws) and -1 to Fortitude saves

Bracers of Carnage: Melee attacks gain +1 To Hit

Brokkr's Amulet: +4 to max HP; if the wearer is a dwarf fighter, gain one additional max HP for a grand total of +5 to max HP

Charm of Echoed Taunts: allows one addition use of *taunt* in a room; this item's power may not be invoked more than once per room nor may it be invoked more than twice per game (i.e., you can use *taunt* twice in two different rooms) [2/game]

Charm of Guidance: wearer gains +1 TREASURE CHIP at the end of their adventure, but may not equip any other Treasure-Enhancing token(s)

Charm of Sif's Favor: once per room, when the wearer drinks a Potion, the wearer regains 2 HP in addition to whatever effect that Potion bestowed; useable in every room of the adventure, but never more than 1/room

Charm of Temptation: wearer may attempt the Rogue Skill Test if there was never a rogue in the party (i.e., if your party had a rogue but the rogue died, this item won't work); this item does not allow a non-rogue to use rogue-only items (e.g., this won't enable its wearer to make use of EKTDAR'S TINKERING TOOL, MASTERWORK THIEVES' TOOLS, ROD OF PERSUASION, or similar items) nor does it allow a character to equip or use a token whose class list does not include the class they're currently playing. [1/game]

Note: Once a CHARM OF TEMPTATION has been used in a room, no other player may use one in that room—even if the first player did not successfully complete the Rogue Skill Test. If more than one player wants to use this token's power at the same time and they're incapable of coming to an amicable decision, use rock-paper-scissors to determine who gets to use theirs.

Charm of the Champion: +2 to Strength (thus adding +1 To Hit in Melee and +1 Damage with Melee and thrown weapons) and +2 to Dexterity (thus adding +1 To Hit with Ranged attacks, +1 to AC, and +1 to Reflex saving throws)

Charm of the Hedgehog: wearer gains +4, +6, or +8 Retribution Damage based on the total number of CHARMS OF THE HEDGEHOG worn in the party, as shown below:

CotH in Party	RD Bonus
1–3	+4
4–9	+6
10 or more	+8

Charm of the Hero: +1 to Strength (thus, depending on prior Strength score, adding either 0/+1 To Hit in Melee and either 0/+1 Damage with Melee and thrown weapons) and +1 to Dexterity (thus, depending on prior Dexterity score, adding either 0/+1 To Hit with Ranged attacks, either 0/+1 to AC, and either 0/+1 to Reflex saving throws)

Charm of the Owl: Ranged attacks deal +1 damage

Charm of Valkyrie's Kiss: The wearer's Melee attacks gain +2 To Hit. (This power is always in effect.)

(continues on next page)

If the wearer dies, they can continue to make Melee attacks (no other attack mode is permitted) until the end of that combat—not necessarily the end of the room. However, invoking this fight-past-death ability prevents the character from being resurrected until the end of the room. [1/game]

Crown of the Tavern: wearer is immune to any drawbacks related to consuming a healing item; e.g., the wearer could:

- eat DROW RATIONS without being *stunned*
- drink POTION NYMPH’S TEARS and still be able to attack
- drink more than one POTION VOLVA’S BREW in a room
- eat ORCISH RATIONS with no To Hit penalty

Note: CROWN OF THE TAVERN cannot negate a drawback for a Potion made permanent by SIDEKICK GRUNNEL.

Death Knight Helm: +2 to AC and +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); part of the Death Knight Set

Defender Greaves: +1 to AC and +1 to saves; part of the Defender set

Defender Helm: +1 to AC and +1 to all saving throws; part of the Defender set

Defender Platemail: +8 to AC; part of the Defender set

Defender Shield: +3 to AC; part of the Defender set

Earcuff of Endurance: +3 to Fortitude saves

Earcuff of the Cabal: when the wearer attacks with a Mystic Staff or uses a scroll, they get bonus damage/healing depending on how many EARCUFF OF THE CABAL are worn in the party as seen below:

EotC in Party	Bonus
1–2	+3
3–4	+4
5 or more	+5

E.g., if the bard, cleric, and druid are all wearing EARCUFF OF THE CABAL, each damage-inflicting scroll they cast deals +4 damage, each healing scroll they cast heals +4 HP, and each shot they take with a Mystic Staff deals +4 damage; part of the Cabal set

Earcuff of the Valkyrie: Melee attacks gain +1 To Hit

Earcuff of Thor's Bliss: Shock and/or Sonic damage inflicted on the wearer is reduced by 2 points per attack/effect; if an attack deals both Shock and Sonic, reduce each by 2 (e.g., if the wearer is hit with a *thunderclap* that deals a total of 10 damage comprised of 5 Shock and 5 Sonic, the wearer only suffers 6 damage)

Eldritch Runestone: different effect every year; you can look this token up on tokendb.com to see current and former effects [collected on use]

Eye Patch of the Aesir: +2 to Focus; occupies the entire Eyes Slot

Fang of Fenrir: If the player slides a natural 20 while attacking with this weapon, the number of Melee attacks the monster it hit makes on its next turn is reduced by 1. E.g., 3 Melee attacks become 2, 2 Melee attacks become 1, and 1 Melee attack becomes 0 Melee attacks. This penalty does not stack with itself, even if more than one player is using a copy of this weapon. E.g., if the entire party is attacking with FANGS OF FENRIR and they all slide natural 20s, the monster only loses 1 Melee attack the next round.

