

# Safehold Program Details

## Overview

On March 1<sup>st</sup>, 2023, we began the Safehold program. The main goals are to give collectors more collecting fun, to allow players to make more strategic decisions regarding equipping their character, as well as to allow TD to soak up some excess Trade tokens. With this program, collectors can create different levels of Safeholds to gain in-game benefits for their character.

There are five levels of Safeholds which can be created (transmuted), and they numerically descend as they get more powerful (Safehold V is less powerful than Safehold I).

The appropriate level SAFEHOLD V through SAFEHOLD I token must be presented in Coaching if you wish to equip a certain level of Trainer (like a Hireling or Follower). See individual sections for more details. The “Under Construction” tokens can also be presented in Coaching to prove you are the owner of a Safehold that is a half-step back in power. For instance, a SAFEHOLD IV (UNDER CONSTRUCTION) works the same as a SAFEHOLD V token.

Each level of Safehold token comes with five Steward tokens of the same exact type. These Steward tokens allow the Safehold owner to create new tokens (Trainers), and the actual Safehold token itself allows the player to use these newly created tokens in a TD game session.

The best way to understand the system we have created is to imagine your character has built a tower. Now that your character has a permanent home, you can spend some hard-earned GP on getting some helpers or trainers to augment your adventuring skills. So, you employ a HIRELING STEWARD who has the power to recruit and manage five Hirelings with the express purpose of prepping your character for upcoming adventures. When the next adventure comes along which involves sneaking into a snake cult temple, you have your HIRELING BREWMASTER cook up some venom-resisting libations to give your character +4 to Fortitude saves. This temporary effect might come in handy in a snake cult temple.

More powerful helpers can be created as your tower grows larger into a keep or even a castle. This will give you more options for pre-adventure training.

## More Details

In the world of True Dungeon, creating a Safehold takes some time. Even with the arcane magics used to hasten the building process, a certain amount of time must pass to create a Safehold. To simulate this, the creation of any Safehold starts with transmuting an “Under Construction” token for that level of Safehold. Once the proper amount of time has passed (see below) the collector can then place another transmute order to finalize the creation of that level of Safehold.

The package that is sent back to the collector includes the appropriate level Safehold token, as well as five special Steward tokens which are related to that specific level of Safehold token. Thus, the first

Safehold Token Level	Benefit	# of Hireling Slots	# of Underling Slots	# of Follower Slots	# of Sidekick Slots
SAFEHOLD V	5 HIRELING STEWARDS (Creates Hirelings)	1	—	—	—
SAFEHOLD IV	5 UNDERLING STEWARDS (Creates Underlings)	1	1	—	—
SAFEHOLD III	5 FOLLOWER STEWARDS (Creates Followers)	1	1	1	—
SAFEHOLD II	5 SIDEKICK STEWARDS (Creates Sidekicks)	2	1	1	1
SAFEHOLD I	5 MYTHIC TRANSMUTERS (Creates Mythic tokens)	2	2	1	1

Safehold token, the SAFEHOLD V token, also comes with five HIRELING STEWARD tokens.

And again, once a certain amount of time has taken place after receiving a Safehold token, the collector can then transmute their current Safehold token into the next level of a bigger and more powerful Safehold. For example, once a collector receives their SAFEHOLD V token, they may send it (along with other tokens) to TD HQ as a transmute order to upgrade it to a SAFEHOLD IV (UNDER CONSTRUCTION) token. After a certain amount of time has passed, this newly created SAFEHOLD IV (UNDER CONSTRUCTION) token can then be sent back to TD HQ (along with other tokens) to create a SAFEHOLD IV token.

This process can then continue through more steps until the collector finally possesses a SAFEHOLD I token—as well as all the Steward tokens collected through the various Safehold token levels.

The Safehold tokens never randomly appear in Treasure Generators, although lower level special Follower tokens may be included in Golden Ticket swag.

True Dungeon will be rolling out the availability of the various levels of Safehold tokens over the next few years so that the final benefits of the most powerful Safehold I token will be available for transmuting starting in late 2025.

All tiers of Safehold and Safehold-related recipes can be found in the [Recipe Appendix](#).

