2027 Treasure Token Notes

As hinted at in the prologue video for 2026's Cravenmoor campaign, the theme for 2027 will be an homage to the Call of Cthulu genre. Adventures will involve battling secret sub-cults who all seek to awaken a sleeping being of immense power – Kthala the Eldest.

The Void: This is a place outside the known Outer Planes where these timeless gods dwell. Some of the lesser gods are awake and they have active cults near the party's location. While they have some "fun" bringing their brand of misery to the living realm, their ultimate goal is to awaken Kthala so it can open a portal to the living realm -- and destroy it.

Lesser Gods - We have a list of lesser gods that have cults built about their more specific interest in the general theme of "bringing forth annihilation to all things." The list of cults include the Cults of Blood, Decay, Discord, the Grave and Plagues.

Wardens

This is the title given to the members of a secret society who seek to thwart the plans of the various cults. This secret organization is known as **O.W.L.** (Occult Wardens League) and they are somewhat of a steampunk-techie group. They use devices like the various Voidbane guns to thwart the awakening, and many of their items have an owl design.

New Condition - Dream

This is a new condition that is a sub-set of a Will save that represents the character becoming connected to the sleeping Elder God Kthala. Because Kthala is not awake, the character will share his condition of quasi-sleep. Characters become catatonic, but they can also become a portal from the Void. This Dream condition lasts until the end of the room, so in Room 7 the condition will take the player out of the game. There will be cures for the conditions, of course.

New Slot – Face

Back in 2019 we proposed a new slot that would use magical items called Masks. After feedback from players, we delayed its launch, but after 8 years, it is time to include it in the 2027 token set – especially given the "cultist" theme for 2027. Cultists have brought Masks into the world to augment their power, but these devices come with a bit of a downside. We are calling it the "Face" slot so that we leave open the option to have other face coverings like veils.

When you don a mask you cover up a piece of yourself to show something else to the world. The magic of Masks brings this metaphor into the fantasy realm with all Masks giving some good positive effect - as well as a somewhat smaller negative effect. Thus, your magical mask might grant you an improved Charisma score, but at the cost of a negative to your Reflex saves. Masks should provide some fun trade-off scenarios that will make character building more fun.

Two New Set Bonuses

Cultist Set – Equipping Common Cultist tokens gain the character the following bonuses based on the number of Common Cultist tokens equipped.

3-4 Common Cultist tokens: +1 to hit w/Melee attacks

5+ Common Cultist tokens: +2 to hit w/Melee attacks

Cosmic Set Power – Tapping into the power Cosmic, characters who equip three Cosmic URs are allowed to re-roll a missed saving throw once per game.

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Extending the Availability of Spirit Pets