Figurine of Power: Crow: when activated, the user takes 2 less damage resulting from a failed Reflex saving throw; this item does not reduce damage if the saving throw was successful [1/game]

Figurine of Power: Dire Wolf: if the owner is going to die from Cold damage, instead set their HP to 1 [1/game]

Girdle of Drunken Vigor: +2 to Constitution (thus adding +1 to Fortitude saving throws and +1 to max HP per character level) and -2 to Reflex saving throws

Gloves of Brutish Brawn: +2 to Strength (thus adding +1 To Hit in Melee and +1 Damage with Melee and thrown weapons) and -2 to Will saving throws

Greater Bead Bracelets: allows up to 3 additional Beads to be equipped, but does not allow the Bead slot cap of 8 to be exceeded (you may not equip more than 8 Beads, regardless of how many bead-expander items you may have equipped); even if you are able to equip more than one Wrist slot item, cannot be worn with BEAD BRACELETS or BIBWIK'S BEAD BRACELETS

Greater Eye Patch of the Aesir: +3 to Focus; occupies the entire Eyes Slot

Greaves of Deflection: -3 damage from Missile (physical projectile, not spell) attacks

Greaves of Heimdall: -1 damage from Missile (physical projectile, not spell) attacks

Green Bifrost Charm: one-handed Missile weapon attacks deal +2 damage as Sacred

Heimdall's Pendant: +2 to Melee AC; if the wearer is a monk, also +2 to Ranged AC

Hodor's Necklace: wearer may use one ammo token without having to turn the ammo token in; any additional ammo tokens must be turned in [1/room]

Holy Symbol of Thor: all the cleric's Melee attacks deal +1 damage as Shock; may use *turn undead* as a Free Action

Indigo Bifrost Charm: two-handed Missile weapon attacks deal +2 damage as Cold

Ioun Stone Jasper Cube: +3 to max HP

Ioun Stone Sapphire Trilliant: +3 to all saving throws; Darkrift and/or Sacred damage inflicted on the user is reduced by 10 points per attack/effect; if an attack deals

both Darkrift and Sacred, reduce each by 10 (e.g., if the user is hit with *reverent shade* that deals a total of 30 damage comprised of 15 Darkrift and 15 Sacred, the wearer only suffers 10 damage); no character may equip more than one Ioun Stone with the word "Trilliant" in its name

Ioun Stone Sunstone Crystal: +1 to max HP

Ioun Stone Sunstone Orb: +2 to max HP

Ioun Stone Sunstone Trilliant: +3 to all saving throws; Cold, Darkrift, Fire, Sacred, Shock, and/or Sonic damage inflicted on the user is reduced by 10 points per attack/effect; if an attack deals more than one of these damage types, reduce each of the aforementioned damage types by 10 (e.g., if the user is hit with *codafi sashoso* that deals a total of 90 damage comprised of 15 each of Cold, Darkrift, Fire, Sacred, Shock, and Sonic, the wearer only suffers 30 damage); no character may equip more than one Ioun Stone with the word "Trilliant" in its name

Ioun Stone Topaz Trilliant: +2 to all saving throws; Darkrift damage inflicted on the user is

reduced by 10 points per attack/effect; no character may equip more than one Ioun Stone with the word “Trilliant” in its name

Jord’s Pendant: When the wearer uses *spell surge* on a damage-inflicting Spell, after all other damage calculations are made, add 7. E.g., if a druid with +5 Focus casts the *firebolt* Spell (11🔥) and passes the skill test (+3), if they use *spell surge* (×2) the total damage is 45🔥. $\{[(5+11+3) \times 2] + 7\}$ This power may be used every time the druid uses *spell surge* on a damage-inflicting Spell. This pendant does not affect the number of times *spell surge* can be used.

Large Throwing Axe: non-magical Compound Slashing weapon

Lens of Odin’s Lament: +1 To Hit with all Melee and/or Ranged attacks; like all “Lens” (singular) tokens, this occupies the entire Eyes slot for the wearer

Lightning Bee Nest: non-magical thrown alchemical Shock weapon [collect on use]

Linked Shirt of the Valkyrie: +1 to Strength (thus, depending on prior Strength score, adding either 0/+1 To Hit in Melee and

either 0/+1 Damage with Melee and thrown weapons); if at least one other party member has equipped a LSotV, gain one additional Strength point for a total bonus of +2; if more than two people wear LSotV, no additional Strength is granted (i.e., it’s not +1 STR for each wearer)

Loki’s Shifty Shoes: -2 to Fortitude saves; you may attempt a *sneak attack* without the standard prep round

Lute of the Brute: non-magical Melee Blunt weapon; a bard may attack with this specific weapon—but not other weapons—while performing *bardsong*

Mark of the 2nd Tenet: +3 to Charisma (if your character has a Charisma of 16 or higher, you may equip up to two Figurines of Power.); second of three Marks that can be combined into MARK OF THE TENETS in 2026

Mystic Staff of Thor: magical Ranged Shock weapon; uses the wielder’s Intelligence or Wisdom bonus (whichever is higher) instead of their Dexterity bonus to determine the To Hit modifier

Mystic Staff of Ymir: magical Ranged Cold weapon; uses the wielder's Intelligence or Wisdom bonus (whichever is higher) instead of their Dexterity bonus to determine the To Hit modifier

Necklace of Eir: healing Spells (not scrolls or items) cast by the wearer heal +1 HP per Spell

Necklace of Freyja: damage Spells (not scrolls or items) cast by the wearer deal +2 damage

Necklace of Warming: Cold damage inflicted on the wearer is reduced by 2 points per attack/effect

