



## 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.

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 benefit. 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.

## 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 Changes to Multi-Year Tokens

We are very excited to be able to host TD players at our home turf in May during our Ring Con event in Marion, Illinois. There is some thought that we might make it a yearly event, so we are taking a pause in token development to see how this might effect the \$1K, \$2K and \$8K freebies folks get for supporting us. The plan now is to finalize the 2027 Treasure Token Collection, and then address these concerns. We might turn one of the "finalized" Ultra Rare tokens into a multi-year token at this final stage, too. Thank you for your patience on this topic.

## FAQ

### 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 Standard Action to bring some effect into the game. The power level will be that of a 2nd or 3<sup>rd</sup> level spell, but power of the Tome is not modified by any other tokens. For 2027, the conjurable magic will be this effect:

*Acid Rain – Deals 10 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?

A. Yes

### Q. Is Aron's Arcane Necklace of Baubles part of the Arcane Set?

Yes. We thought it would be a nice perk to making the Necklace.

### Q. Why are Marks transmutable into Alchemist Ink?

When a Mark is found as treasure, it comes with instructions and a vial of magical ink to use to make the Mark.

### 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.

### 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?

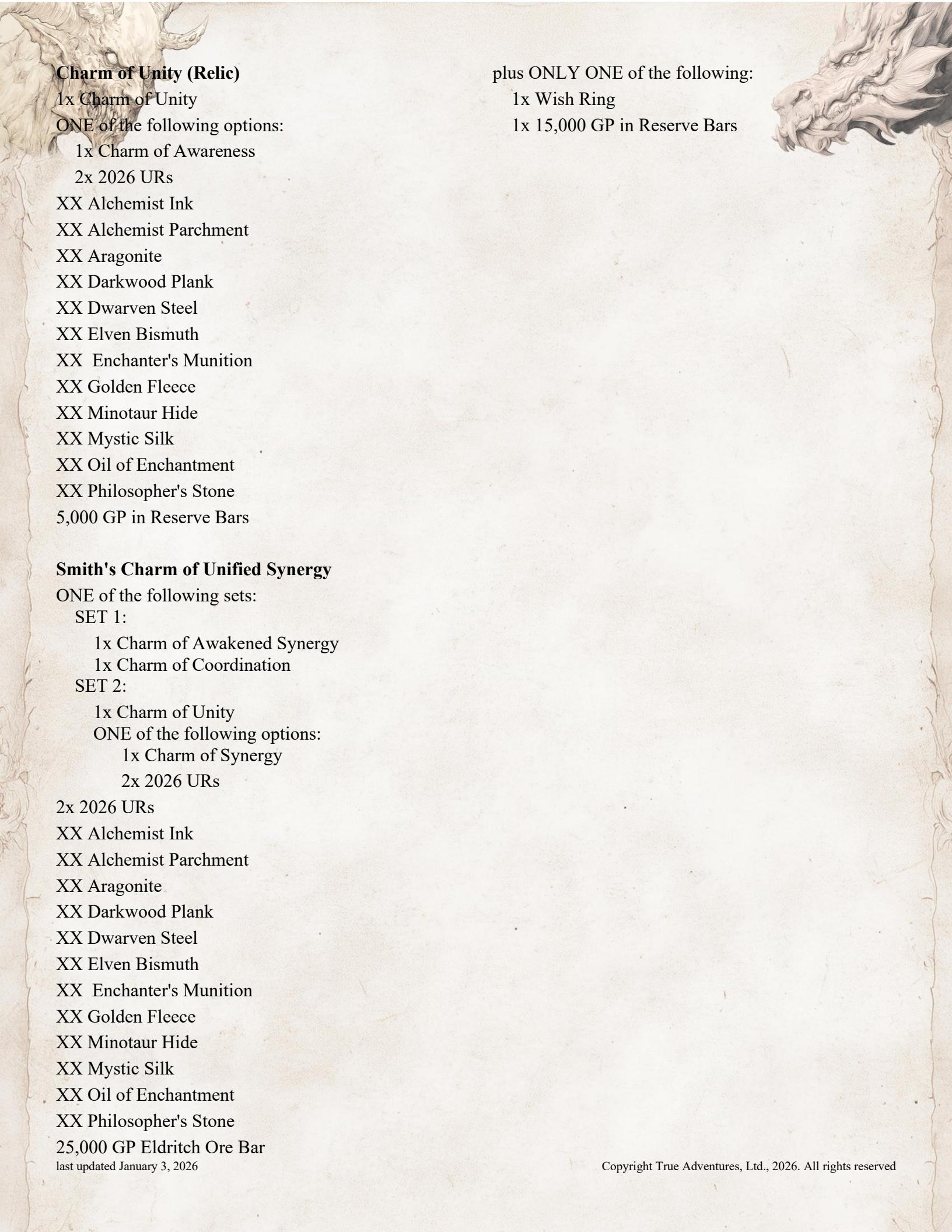
Yes. They cannot get both powers.

### 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. 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.



### **Charm of Unity (Relic)**

1x Charm of Unity

ONE of the following options:

1x Charm of Awareness

2x 2026 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

plus ONLY ONE of the following:

1x Wish Ring

1x 15,000 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

ONE of the following options:

1x Charm of Synergy

2x 2026 URs

2x 2026 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

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