

The Treasure Trove

-Skype Version-



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Item Rules

How Much Stuff Can I Get?

Lots! Here's a table for how much *total* gold-worth you can expect to have of combat equipment at any given level (so, between level 1 and 2 you should gain 1000 gold). Feel free to take any number of items so long as their totals add up to the value listed for your level. So, at level 1 you could take one big item that costs as much as 3000 gold, or several smaller items that add up to 3000 gold or less.

Level 1: 3000 Gold

Level 2: 4000 Gold

Level 3: 5500 Gold

Level 4: 6000 Gold

Level 5: 6500 Gold

Level 6: 8000 Gold

Level 7: 8500 Gold

Level 8: 9000 Gold

Level 9: 10,000 Gold

Level 10: 15,000 Gold

How Much Gear Can I Use at Once?

You have a weapon slot, an armor slot and three trinket slots. This means you can only have one weapon equipped at a time and only one piece of armor equipped at a time, but you can have up to three trinkets equipped at a time. If you have more than one weapon, you can spend two minor actions to swap between them, but armor takes a long time to change in and out of and can't be swapped in combat.

Where's the Flavor?

Wherever you want it to be! Want to flavor your oversized sword as a pair of wicked blades? How about reflavoring your Wand of Fireballs as a Grenade Launcher? All this and more is at your disposal, and sometimes it's rather important. After all, you can have any three trinkets equipped at once - so if you want to take two items that have a name that implies they should both go over your hands (like two types of gauntlets) - you can just say one of them is a talisman or something. After all, it'd be pretty silly to walk around wearing two pairs of gauntlets over one another.

The Diversity Rule

In order to encourage trying out lots of different items, you can't have two of the same items equipped at once. This means you can't buy three copies of Bracers of Speed to add +12 to your initiative, you

can only have one of those Bracers. Also, you can't get a bonus from the same game element more than once at a time. In english, this means that if three of your friends each have an item that gives +2 to allies' initiative – you can't stack them up to get +6. You still only get +2. However, if it's an activated power we're talking about (such as someone spending their healing staff to help you) each activation is happening separately. So your allies can all take turns using their item combat-talent powers to help you out. Enjoy. Now let's get on with the shopping!

Weapons

Really Sharp Sword - 500 Gold [Created by Papershadow]

Weapon

Three times per battle, you may use the following combat talent.

[0] **Armor Piercing** - Minor Utility [3/Battle]

You next attack ignores resistance

Spellbook - 500 Gold

Weapon

When you start a battle with this weapon equipped, you may bring all of your combat talents into battle (instead of choosing 5).

Bloodwand - 1000 Gold

Weapon

Once per battle, you may use the following combat talent.

[-1] *Blood Drain* - Minor Attack [1/Battle]

Target creature suffers 5 ongoing damage (save ends). Whenever it takes damage from this effect, you gain 5 HP.

Defensive Blade - 1000 Gold

Weapon

Once per battle, you may use the following combat talent.

[0] **Deflect Blow** - Interrupt Utility [1/Battle]

Trigger - An enemy would deal damage to you.

Effect - You suffer only half that much damage instead.

Hookblade - 1000 Gold

Weapon

When you damage a creature with a single-target attack, you may choose a second creature. Those two

creatures are considered adjacent to each other until the end of the battle.

Sneaky Bastard Sword - 1000 Gold

Weapon

Twice per battle, you may use the following combat talent.

[−1] *Sneaky Bastard* - Minor Utility

Until the end of your turn, target creature has vulnerability 1 to your attacks.

Wand of Fireballs - 1000 Gold

Weapon

Once per battle, you may use the following combat talent.

[+1] *Explosive Fireball* - Standard Attack [1/Battle]

Deal 2d10 damage to target creature and each creature adjacent to the target.

Heavy Blade - 1500 Gold

Weapon

You suffer a -5 penalty to initiative. Twice per battle, you may use the following combat talent.

[−1] *Ready Blade* - Minor Utility [2/Battle]

You gain +5 damage on your next single target attack.

Longbow - 1500 Gold

Weapon

You may use the following combat talent.

[−2] *Take Aim* - Minor Utility

Your next single target attack this turn deals +5 damage.