Nightshade's Grim Gloves: if the wearer scores a critical hit while making a *sneak attack*, the crit multiplier becomes $\times 3$ instead of $\times 2$; has no effect on non-*sneak attacks* nor on non-crits [1/combat]

Odin's Eye Patch: +5 to Focus; occupies the entire Eyes Slot

Oil of Odin's Blessing: Melee attacks made with a weapon coated by this oil deal +2 Damage and can score a critical hit against Undead; takes one full round to apply to a weapon [collect on use]

Orange Bifrost Charm: damage Spell attacks deal +2 damage as Fire

Pendant of Bragi: *monster lore* may be performed as a Free Action

Picc's Grindstone: all the user's Melee and Ranged attacks gain +1 To Hit and deal +1 Damage [slotless]

Potion Frigg's Mead: consumer's Melee attacks deal +2 Damage; cures the Drunk status [collect on use]

Potion Surtr's Strength: +6 to Strength (thus adding +3 To Hit in Melee and +3 Damage with Melee and thrown weapons); consumer takes 4 Fire damage when they drink this potion [collect on use]

Potion Volva's Ale: heal 6 damage; may only drink 1 per room [collect on use]

Potion Volva's Beer: heal 4 damage; may only drink 1 per room [collect on use]

Potion Volva's Brew: heal 2 damage; may only drink 1 per room [collect on use]

Reckless Shield: +3 to AC but all Melee damage inflicted on the wielder is increased by 1 point per attack

Red Bifrost Charm: damage-dealing scrolls (not Spells) you cast deal +2 damage as Fire

Ring of Icy Reach: Ranged attacks deal +1 damage as Cold

Ring of the Dire Ram: target monster takes 6 points of Force damage; requires a Free Action to use [1/game]

Ring of the 2nd Circle: -2 damage from Melee attacks; fourth of five rings that can be combined into RING OF THE SACRED CIRCLE in 2026

Ring of the Stag: target monster takes 4 points of Force damage; requires a Standard Action to use [1/room]

Robe of the Battle Mage: +4 to max HP

Scroll Freyja's Kiss: removes *fear* and/or *sleep* from target

Scroll Hermod's Agility: target ally gains +4 to Dexterity (thus adding +2 To Hit with Ranged attacks, +2 to AC, and +2 to Reflex saving throws) [collect on use]

Scroll Odin's Spear: deals 12 points of Force damage to target monster [collect on use]

Scroll Sif's Shout: deals 5 points of Sonic damage to all monsters [collect on use]

Scroll Thor's Ire: deals 4 points of Shock damage to target monster [collect on use]

Scroll Thor's Strength: target ally gains +4 to Strength (thus adding +2 To Hit in Melee and +2 Damage with Melee and thrown weapons) [collect on use]

Scroll Ymir's Breath: deals 2 points of Cold damage to all monsters [collect on use]

Scroll Ymir's Cough: deals 4 points of Cold damage to all monsters [collect on use]

☞**Sea Raider Axe:** non-magical Melee Slashing weapon

☞**Sea Raider Badger Armor:** +4 to AC; +1 to Will saving throws

☞**Sea Raider Battle Axe:** non-magical Melee Slashing weapon

☞**Sea Raider Battle Bow:** non-magical Missile Piercing weapon

☞**Sea Raider Battle Club:** non-magical Melee Blunt weapon

☞**Sea Raider Bear Armor:** +4 to AC; +1 to Constitution (thus, depending on prior Constitution score, adding either 0/+1 to Fortitude saving throws and either 0/+1 to max HP per character level)

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2025 Ultra Rare

+2 Rod of Focus

+2 to Focus

Bard, Cleric, Druid, & Wizards

Amulet of Folkvange

+4 to STR & +3 to DEX

Bead Bracelets

May equip 2 additional Beads

Bead of Celecia

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

Bead of Greed

+2 Treasure Chips

Belt of the Hunter

+3 to Dexterity & +2 damage w/ Ranged attacks

Charm of Echoed Taunts

Allows 1 additional Taunt to be used in a room (2/game)

Charm of Temptation

May attempt Rogue Skill Test if no Rogue starts game w/ group (1/game)

Bard, Monk & Ranger

Charm of the Hedgehog

of CoH in party determines Retribution Damage

1-3 = +4
4-9 = +6
10+ = +8

Death Knight Helm

+2 to AC & +3 to Strength

Cleric, Fighters & Paladin

Earcuff of the Cabal

Strolls & Mystic Slaves get bonus damage/healing per # of EotC in party:

1-2 = +3
3-4 = +4
5+ = +5

Bard, Cleric, Druid, Monk & Wizards

Eye Patch of the Acsir

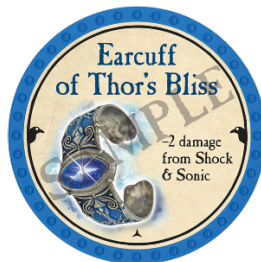
+2 to Focus

Bard, Cleric, Druid & Wizards



2025 Volunteer

2025 Transmuted



(continuing from page 13)

 **Sea Raider Belt:** once per room, wearer may drink a Common Potion as a Free Action; useable in every room of the adventure, but never more than 1/room