## Safehold V

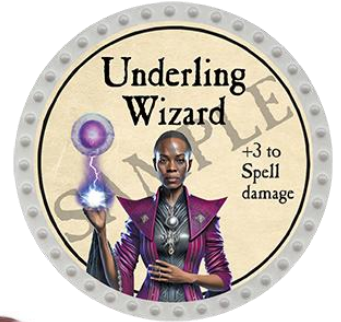
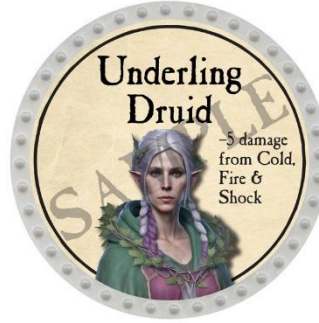
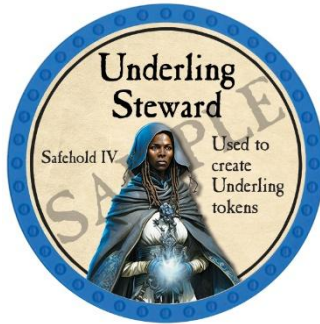


This level of Safehold comes with five HIRELING STEWARD tokens. A HIRELING STEWARD token may be used within a special Transmute order to acquire any one of the Hirelings shown below. Your character gains one Hireling slot which you can fill with any Hireling token during an in-person or virtual adventure. You may collect as many as you wish – so long as you have the proper tokens to fulfill the Hireling recipe. Note that you must show your Coach a SAFEHOLD V through SAFEHOLD I token in order to equip a Hireling. You may create as many Hirelings as you wish, but you can only equip one Hireling unless you have a SAFEHOLD II (or better), in which case you may have up to two Hirelings.





## Safehold IV



This level of Safehold comes with five UNDERLING STEWARD tokens. These can be used to create Underling transmuted tokens which will provide a small in-game bonus. These Underling tokens represent low-level adventurers who you take under your wing to teach the hard lessons of adventuring. In return, you will gain a small in-game benefit.

Your character gains one Underling slot which you can fill with any Underling token during an in-person or virtual adventure. Note that you must show your Coach a SAFEHOLD IV through SAFEHOLD I token to equip an Underling. You may create as many Underling tokens as you wish, but you can only equip one Underling unless you have a SAFEHOLD I, in which case you may have up to two Underlings.

There are no restrictions about what class you can take as an Underling. E.g., a Paladin character can have a Rogue Underling.

The recipe to make a SAFEHOLD IV token requires a SAFEHOLD V token.





## Safehold III



Besides the SAFEHOLD III token that is delivered with the transmute order, the collector also receives five FOLLOWER STEWARD tokens. These special tokens allow collectors to summon special magical friends to gain in-game bonuses. Like Hirelings mentioned under SAFEHOLD V, you may create as many Followers as you wish, but you can only equip a single Follower in an adventure. A Safehold token of level III through I must be shown to the Coach to equip a Follower. The recipe to make a SAFEHOLD III token requires a SAFEHOLD IV token.

**Note:** The Followers' extra slot benefit stacks with other magic items that increase slots. However, Followers can't break the cap on slots that have an expansion slot cap. E.g., FOLLOWER DRAGONKIN does not allow you to equip more than 9 Ioun Stones nor 8 Beads, and FOLLOWER FIEND does not allow you to equip more than 10 Charms. Currently, Bead, Charm, and Ioun Stone are the only slots with a cap on how many you can equip, but it's possible that other slots could get expansion slot caps in the future. If that happens, Followers won't be able to break those expansion slot caps either.

Safehold II



When you transmute a SAFEHOLD II, token you also get five SIDEKICK STEWARD tokens. You can use these to craft a tier of Trainers called Sidekicks. There are five Sidekicks to choose from:



Trainer Limits  
(Hireling/Underling/Follower/Sidekick)

These limits apply to how many you can use in-game. You may transmute as many as you like, so long as you can supply all the necessary ingredients.