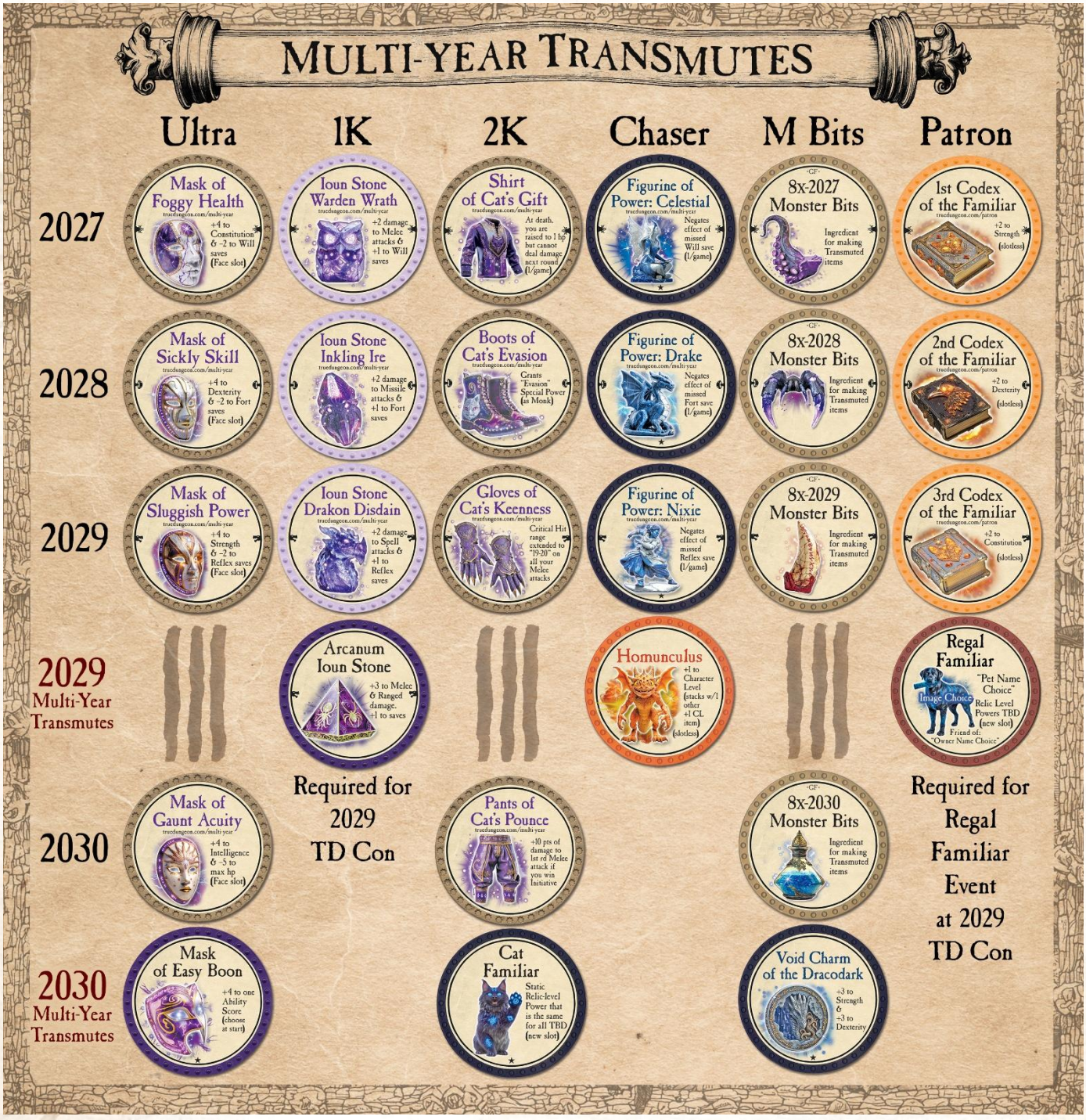
Players have been asking for Spirit Pets to become a bigger part of the game, so we have added them to the main set. Now almost anyone can have a Spirit Pet to call upon when the situation calls for it.

More Marks

Additionally, since we have already released a few higher-end Mark tokens to token collectors, we felt it would be good to let other players in on the fun of equipping a Mark. The player mats will be redone this year to accommodate these changes.

2027-2029 Multi-Year Transmutes

We have crafted many fun opportunities for token collectors to collect Treasure Tokens from 2027 through 2030 to transmute some interesting tokens. Please see the graphic shown below (and HERE in a larger format) to see the effects of the 2029-30 Multi-Year Transmute tokens.



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Multi-Year Transmute Tokens

Ultra Rares – These tokens will modify STR, DEX & CON while also exacting a penalty to Fortitude, Reflex and Will saves. They combine in 2030 to make an Arcanum token which yields a nice set bonus.

$1K Ioun Stones – These tokens will all be Ioun Stones that will give a helpful boost to an attack form – and they will also help with saving throw bonuses that might be extra handy that year. They transmute in 2029 to make a powerful Ioun Stone. This token will be required for admission into TD Con 2029.

$2K Cat-Themed URs – These cat-themed tokens combine in 2030 to make Cat Familiar with a set power (TBD).

Chasers – You must collect all 40 Chaser tokens in a given year's Treasure Generators to make a Figurine of Power each year. These three FoP Chaser tokens will be combined in 2029 to make a very rare effect that gives players a pathway to play 6th level characters.

Monster Bits – We are continuing the tradition of offering a Relic to folks who collect all the Monster Bits during 2027-2030.

Familiars – There will be 10 different Familiar types to combine with 10 different Relic-level powers. Transmuters name the Familiar, name the Friend, and we will try to make the Familiar look somewhat like your provided description.

FAQ

Q. What are the recipes for all the multi-year Transmute tokens?

A. Besides the prime component tokens shown in the graphic on page 2, each of these special multi-year Transmutes will require additional tokens to craft. Some of them will require a great deal more tokens. The exact recipes for these made-in-2029/30 tokens will be released in 2028, but it can be said that they should follow historical norms.