 **Sea Raider Boar Armor:** +2 to AC

 **Sea Raider Boots of Fury:** Sea Raider weapons wielded by the wearer deal +1 Damage

 **Sea Raider Bow:** non-magical Missile Piercing weapon

 **Sea Raider Bracers:** +1 to max HP

 **Sea Raider Cleaver:** non-magical Melee Slashing weapon

 **Sea Raider Club:** non-magical Melee Blunt weapon

 **Sea Raider Cudgel:** non-magical Melee Blunt weapon

 **Sea Raider Earcuff:** +1 to Fortitude saves

 **Sea Raider Fox Armor:** +2 to AC

 **Sea Raider Gloves:** Sea Raider weapons wielded by the wearer gain +1 To Hit

 **Sea Raider Great Axe:** non-magical Melee Slashing weapon

 **Sea Raider Greaves:** Cold damage inflicted on the wearer is reduced by 1 point per attack/effect; may only be used

once per room; as an Instant Action, wearer chooses when/if to activate this power

 **Sea Raider Lynx Armor:** +4 to AC; Cold damage inflicted on the wearer is reduced by 1 point per attack/effect

 **Sea Raider Mace:** non-magical Melee Blunt weapon

 **Sea Raider Otter Helm:** +1 to AC

 **Sea Raider Ring:** +1 to max HP

 **Sea Raider Shield:** +1 to AC

 **Sea Raider Shirt:** Cold damage inflicted on the wearer is reduced by 1 point per attack/effect

 **Sea Raider Small Axe:** non-magical Melee Slashing weapon; monks may use this to perform *flurry of blows* attacks

 **Sea Raider Small Shield:** +1 to AC

 **Sea Raider Stag Armor:** +4 to AC; +1 to Fortitude saves

 **Sea Raider Throwing Axe:** non-magical Compound Slashing weapon

 **Sea Raider War Club:** non-magical Melee Blunt weapon

 **Sea Raider War Oar:** non-magical Melee Blunt weapon

 **Sea Raider Wolf Armor:** +3 to AC

Shield Maiden Bracers: +2 to all saves; may use a shield when wielding a two-handed Melee weapon

Shield of Guarding: +4 to AC; if the wielder is a paladin, once per game may completely negate one Melee attack that was redirected toward themselves as a result of *guarding* another character

Shirt of Humble Luck: +2 to all saves but may only equip Common, Uncommon, or Rare items

Shirt of Modest Luck: +3 to all saving throws; may only equip Common, **Uncommon**, **Enhanced** ▲, **Rare**, **Exalted** ♦, or **Ultra Rare** items

Sidekick Ella: Melee and Ranged attacks made by the user deal +4 damage as Shock

Sidekick Gib Gub: magical Missile Blunt weapon; monks may throw up to two shurikens per round (does not count as a *flurry of blows* attack), but unless the cap of one Sidekick per person is ever changed, you may not have/use more than one SIDEKICK GIB GUB; returns to the character's hand(s) and the end of the character's turn

Game mechanics-wise, think of this token as a +5 Blunt shuriken with the Returning property. If

there is an effect that affects shurikens, it can affect this token.

Sidekick Grunnel: makes the effects of some Rare Potions permanent, look this token up on tokendb.com for details [1 Potion/game, the Potion token is collected by coaches at start]

Note: CROWN OF THE TAVERN cannot negate a drawback for a Potion made permanent by SIDEKICK GRUNNEL.

Sidekick Pudnort: +2 to all saves; once per game, the wearer may negate either one Melee or one Missile (a physical Ranged attack, not a spell or wholly magical effect) attack that targeted the owner. The owner chooses when to invoke the attack-negation power; owner may not equip CLOAK OF SHADOWSKIN

Sidekick Steward: no in-game effect (needed to transmute a Sidekick token)

Sidekick Tabor: +4 to Focus

Spirit Pet Bliss Squirrel: counts as a reusable (but not usable more than once per game) alchemical weapon that deals Sacred damage [this is NOT collected on use]

Sunstone Seeing Stone: Ranged attacks gain a +1 To Hit bonus; Melee attacks suffer a -1 To Hit penalty; much like a “Lens” (singular) token, this occupies the entire Eyes slot for the wearer

Surtr Runestone: Melee and Missile attacks (physical Ranged attacks, not spells or wholly magical effects) made by the user deal +1 damage as Fire [1 use, collected by coaches]

Surtr’s Arrow: when fired from a bow, a successful attack deals +2 damage as Fire [collect on use, before the slide is made]

Thor’s Gloves of Carnage: Sea Raider weapons wielded by the wearer deal +3 damage

Thor’s Mug of Melee: Melee attacks made by the wielder deal +4 damage; equips in the off-hand Melee slot; may only be swapped out while performing a Ranged attack, otherwise must be in the off-hand Melee slot for the entire adventure

Trinket of the Dire Bear: As an Instant Action, the druid may polymorph into a dire bear. While polymorphed into a dire bear, the druid deals Slashing Melee damage. [1/game; slotless; NOT collected on use] Trinkets are a relatively new permanent item intended to

replace polymorph potions. Any token that requires a polymorph potion can also use a polymorph trinket. But even if the other token stipulates the polymorph token be collected, barring very unusual conditions, trinkets are never collected when used. Activating a trinket is an Instant Action that may only be performed on your turn. There is no limit on the number of Trinkets you can bring into an adventure. However, the one polymorph form per room rule still applies and each specific Trinket token can only be used once. E.g., if you wanted to polymorph into a dire bear in seven different rooms, you’d need seven TRINKET OF THE DIRE BEAR tokens.