Oversized Sword - 1500 Gold

Weapon

You may use the following combat talent.

[−3] *Not Compensating For Something* - Standard Attack

You must expend a minor action to activate this combat talent. If you do, deal 1d20+1d8 damage to target creature. If you roll a 20 on your d20, you may activate all three of your Special Move Features.

Overloader- 1500

Weapon

Once per battle, you may use the following combat talent.

[0] *Overload* - Reaction Attack [1/Battle]

Trigger - You spend 6 or more energy on a single combat talent.

Effect - Deal 5 damage to target creature and the creature suffers vulnerability 2 until the end of your next turn.

Lightning Lance - 1500 Gold [Created by Philadelphus]

Weapon

You may use the following combat talent

[0] *Lightning Charge* - Interrupt Utility

Trigger - You would roll initiative

Effect - Roll 3d10 instead of 1d20 and treat the result as your initiative roll.

Quickblade - 2000 Gold

Weapon

You gain a +5 bonus to initiative. You may use the following combat talent.

[-3] *Fast-Strike* - Minor Attack [1/Battle]

Deal 2d10 damage to target creature

Staff of Domination - 2000 Gold

Weapon

Once per battle, you may use the following combat talent.

[0] *Puppeteer* - Minor Utility [1/Battle]

Skip your next turn. You control target creature's next turn.

Fleshrender - 2000 Gold

Weapon

Whenever you damage a creature that is suffering from ongoing damage you may increase the ongoing damage that creature is suffering from by 2.

Staff of the Healer - 2000 Gold

Weapon

Two times per battle, you may use the following combat talent.

[0] *Healing Word* - Minor Utility [2/Battle]

Target creature gains 1d10+2 HP.

Lightning Rod - 2000 Gold

Weapon

Once per battle, you may use the following combat talent.

[-6] **Greater Electrocutation** - Standard Attack [1/Battle]

Deal 1d4+1d6+1d8+1d10+1d12+1d20 damage to target creature. If you roll a 20 on the d20, you may activate all three of your special moves.

Ritual Knife - 2500 Gold

Weapon

Once per battle, you may use the following combat talent.

[0] *Bloody Ritual* - Free Utility [1/Battle]

Choose one of the following;

A) Pay 2 HP. If you do, you gain 1 energy.

B) Pay 4 HP. If you do, you gain 2 energy.

C) Pay 6 HP. If you do, you gain 3 energy.

Fire Mines - 2500 Gold

Weapon

Twice per battle, you may use the following combat talent.

[+2] *Place Mine* - Standard Utility [2/Battle]

Choose yourself or an ally. The next time a creature makes a single-target attack against the chosen creature - the attacking creature takes 1d12 damage.

Spellblade - 3000 Gold

Weapon

Once per round, you may use the following combat talent.

[0] *Bladespell* - Reaction Attack

Trigger - You make an attack using a standard action

Effect - Choose one of the following;

A) Deal 3 damage to target creature.

B) Make a saving throw

C) Target ally gains 4 temporary HP.

Staff of the Bodysnatcher - 3000 Gold

Weapon

Once per battle, you may use the following combat talent.

[+3] *Trading Places* - Standard Utility [1/Battle]

You control target creature's next turn. That creature controls your next turn.

Sword-Chucks - 3000 Gold

Weapon

Whenever you roll a 1 on a damage die, you suffer 7 damage.

Three times per battle, you may use the following combat talent.

[+1] *Sword-Chucks, Yo!* - Standard Attack [3/Battle]

Deal 2d10 damage to target creature.

Chaos-Bound Blade - 3000 Gold

Weapon

Once per battle, you may use the following combat talent.

[0] *Chaos Strike* - Reaction [1/battle]

Trigger - You roll initiative.

Effect - Two random enemies each suffer 6 ongoing damage (save ends).

Lightning Blade - 3500 Gold

Weapon

You gain a +6 bonus to initiative. Once per battle, you may use the following combat talent.

[-1] *Fast-Strike* - Reaction Attack [1/Battle]

Trigger - You take a Standard Action.

Effect - Deal 1d10 damage to target creature.