Q. Can you tell me more about the Relic Cat Familiar token?

A. Familiars have been a fun part of the D&D game that we finally got around to including in True Dungeon. This token will allow players to take a Cat Familiar on adventures, and they will gain a Relic-level power from it.

Q. Can you tell me more about the Patron "Familiar Your Choice" token?

A. We thought it would be fun to let folks pick from 10 different animals/creatures to combine with 10 different powers into the Familiar they name. Transmuters will also name the Familiar's special friend, and we will try to design the graphic to somewhat match your description of the creature you pick. Thus, someone might decide they want to make a Rat Familiar named "Mr. Nibbles" that is a white rat with a black streak going down its back. They also pick the power that provides +3 to Focus, and they might say the rat's special friend is "Bob McGamer." The final list of 10 animals/creatures (with list of 10 selectable Relic-level powers) will be published in 2028. In review, you pick a creature from a list, pick a power from a list, give us its name, give us a description, and give us the name of its friend.

Q. Once I have transmuted and equipped a Regal Familiar, can I also equip Codex tokens to gain the stat boosts?

A. Yes.

Q. Is the Familiar a new slot?

In 2029, a new Familiar slot will be created. Normally, a character can only bring along one Familiar. However, having an Intelligence of 16 or higher will allow you to equip two Familiars.

Q. So say my character has an Intelligence of 16 or higher which allows me to equip two Familiars. Can I equip two Patron-level Familiars?

A. No. Even though two Patron-level Familiars might have a different name or power, you can only equip one Familiar from each multi-year type. A character with an Intelligence of 16 or higher could, however, equip the Relic Cat Familiar and a Patron level Familiar – even if the type of creature chosen for the Patron Familiar was also a Cat.

Q. Is Mask of Easy Boon considered an Arcanum item?

Yes, like Deathward Greaves during the last cycle, it is an Arcanum item.

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Q. Since there are two Arcanum items coming out in 2029/30, will there be a 4th and 5th piece set bonuses.

Yes, they are now shown in the description of any Arcanum item.

Q. Will the Homunculus token be the only way to get to 6th level characters? Or will the Arcanum and Eldritch level boosts stack and allow us to get to 6th level that way?

A. The Homunculus will be the only way (plus having another +1 level effect) to play 6th level characters. The "only way" might change after 2030, but we are not planning for it.

Q. Are the Familiar tokens soulbound to one person so only they can use it? No. Anyone can equip the familiar, so long as they are nice to it. ;)

Q. Must I have all the years of a Multi-Year previously-released tokens in order to transmute the Multi-Year token? For instance, do I need all 3 of the different 2027-2030 Ultra Rares tokens to make the Mask of Easy Boon?

Yes and No. While you CAN make some of the Multi-Year tokens with the all the different released tokens in the set from all the years, or you may instead substitute any of the previously released tokens so long as the total equals the number of tokens in the set PLUS one additional token in the set. Thus, "Any 5" can take the place of "All 4", and "Any 4" can be used instead of "All 3." This "Any +1" rule only applies to tokens that are free swag tokens for making a certain level of purchase. The Homunculus and the Void Charm of the Dracodark are made from tokens received in Treasure Generators. As such, you must have all the yearly tokens in those sets to make the associated tokens in the transmuting ladder.

Is Figurine of Power: Celestial part of the Celestial set?

No.

Q. Can you explain how the UR volunteer token "Tome of Elder Lore" will work?

A. As a thank you to our amazing volunteers, their characters will gain access to a yearly changing effect very similar to the **Wonder** items. It will be a magical effect their character can summon as a Free Action to bring some effect into the game. The power level will be that of a 1st or 2nd level spell, but power of the Tome is not modified by any other tokens. For 2027, the conjurable magic is this effect: *Acid Rain – Deals 6 points of Acid damage to all targets.* In later years, it could be a defensive, healing or buffing magic.

Q. Can Earcuff of Murmurs be used with Charm of Spell Storing or Ring of Spell Storing?

Yes. Do note you cannot use both of them on the same turn as you only have 1 Free Action per turn.