Tyr’s Ring of Sacred Wrath: As a Standard Action, wearer may mark off one use of the *cure light wounds* Spell to instead deal 5 Sacred damage to one target. There is no hard limit on the number of times this ring’s power can be activated, but each time it’s used the player must first mark off one use of *cure light wounds*. Caster may apply their total Spell Damage Bonus to this effect, but not their Healing Bonus as this is no longer a healing Spell, it’s become a damage Spell.

Valkyrie Runestone: all Melee attacks (including a monk's bare-handed attacks) made by the user gain +1 To Hit [1 use, collected by coaches]

Violet Bifrost Charm: one-handed Melee attacks deal +2 damage as Darkrift

Volva Powder: when used with a damage Spell (not scroll or misc. magic item), that Spell deals +2 damage; no more than one dust/powder of any type may be used per Spell [collect on use]

Volva's Hearty Ration: +3 to max HP; [1 use, collected by coaches; may not use more than one per adventure]

White Bifrost Charm: Mystic Staff attacks deal +2 Damage

Yellow Bifrost Charm: two-handed Melee attacks deal +2 damage as Sacred



New/Updated Set Bonuses

Death Knight Set

Gain X Retribution Damage as Darkrift (☠), determined by the number of Death Knight items you have equipped:

Number of DK Items Equipped	Cumulative RD Gained
3	4☠ RD
4	6☠ RD
5+	8☠ RD

- Death Knight Armor
- Death Knight Boots
- Death Knight Cloak
- Death Knight Gauntlets
- Death Knight Helm
- Death Knight Mail
- Death Knight Shield

Defender Set

If three items are worn, gain Free Movement & +1 to AC.

If all four items are worn, also gain +2 to max HP.

Defender Items Equipped	Cumulative Bonus
3	+1 AC
4	+1 AC & +2 HP

- Defender Greaves
- Defender Helm
- Defender Platemail
- Defender Shield

Sea Raider Set

Adds +1 to your max HP based on how many Sea Raider items you equip in unique slots:

Sea Raider Item in X Slots	Cumulative HP Bonus
2–3	+1 to Max HP
4–5	+2 to Max HP
6–7	+3 to Max HP
8–9	+4 to Max HP
10–11	+5 to Max HP
12+	+6 to Max HP

There is at least one Sea Raider item available* in each of the following slots:

- Ear
- Feet
- Finger
- Hands
- Head
- Shield
- Shins
- Shirt
- Torso (armor)
- Waist
- Weapon**
- Wrists

*Not all classes can equip Sea Raider items in all 12 of these slots.

**Even though it may be possible for a character to equip more than one Sea Raider weapon, no matter how many different Sea Raider weapons you're using—Melee, Ranged, or both—those Sea Raider weapons only count once toward fulfilling this Set bonus.

2025 Token Checklists

Due to space limitations, some token names are abbreviated. See the TDb for full names.

Common

- ☐ 50 GP Rune Earcuff
- ☐ Bead of Baldur
- ☐ Figurine of Power: Crow
- ☐ I.S. Sunstone Crystal
- ☐ Lightning Bee Nest
- ☐ Mystic Staff of Ymir
- ☐ Necklace of Warming
- ☐ Potion Frigg's Mead
- ☐ Potion Volva's Brew
- ☐ Scroll Freyja's Kiss
- ☐ Scroll Thor's Ire
- ☐ Scroll Ymir's Breath
- ☐ Sea Raider Axe
- ☐ Sea Raider Belt
- ☐ Sea Raider Boar Armor
- ☐ Sea Raider Boots of Fury
- ☐ Sea Raider Bow
- ☐ Sea Raider Bracers
- ☐ Sea Raider Cleaver
- ☐ Sea Raider Club
- ☐ Sea Raider Cudgel
- ☐ Sea Raider Earcuff
- ☐ Sea Raider Fox Armor
- ☐ Sea Raider Gloves
- ☐ Sea Raider Greaves
- ☐ Sea Raider Lynx Armor
- ☐ Sea Raider Mace
- ☐ Sea Raider Otter Helm
- ☐ Sea Raider Ring
- ☐ Sea Raider Shield
- ☐ Sea Raider Shirt
- ☐ Sea Raider Small Axe
- ☐ Sea Raider Small Shield
- ☐ Sea Raider Throwing Axe
- ☐ Sea Raider War Club
- ☐ Sea Raider War Oar
- ☐ Sea Raider Wolf Armor
- ☐ Sunstone Seeing Stone
- ☐ Surtr's Arrow
- ☐ Volva Powder

Uncommon

- ☐ 100 GP Wolf Bracelet
- ☐ 150 GP Rune Ring
- ☐ Amulet of Odin
- ☐ Archer's Buckler
- ☐ Arrow of Baldurbane
- ☐ Baldur's Medallion
- ☐ Beer Drinker's Bead
- ☐ Beer Drinker's Pants
- ☐ Beer Drinker's Shirt
- ☐ Boots of Delicate Agility
- ☐ Brokkr's Amulet
- ☐ Charm of the Owl
- ☐ Earcuff of the Valkyrie
- ☐ Girdle of Drunken Vigor
- ☐ Gloves of Brutish Brawn
- ☐ Heimdall's Pendant
- ☐ Hodor's Necklace
- ☐ Ioun Stone Sunstone Orb
- ☐ Jord's Pendant
- ☐ Large Throwing Axe
- ☐ Loki's Shifty Shoes
- ☐ Mystic Staff of Thor
- ☐ Necklace of Eir
- ☐ Necklace of Freyja
- ☐ Oil of Odin's Blessing
- ☐ Pendant of Bragi
- ☐ Potion Volva's Beer
- ☐ Reckless Shield
- ☐ Ring of Icy Reach
- ☐ Scroll Hermod's Agility
- ☐ Scroll Thor's Strength
- ☐ Scroll Ymir's Cough
- ☐ Sea Raider Badger Armor
- ☐ Sea Raider Battle Axe
- ☐ Sea Raider Battle Bow
- ☐ Sea Raider Battle Club
- ☐ Sea Raider Bear Armor
- ☐ Sea Raider Great Axe
- ☐ Sea Raider Stag Armor
- ☐ Volva's Hearty Ration