Guardian's Shield - 3500 Gold

Weapon

At the beginning of your turn, you may choose an ally. Until the start of your next turn, that ally is subject to your "Guard." You may also use the following combat talent

[0] **Shield the Blow** - Interrupt Utility

Trigger - An ally subject to your "Guard" is targeted by an attack.

Effect - The attack targets you instead.

Staff of the Mindslaver - 4000 Gold

Weapon

Once per battle, you may use the following combat talent.

[+4] *Enthrall* - Standard Utility [1/Battle]

Skip your next turn. You control target creature's next turn.

Weapon of Royal Command - 4500 Gold

Weapon

Once per round, you may use this combat talent.

[-4] *Follow My Lead!* - Reaction Utility

Trigger - You damage a creature with a single-target attack

Effect - Target ally can take a standard action.

Staff of Miracles - 5000 Gold

Weapon

Two times per battle, you may use the following combat talent.

[0] *Healing Word* - Minor Utility [2/Battle]

Choose one of the following;

A) Target creature gains 1d10+2 HP.

B) Pay 2 energy. If you do, target creature gains 1d12+5 HP instead.

Once per battle, you may use the following combat talent.

[0] *Glorious Miracle* - Free Utility [1/Battle]

Target unconscious or comatose creature is returned to full health and gains 2 energy.

Orb of Holy Light - 5000 Gold

Weapon

One per battle, you may use the following combat talent.

[0] *Conjure Sphere of Light* - Standard Utility [1/Battle]

You conjure a Sphere of Light. It has the following stat block

Sphere of Light - 10 HP

[0] *Brilliant Glow* - Standard Utility

Up to 6 allies regain 5 hit points

[0] *Holy Rebuke* - Interrupt Utility

Trigger - An enemy targets the Sphere of Light with a single target attack

Effect - That creature suffers vulnerability 2 until the end of your next turn.

Poisoned Needle - 6000 Gold

Weapon

You may use the following combat talent.

[-6] *Lethal Injection* - Reaction Utility

Trigger - You deal damage to a creature.

Effect - That creature is dazed (save ends), weakened (save ends), suffers 2 ongoing damage, (save ends) and vulnerability 5 (save ends).

Cannon - 8000 Gold

Weapon

You may use the following combat talent three times per battle.

[-6] *Cannonball!* - Standard Attack [3/Battle]

Deal 6d12 damage to target creature, and that creature is blasted away from the battle, removing it from combat until the end of its next turn (a creature removed from combat cannot affect any other creature in the battle with combat talents or be affected by any combat talents - though it may still use [+] abilities to gain energy)

Orb of Infinite Fire - 10,000 Gold

Weapon

Once per battle, you may use the following combat talent.

[0] *Conjure Fiery Sphere* - Standard Utility [1/Battle]

You conjure a Sphere of Fire. It has the following stat block

Sphere of Fire - 10 HP

[0] Firewave - Standard Attack

Up to 6 enemies take 1d8 damage

[0] Inexorable Flame - Interrupt Attack

Trigger - An enemy targets the Sphere of Fire with a single target attack.

Effect - The Sphere of Fire deals 1d12 damage to the triggering creature.

Vorpal Sword - 15,000 Gold

Weapon

You may use the following combat talent.

[−7] *Snicker-Snak!* - Standard Attack

When you use this talent, choose one;

A) Deal 8d20 damage to target creature. If you roll a 20, you may activate all three of your special moves at once.

B) Deal 4d20 damage to target creature and all creatures adjacent to it. If you roll a 20, you may activate all three of your special moves at once.

Armor

Soldier's Vest - 500 Gold [Created by Xel Unknown and Ramsus]

Armor

You have Resist 1 while you have temporary HP. If you already have Resist from another source, you may increase that Resist by 1.

Armor of Energy Storing - 1000 Gold

Armor

You do not lose your energy when you fall unconscious.

Chain of the Drunken Master - 1000 Gold

Armor

While you are dazed, you may roll twice on all die rolls made as part of a Standard or Minor Attack and use either result.¹

Robes of the Reaper - 1000 Gold

Armor

You may spend a minor action to learn which non-minion enemy has the lowest health.

Lifebound Armor - 1000 gold

Armor

You have regeneration 2.

Wizards' Robes - 1500 Gold

¹ You don't get to roll twice on your special move because it's not part of the combat talent that triggered it.