Q. How will the Ioun Stone Amethyst Sphere work in VTD adventures?

As with in-person games where it is the responsibility of the players (not DMs) to notice an activating effect, so too is it in VTD. If you have one of these Ioun Stones in VTD, you must look at the modified to hit rolls for the Cleric, Druid and Paladin which appear in the green triangle near their name. If ANY of these numbers have the same "ones-digit" as your to hit roll, then the effect triggers.

Q. Are the Greater Arcane Necklace of Baubles and the Aron's Arcane Necklace of Baubles part of the Arcane Set?

Yes. We thought it would be a nice perk for upgrading.

Q. Do Gloves of Spirit Handling stack with Heart of Fafnir?

Yes, it can stack with Heart of Fafnir.

Q. Footman's Helmet was classified as Mystic Silk before, but is Oil of Enchantment now. Is this intentional?

Yes, the original designation of MS should have been Oil of Enchantment.

Q. Are the various non-Common Cultist tokens (Blood Cultist, Decay Cultist, Discord Cultist, Grave Cultist & Plague Cultist items) part of the Cultist Set?

No, the Cultist set is only for the Common "Cultist" tokens.

Q. +1 Hammer of Mind Slaying - If you hit a 20, that is (in most cases) considered a Critical Hit. If you do Crit, is the +5 Psychic damage also doubled?

Yes…assuming the monster is susceptible to Critical Hits.

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Q. What is Psychic damage?

It is a type of damage that targets a monster's nervous system, so some creatures like Constructs, Plants and some Undead have resistance or are immune to Psychic damage.

Q. If a Paladin equips a Tobin's Cosmic Ring, do they have to pick between damage and an additional Guard?

No. They get both the Sacred damage bonus and the Guard ability.

Q. Why is Carter's Tome now class restricted?

The original version should have been class restricted as only those now-listed classes can take advantage of the Tome.

Q. Can a player take their turn on the same turn they were broken out of the Dream condition?

Yes, though in most cases other players will have had to use their action to break them out of it via administering a potion or casting a scroll.

Q. What type of damage does the wearer take if she misses while wearing the Kilt of Kthala?

As is always the case, if a damage type is not specified, then the damage is unavoidable Eldritch damage.

Q. Will the Mask of Mayhem receive errata so that it goes in the face slot now?

The description will probably not be updated since the token says (Head slot) on it. It will remain the only Mask that goes in the Head slot.

Q. **Regarding the Transmute token Gloves of Spirit Handling: is the ability to use a C-R Spirit Pet once per room in addition to the normal game rules of using any Spirit Pet once per game or does it replace the normal rules?**

The Gloves are additive to the normal Spirit Pet rules, so a character can use the Gloves to conjure C-R Spirit Pets in each room, and they can also use any Spirit Pet ONCE during an adventure.

Q. Will Smith's Charm's recipe have a path to use Charm of Awakened Synergy as a component?

Yes, it will have a route that allows CoAS to be used to transmute it. Recipes will be released later this year, but the generalized recipes below may help to understand how existing tokens may be used in recipes. Do not take any numbers shown below as something in the final recipe. They are just placeholders until they are finalized.

Charm of Unity (Relic)

1x Charm of Coordination
ONE of the following options:
- 1x Charm of Awareness
- 2x 2027 URs

XX Alchemist Ink
XX Alchemist Parchment
XX Aragonite
XX Darkwood Plank
XX Dwarven Steel
XX Elven Bismuth
XX Enchanter's Munition
XX Golden Fleece
XX Minotaur Hide
XX Mystic Silk
XX Oil of Enchantment
XX Philosopher's Stone
5,000 GP in Reserve Bars

Smith's Charm of Unified Synergy

ONE of the following sets:

SET 1:
- 1x Charm of Awakened Synergy
- 1x Charm of Coordination

SET 2:
- 1x Charm of Unity
- 1x Charm of Synergy

SET 3:
- 1x Charm of Unity
- 2x 2027 URs

XX 2027 URs
XX Alchemist Ink
XX Alchemist Parchment
XX Aragonite
XX Darkwood Plank
XX Dwarven Steel
XX Elven Bismuth
XX Enchanter's Munition
XX Golden Fleece
XX Minotaur Hide
XX Mystic Silk
XX Oil of Enchantment
XX Philosopher's Stone
25,000 GP Eldritch Ore Bar
plus ONLY ONE of the following:
- 1x Wish Ring
- 1x 15,000 GP in Reserve Bars

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