Rare

- ☐ +1 Large Throwing Axe
- ☐ +1 Mystic Staff of Loki
- ☐ +1 Sea Raider Battle Bow
- ☐ +1 Sea Raider Battle Club
- ☐ +1 Sea Raider War Spear
- ☐ 500 GP Huginn Statue
- ☐ 500 GP Muninn Statue
- ☐ Ale Drinker's Kilt
- ☐ Amulet of the Norns
- ☐ Armor of the Berserker
- ☐ Arrow of Thor's Gift
- ☐ Battle Bracers
- ☐ Bead of Loki
- ☐ Bead of the Bear Hug
- ☐ Belt of Belching
- ☐ Charm of Guidance
- ☐ Charm of Sif's Favor
- ☐ Defender Helm
- ☐ Defender Platemail
- ☐ Defender Shield
- ☐ Earcuff of Endurance
- ☐ Fang of Fenrir
- ☐ FoP: Dire Wolf
- ☐ Greaves of Heimdall
- ☐ Ioun Stone Jasper Cube
- ☐ Lens of Odin's Lament
- ☐ Linked Shirt of the Valkyrie
- ☐ Lute of the Brute
- ☐ Potion Surtr's Strength
- ☐ Potion Volva's Ale
- ☐ Ring of the Stag
- ☐ Robe of the Battle Mage
- ☐ Scroll Odin's Spear
- ☐ Scroll Sif's Shout
- ☐ Shirt of Humble Luck
- ☐ Surtr Runestone
- ☐ Thor's Gloves of Carnage
- ☐ Trinket of the Dire Bear
- ☐ Tyr's Ring of Sacred Wrath
- ☐ Valkyrie Runestone

Ultra Rare

- ☐ +2 Rod of Focus
- ☐ Amulet of Folkvangr
- ☐ Bead Bracelets
- ☐ Bead of Celecia
- ☐ Bead of Greed
- ☐ Belt of the Hunter
- ☐ Charm of Echoed Taunts
- ☐ Charm of Temptation
- ☐ Charm of the Hedgehog
- ☐ Death Knight Helm
- ☐ Earcuff of the Cabal
- ☐ Eye Patch of the Aesir
- ☐ Greaves of Deflection
- ☐ Holy Symbol of Thor
- ☐ Ioun Stone Topaz Trilliant
- ☐ Nightshade's Grim Gloves
- ☐ Picc's Grindstone
- ☐ Shield Maiden Bracers
- ☐ Shield of Guarding
- ☐ Thor's Mug of Melee

Transmuted

- ☐ +1 Archer's Buckler★
- ☐ Bead of Asgard★*
- ☐ Bibwik's Bead Bracelets^L
- ☐ Bifrost Charm★*
- ☐ Bracers of Carnage▲
- ☐ Crown of the Tavern▲
- ☐ Earcuff of Thor's Bliss▲
- ☐ Eldritch Runestone★
- ☐ Greater Bead Bracelets★
- ☐ Grt. Eye Patch of the Aesir★
- ☐ I.S. Sapphire Trilliant★
- ☐ I.S. Sunstone Trilliant^L
- ☐ Odin's Eye Patch^L
- ☐ Ring of the Dire Ram★
- ☐ Shirt of Modest Luck★
- ☐ Spirit Pet Bliss Squirrel★

*Requires Participation tokens

Adventurers' Guild

- ☐ Mark of the 2nd Tenet^{UR}

Completion, In-Person

- ☐ Bead of Freyja^R
- ☐ Bead of Frigg^R
- ☐ Bead of Heimdall^R
- ☐ Bead of Hermod^R
- ☐ Bead of Odin^R
- ☐ Bead of Thor^R
- ☐ ____ of ____^R

Completion, VTD

- ☐ Black Bifrost Charm^R
- ☐ Blue Bifrost Charm^R
- ☐ Green Bifrost Charm^R
- ☐ Indigo Bifrost Charm^R
- ☐ Orange Bifrost Charm^R
- ☐ Red Bifrost Charm^R
- ☐ Violet Bifrost Charm^R
- ☐ White Bifrost Charm^R
- ☐ Yellow Bifrost Charm^R
- ☐ ____

Early Bird Pre-Order

- ☐ Averon's Cherry Mead^R

Patron

- ☐ Path to Enlightenment (Frg. 3)
- ☐ ____ of ____
- ☐ ____

Premium

- ☐ Ring of the 2nd Circle

Safehold

- ☐ Safehold II (Und. Const.)
- ☐ Safehold II
- ☐ Safehold I (Und. Const.)
- ☐ Safehold I
- ☐ Sidekick Ella
- ☐ Sidekick Gib Gub
- ☐ Sidekick Grunnel
- ☐ Sidekick Pudnort
- ☐ Sidekick Steward
- ☐ Sidekick Tabor

Special

- ☐ 2025 Treasure Chip
- ☐ 2025 3× Treasure Chips
- ☐ 2025 10× Treasure Chips
- ☐ Golden Ticket 2025

Volunteer

- ☐ Charm of the Champion^{UR}
- ☐ Charm of the Hero^R
- ☐ Charm of Valkyrie's Kiss^{UR}
- ☐ Defender Greaves^R
- ☐ ____^{UR}
- ☐ ____ of ____^{UR}

What? Nothing to see here...