Armor

Once per battle, you may use the following combat talent.

Explosion - Minor Utility [1/Battle]

You next multi-target attack can target up to two additional creatures

Medic's Robes - 1500 Gold

Armor

When you grant a single ally HP with a combat talent, that ally also gains 4 temporary HP.

Spiked Armor - 1500 Gold

Armor

You may use the following combat talent.

[-1] *Strikeback* - Reaction Attack

Trigger - An enemy damages you with a single-target attack.

Effect - Deal 3 damage to the triggering enemy.

Banded Armor - 1500 Gold

Armor

You have resist 2 against creatures single target attacks

Soldier's Armor - 1500 Gold [Created by Xel Unknown and Ramsus]

Armor

You have Resist 2 while you have temporary HP. If you already have Resist from another source, you may increase that Resist by 2.

Bladesman's Chainmail - 2000 Gold

Armor

Whenever you make a single target attack, you may gain 3 temporary HP.

Full Plate - 2000 gold

Armor

You have resist 2 and suffer a -3 penalty to initiative.

Plaguebearer - 2000

Armor

Thrice times per battle, you may use the following combat talent.

[0] *Contagion* - Minor Utility [3/Battle]

Choose a (save ends) condition that you are currently suffering from. Target creature is now suffering from that condition as well (save ends).

Hierophant Armor - 2000 Gold [Created by LoganAura]

Armor

You have regeneration 4.

Paramedic's Robes - 3000 Gold

Armor

When you grant a single ally HP with a combat talent, you may grant up to two allies 4 temporary HP.

Armor of Unholy Vengeance - 3000 Gold

Armor

Once per battle, if you have been knocked unconscious (and are now able to take actions), you may use the following combat talent.

[+4] *Remember Me?* - Standard Attack [1/Battle]

Deal 4d10 damage to target creature.

Banded Guardian Armor - 3000 Gold

Armor

You have resist 4 against single target attacks.

Hellspike Armor - 3000 Gold

Armor

You may use the following combat talent.

[-1] *Strikeback* - Reaction Attack

Trigger - An enemy deals damage to you.

Effect - Deal 2d6 damage to the triggering enemy.

Shroud of Suffering - 3000 Gold

You have resist 3 while you are suffering from a (save ends) condition. Whenever a (save ends) condition is applied to you, you gain 2 temporary HP.

Demonscale - 3000 gold [Created by Kenzamaka]

Armor

You have regeneration 3 and resist 2. However, you must roll twice on saving throws and take the

lower result.

Masterwork Bladesman's Chainmail - 4000 Gold

Armor

Whenever you make a single target attack you may gain 6 temporary HP.

Bulwark Armor - 4000 Gold

Armor

You have resist 1 and start battles with 30 temporary hit points.

Gambler's Armor - 4500 Gold [Created by White Eyes]

Armor

You have Resist 6 and Vulnerability 13.

Mithril Fullplate - 5000 Gold

Armor

You have resist 4 and suffer a -5 penalty to initiative.

Lightning Cowl - 5000 Gold

Reaction and Interrupt combat talents not granted from traits or items cost 1 less energy for you to use.

This cannot reduce their costs to less than 1.

Displacer Armor - 6000 Gold

Armor

Whenever an enemy targets you with a single-target combat talent, that enemy flips a coin. If tails, that enemy's talent has no effect on you.

Trinkets

Amulet of Protection - 500 Gold

Trinket

You begin battles with 4 temporary HP.

Ring of Resilience - 500 Gold

Trinket

You have a +3 bonus to saving throws.

Talisman of Haste - 1000 Gold

Trinket

Once per day, you may reroll your initiative with a +10 bonus.

Jenkins' Chicken - 1000 Gold

Trinket

You may use the following combat talent once per battle.

[0] *LEEEEROOOY JEEENKINSS!* - Interrupt Utility [1/Battle]

Trigger - You roll initiative.

Effect - You let out a taunting and idiotic shout. Until the end of your next turn, all enemies suffer a -4 penalty to damage on attacks that do not include you as a target.

Bracers of Bloodrage - 1000 Gold

Trinket

Once per battle, when you reduce an enemy to 0 HP or less - you may deal 6 damage to target creature.