- ☐ ____ (MT1)
- ☐ ____ of ____
- ☐ ____ of ____
- ☐ ____ (MT2)
- ☐ ____ (MT3)
- ☐ ____ (MT4)
- ☐ ____'s ____
- ☐ ____'s ____
- ☐ ____'s ____
- ☐ ____'s ____
- ☐ ____'s ____
- ☐ ____ (MT5)
- ☐ ____
- ☐ ____
- ☐ ____
- ☐ ____
- ☐ ____
- ☐ ____ (MT6)
- ☐ ____ of ____

2025 Transmuted Recipes

Last Day to Transmute **Blue** ▲ ✦/Blue ★ tokens: December 1, 2026

Due to space limitations, some token names are abbreviated. See the TDb for full names.

Please Note: These recipes are likely to change. For current recipes, see tokendb.com.

+1 Archer's Buckler ✦

- Archer's Buckler
- 5× D'kwood Plank
- 1× Enc. Munition
- 2× Minotaur Hide
- 5× Mystic Silk
- 1× Oil of Enchmnt.

Bead of Asgard ★

- Bead of Freyja
- Bead of Frigg
- Bead of Heimdall
- Bead of Hermod
- Bead of Odin
- Bead of Thor
- ____ of ____ *
- 1× Alch. Ink
- 1× Alch. Parch.
- 1× Aragonite
- 1× D'kwood Plank
- 1× Dwarven Steel
- 1× Elven Bismuth
- 1× Enc. Munition
- 1× Minotaur Hide
- 1× Mystic Silk
- 1× Oil of Enchmnt.
- 1× Phil. Stone
- 1× 1,000 GP Gold Bar

*If necessary, depends on how many in-person events we have.

Bibwik's Bead Bracelets

- Grt. Bead Bracelets
- Bead of Celecia
- Charm of Echoed Taunts
- 10× Alch. Ink
- 10× Alch. Parch.
- 2× Aragonite
- 25× D'kwood Plank
- 15× Dwarven Steel
- 5× Elven Bismuth
- 3× Enc. Munition
- 2× Golden Fleece
- 10× Minotaur Hide
- 25× Mystic Silk
- 3× Oil of Enchmnt.
- 20× Phil. Stone
- 25,000 GP Eldr. Bar

plus **ONLY ONE** of:

- Wish Ring
- 15,000 GP in Bars

Bifrost Charm ★

- Black Bifrost Charm
- Blue Bifrost Charm
- Green Bifrost Charm
- Indigo Bifrost Charm
- Orange Bifrost Charm
- Red Bifrost Charm
- Violet Bifrost Charm
- White Bifrost Charm
- Yellow Bifrost Charm
- 1× Alch. Ink
- 1× Alch. Parch.
- 1× Aragonite
- 1× D'kwood Plank
- 1× Dwarven Steel
- 1× Elven Bismuth
- 1× Enc. Munition
- 1× Minotaur Hide
- 1× Mystic Silk
- 1× Oil of Enchmnt.
- 1× Phil. Stone
- 1× 1,000 GP Gold Bar

Bracers of Carnage ▲

- Sea Raider Gloves
 - 2× D'kwood Plank
 - 2× Mystic Silk
- plus **ONLY ONE** of:
- Dust Devil Sand
 - Mummy Heart
 - 1,000 GP Gold Bar

Crown of the Tavern ▲

- Beer Drinker's Bead
- Beer Drinker's Pants
- Beer Drinker's Shirt

Earcuff of Thor's Bliss ▲

- 50 GP Rune Earcuff plus **ONLY ONE** of:
 - Dire Viper Venom
 - Djinni Blood
 - Dune Beast Tooth
 - Dust Devil Sand
 - Mummy Heart
 - Tomb Wraith Dust
 - at least 1,000 in GP (no change will be given)

Eldritch Runestone +

- **Surtr Runestone**
- **Valkyrie Runestone**
- 1× Alch. Ink
- 1× Alch. Parch.
- 1× D'kwood Plank
- 1× Dwarven Steel
- 1× Enc. Munition
- 1× Minotaur Hide
- 1× Mystic Silk
- 1× Phil. Stone
- 1,000 GP Gold Bar

Grt. Bead Bracelets ★

- **Bead Bracelets**
- 10× Alch. Ink
- 5× Alch. Parch.
- 2× Aragonite
- 15× D'kwood Plank
- 5× Dwarven Steel
- 3× Elven Bismuth
- 3× Enc. Munition
- 1× Golden Fleece
- 5× Minotaur Hide
- 15× Mystic Silk
- 3× Oil of Enchmnt.
- 20× Phil. Stone
- 5,000 GP in Bars

Grt. Eye Patch of the Aesir ★

- **Eye Patch of the Aesir**
- 5× Alch. Ink
- 10× Alch. Parch.
- 3× Aragonite
- 15× D'kwood Plank
- 5× Dwarven Steel
- 3× Elven Bismuth
- 3× Enc. Munition
- 1× Golden Fleece
- 5× Minotaur Hide
- 20× Mystic Silk
- 3× Oil of Enchmnt.
- 15× Phil. Stone
- 5,000 GP in Bars

I.S. Sapphire Trilliant ★

- **I.S. Topaz Trilliant**
- 10× Alch. Ink
- 10× Alch. Parch.
- 3× Aragonite
- 20× D'kwood Plank
- 5× Dwarven Steel
- 3× Elven Bismuth
- 3× Enc. Munition
- 1× Golden Fleece
- 5× Minotaur Hide
- 15× Mystic Silk
- 3× Oil of Enchmnt.
- 15× Phil. Stone
- 5,000 GP in Bars

I.S. Sunstone Trilliant

- **I.S. Sapphire Trilliant**
- **+2 Rod of Focus**
- **Holy Symbol of Thor**
- 15× Alch. Ink
- 15× Alch. Parch.
- 3× Aragonite
- 20× D'kwood Plank
- 15× Dwarven Steel
- 5× Elven Bismuth
- 3× Enc. Munition
- 3× Golden Fleece
- 10× Minotaur Hide
- 20× Mystic Silk
- 5× Oil of Enchmnt.
- 25× Phil. Stone
- 25,000 GP Eldr. Bar plus **ONLY ONE** of:
 - Wish Ring
 - 15,000 GP in Bars

Odin's Eye Patch

- **Grt. Eye Patch of the Aesir**
- **Charm of Temptation**
- **Thor's Mug of Melee**
- 10× Alch. Ink
- 10× Alch. Parch.
- 2× Aragonite
- 20× D'kwood Plank
- 15× Dwarven Steel
- 5× Elven Bismuth
- 3× Enc. Munition
- 2× Golden Fleece
- 10× Minotaur Hide
- 20× Mystic Silk
- 3× Oil of Enchmnt.
- 20× Phil. Stone
- 25,000 GP Eldr. Bar plus **ONLY ONE** of:
 - Wish Ring
 - 15,000 GP in Bars

Ring of the Dire Ram ✦

- **Ring of the Stag**
 - 1,000 GP Gold Bar
 - 5× D'kwood Plank
 - 5× Phil. Stone
- plus **ONLY ONE** of:
- Dune Beast Tooth
 - Tomb Wraith Dust
 - 1,000 GP Gold Bar*

*for a total of 2K GP

Safehold II (Undr. Const.)

- Safehold III
- 20× Alch. Ink
- 20× Alch. Parch.
- 6× Aragonite
- 50× D'kwood Plank
- 20× Dwarven Steel
- 7× Elven Bismuth
- 10× Enc. Munition
- 5× Golden Fleece
- 20× Minotaur Hide
- 60× Mystic Silk
- 6× Oil of Enchmnt.
- 50× Phil. Stone

Safehold II

- Safehold II (UC)
- 25,000 GP Eldr. Bar

Safehold I (Undr. Const.)

- Safehold II
- 30× Alch. Ink
- 30× Alch. Parch.
- 7× Aragonite
- 60× D'kwood Plank
- 20× Dwarven Steel
- 10× Elven Bismuth
- 10× Enc. Munition
- 5× Golden Fleece
- 30× Minotaur Hide
- 70× Mystic Silk
- 7× Oil of Enchmnt.
- 60× Phil. Stone

Safehold I

- Safehold I (UC)
- 2× 25K GP Eldr. Bar

Shirt of Modest Luck ✦

- **Shirt of Humble Luck**
- 5× Minotaur Hide
- 10× Mystic Silk
- 1× Oil of Enchmnt.

Sidekick —

- **Sidekick Steward**
- 5× Alch. Ink
- 5× Alch. Parch.
- 5× Aragonite
- 10× D'kwood Plank
- 5× Dwarven Steel
- 5× Elven Bismuth
- 5× Enc. Munition
- 4× Golden Fleece
- 5× Minotaur Hide
- 10× Mystic Silk
- 5× Oil of Enchmnt.
- 10× Phil. Stone
- 5,000 GP in Bars

All Sidekicks (shown below) have the same recipe:

- Ella
- Gib Gub
- Grunnel
- Pudnort
- Tabor

Spirit Pet Bliss Squirrel ✦

- **Trinket of the Dire Bear**
 - 1× Aragonite
 - 1× Elven Bismuth
 - 1× Oil of Enchmnt.
- plus **ONLY ONE** of:
- Dire Viper Venom
 - Djinni Blood
 - 1,000 GP Gold Bar

Omni Cube 2025

- Two **UR** tokens*
- 10× Alch. Ink
- 10× Alch. Parch.
- 3× Aragonite
- 20× D'kwood Plank
- 10× Dwarven Steel
- 3× Elven Bismuth
- 4× Enc. Munition
- 2× Golden Fleece
- 10× Minotaur Hide
- 20× Mystic Silk
- 3× Oil of Enchmnt.
- 20× Phil. Stone
- 5,000 GP in Bars

Omni Cube Alt Recipe

- Twelve **UR** tokens*

Omni Orb 2025

- One **UR** token*
- 5× Alch. Ink
- 5× Alch. Parch.
- 2× Aragonite
- 10× D'kwood Plank
- 5× Dwarven Steel
- 2× Elven Bismuth
- 2× Enc. Munition
- 1× Golden Fleece
- 5× Minotaur Hide
- 5× Mystic Silk
- 2× Oil of Enchmnt.
- 10× Phil. Stone
- 2,000 GP in Bars

Omni Orb Alt Recipe

- Six **UR** tokens*

*The **Ultra Rare** must be part of the “Standard” 20 URs for that year. If you're not sure, look the token up in the TDb. If the UR's Source says “Standard Pack”, it's usable in an Omni recipe.