Fate-Sealed Mirror - 1000 Gold

Trinket

Once per battle, you may use the following combat talent.

[0] *Fate Exchange* - Free Utility [1/Battle]

You and target willing ally exchange HP totals.

Vengeful Talisman - 1000 Gold

Trinket

Once per battle, you may use the following combat talent.

[0] *You'll Regret That!* - Interrupt Attack [1/Battle]

Trigger - An enemy reduces you to 0 HP or below.

Effect - The triggering enemy suffers 2d8 damage.

Talisman of Weapons - 1000 Gold

Trinket

Once per battle, if you possess a Conjure Weapon combat talent, you may reduce the cost of the Conjure Weapon talent by 3 energy. This cannot reduce the cost to below 0.

Dimensional Cape - 1000 Gold

Trinket

Once per battle, you may use the following combat talent.

[0] *Hideaway* - Minor Utility [1/Battle]

You cease to exist and can take no actions until the start of your next turn. While in this state of nonexistence, you can affect no creature and no creature can affect you in any way. At the start of your next turn, you reappear.

Bracers of Speed - 1000 Gold

Trinket

You gain a +4 bonus to initiative.

Iron Shield - 1500 Gold

Trinket

Once per battle you may use the following combat talent.

[0] *Endure Pain* - Interrupt Utility [1/Battle]

Trigger - You would be reduced to 0 HP or less.

Effect - You are reduced to 1 HP instead.

Ring of Strategic Withdrawal - 1500

Trinket

Once per battle, you may use the following combat talent.

[-1] *GAH!* - Interrupt Utility

Trigger - An enemy makes an attack against you.

Effect - Deal 1d12 damage to the triggering enemy and flip a coin. If you win the flip, the triggering attack has no effect on you. If you lose the flip, you gain 5 temporary hit points.

Roadrunner Talisman - 1500 Gold

Trinket

Once per day, you may reroll your initiative with a +15 bonus.

Reloader - 1500 Gold [Created by Bronymous]

Trinket

Once per battle, you may use the following combat talent

[0] *Reload* - Free Utility [1/Battle]

If you spent 6 or more energy this turn, gain 3 energy

Jenkins' Fried Chicken - 2000 Gold

Trinket

You may use the following combat talent twice per battle.

[-1] *LEEEROOOY JEEENKINSS!* - Minor Utility [2/Battle]

You let out a taunting and idiotic shout. All enemies suffer a -5 penalty to damage on attacks that do not include you as a target until the end of your next turn.

Boomstick - 2000 Gold

Trinket

Once per battle, you may use the following combat talent.

[0] *This is my Boomstick!* - Interrupt Utility

Trigger - You make a single target attack

Effect - The attack also targets all creatures adjacent to the target

Empathic Circlet - 2000 Gold

Trinket

You may use the following combat talent twice per battle.

[+3] *Mind-Channel* - Standard Utility [2/Battle]

Target ally can use one of their (-) talents as a free action. They spend your energy instead of theirs to pay the talent's energy cost.

Energizing Amulet - 2000 Gold

Trinket

At the start of your turn, if you have less than 4 energy, you may gain 1 energy.

Red Cross - 2000 Gold

Trinket

Twice per battle, you may use the following combat talent.

[0] *Blood Donation* - Minor Utility [2/Battle]

Deal 1d12 damage to yourself. Target ally gains HP equal to twice the amount of damage you were dealt this way.

Ring of Adrenaline - 2000 Gold

Trinket

You may use the following combat talent.

[-1] *Invigorating Burst* - Free Utility

You gain 5 temporary HP.

Talisman of Illness - 2000 gold

Trinket

Enemies suffer a –2 penalty to saving throws against (save ends) effects that you bestow on them.²

Talisman of Vitality - 2000 Gold

Trinket

Once per battle, you may use the following combat talent.

[0] *Miraculous Healing* - Minor Utility [1/Battle]

Remove all (save ends) conditions from target creature. That creature gains 4 HP for each (save ends) condition removed this way.

Training Certificate - 2000 Gold

Trinket

When you purchase this item, choose a trait that you meet the prerequisites for. While you have the Training Certificate equipped, you are considered to have the chosen trait. You may equip more than one Training Certificate at once.

Hawkeye - 2500

Trinket

You may use the following combat talent.

[0] *Predator's Sight* - Minor Utility

Choose a creature. That creature becomes your Prey until the end of the battle or until you use Predator's Sight again. Once per round, when you make an attack against your Prey, you may have that attack deal 1d6 additional damage. You may only have one creature designated as your Prey at a time.

Greater Reloader - 2500 Gold [Created by Bronymous]

Trinket

Once per battle, you may use the following combat talent

[0] Reload - Free Utility [1/Battle]

If you spent 7 or more energy this turn, gain 5 energy

Mystic Sheath - 2500 Gold

Trinket

² Remember, like resistance, save ends penalties do not stack. Only the highest instance applies.

Once per battle, you may use the following combat talent

Call to Arms - Free Utility [1/Battle]

Choose a Conjure Weapon talent you brought into battle with you. You may reduce the cost of that talent by 7 energy and use it immediately. This cannot reduce the cost to below 0.

Phoenix Cape - 3000 Gold

Trinket

Once per battle, if you are unconscious, you may regain 2d12 HP.

Tincture of Healing - 3000 Gold

Trinket

You may use the following combat talent.

[−1] *Healing Tincture* - Free Utility

You gain 5 HP.

Reflex Ring - 3000 Gold

You gain a +12 bonus to initiative.

Rabbit-Filled Hat - 3500 Gold

Trinket

Reduce the energy cost of talents you use to conjure creatures or weapons by 2 energy. The costs can't be reduced to below 0.

Wilhelm's Whistle - 3500 Gold

Trinket

Whenever you fall unconscious, up to six allies gain 10 temporary HP.

Talisman of Divine Retribution - 4000 Gold

Trinket

Once per battle, you may use the following combat talent.

[0] *You'll Regret That!* - Interrupt Attack [1/Battle]

Trigger - An enemy reduces you to 0 HP or below.

Effect - The triggering enemy suffers 5d12 damage.

Talisman of Incurable Illness - 4000 gold

Trinket

Enemies suffer a −4 penalty to saving throws against (save ends) effects that you bestow on them.

Training Diploma - 4000 Gold

Trinket

When you purchase this item, choose two traits that you meet the prerequisites for. While you have the Training Diploma equipped, you are considered to have the chosen traits. You may equip more than one Training Diploma at once.

Bracers of Ludicrous Speed - 5000 Gold

Trinket

You gain a +20 bonus to initiative.

Amulet of Adrenaline - 5000 Gold [Created by LoganAura]

Trinket

You begin battles with 7 energy instead of 4.

Vicious Hawkeye - 5000

Trinket

You may use the following combat talent.

[0] *Predator's Gaze* - Minor Utility

Choose a creature. That creature becomes your Prey until the end of the battle or until you use Predator's Gaze again. Once per round, when you make an attack against your Prey, you may have that attack deal 2d6 additional damage. You may only have one creature designated as your Prey at a time.

Karmic Mirror - 6000 Gold

Trinket

You may use the following combat talent.

[-1] *Reflect Barrier* - Reaction Utility

Trigger - A creature would subject you to a (save ends) effect.

Effect - The triggering creature is subjected to the (save ends) effect instead.³

Talisman of Unbearable Illness - 7000 Gold

Trinket

Enemies suffer a -7 penalty to saving throws against (save ends) effects that you bestow on them.

³ If a creature would subject you to several (save ends) effects at once, like with the combat talent Family Recipe, you have to pay 1 pip for each (save ends) effect you want to reflect.

Hellscream Hawkeye - 8000 Gold

Trinket

You may use the following combat talent.

[0] *Predator's Glare* - Minor Utility

Choose a creature. That creature becomes your Prey until the end of the battle or until you use Predator's Glare again. Once per round, when you make an attack against your Prey, you may have that attack deal 3d6 additional damage. You may only have one creature designated as your Prey at a time.

Cloak of the Reborn Phoenix - 9000 Gold

Trinket

Once per battle, if you would die you may instead return to full health, remove all conditions affecting you and gain 4 energy.

Expansions Included:

[Weekly Expansions](#)