- SAFEHOLD V owners may only equip one Hireling.
- SAFEHOLD IV owners may only equip one Hireling and one Underling.
- SAFEHOLD III owners may only equip one Hireling, one Underling, and one Follower.
- SAFEHOLD II owners may equip up to two Hirelings, one Underling, one Follower, and one Sidekick.
- SAFEHOLD I owners may equip up to two Hirelings, up to two Underlings, one Follower, and one Sidekick.

Larger fortresses give you more resources for training with your at-home training team. This means your character can do more pre-adventure training, and thus get more instruction from their Trainers.

Maximum Equippable Trainers Table

Safehold Level	Max Hirelings	Max Underlings	Max Followers	Max Sidekicks
V	1	—	—	—
IV	1	1	—	—
III	1	1	1	—
II	2	1	1	1
I	2	2	1	1

Per standard stacking rules, you may not equip more than one Trainer of the same name.

Safehold I





SAFEHOLD I tokens are created when a SAFEHOLD I (UNDER CONSTRUCTION) is transmuted. This final level of Safehold token comes with five MYTHIC TRANSMUTER tokens. Every Mythic recipe requires a MYTHIC TRANSMUTER. One example of a Mythic token is the COIN OF WEALTH.

Building a SAFEHOLD I means your character has built an amazing stronghold which comes complete with a Mythic Transmuter Laboratory. This research room gives your Mythic Transmuter a great place to do her research, but it also comes with a nice in-game benefit.

Anyone who shows a SAFEHOLD I token in Coaching gains the benefit of having IOUN STONE SILVER NUGGET, IOUN STONE GOLD NUGGET AND IOUN STONE PLATINUM NUGGET tokens become slotless to equip.

More information about tokens you can transmute for with a Safehold I (Mythic Tokens) will be posted later.

## Safehold/Mythic Timeline

March 2023: Safehold V (Under Construction)

October 2023: Safehold V (make Hirelings)

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January 2024: Safehold IV (Under Construction)

April 2024: Safehold IV (make Underlings)

July 2024: Safehold III (Under Construction)

October 2024: Safehold III (make Followers)

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January 2025: Safehold II (Under Construction)

April 2025: Safehold II (make Sidekicks)

July 2025: Safehold I (Under Construction)

October 2025: Safehold I

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January 2026: Mythic Tokens (other than the COIN OF WEALTH) can be crafted!

TBD 2026: Mythic Level Difficulty available

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January 2027: COIN OF WEALTH can be crafted!

## After the Above Start Dates Pass

No doubt there are going to be collectors who come late to the party, and weren't around at the initial start dates to make these Safehold tokens. We therefore created some rules which simulate some building delay in the making of Safeholds. With this system, it takes a new collector nearly a year to finally construct a SAFEHOLD I token.

All tiers of SAFEHOLD (UNDER CONSTRUCTION) tokens can only be created in transmute orders paid for during "odd" months of the year (e.g., January, March, May, etc.). SAFEHOLD tokens (not of the Under Construction variety) can only be included in transmute orders generated during the "even" months of the year. The date TD HQ receives your order does not matter—only the date the order was finalized.

There is no limit to the number of Hireling, Underling, Follower, Mentor, or Mythic tokens that can be created by a collector so long as they have the required ingredients to craft them. However, there are limits to the number of Trainers one may equip. See [Trainer Limits](#) for more information. All Trainers have a specific tier of Safehold they must possess and will be required to show to their coach. Similarly, anyone playing on Mythic or equipping a Mythic token is required to have a SAFEHOLD I.



# Mythic Token Descriptions



## 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 special 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 special 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 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

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\* [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

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\* 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.

For multiple hit attacks such as Fighters using Viv's, the +8 applies to both attacks. Similarly, for Area of Effect spells, such as Burning Hands, Fireball and Lightning Storm, the +8 base damage would apply to all monsters (i.e. it would not just be a bonus damage to be allocated).



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 Judgment** 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

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\* 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

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\* 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).

For the purpose of determining the total number of Charm of Good Fortune (CoGF) tokens equipped by the party, each equipped **Mythic Coin of Wealth** counts as one equipped CoGF.

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, Synergistic

**Exchange Program\* Classification:** not exchangeable

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\* Click here for more information on the Token Exchange Program





## Mythic Transmuter

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

**Slot:** slotless

**Rarity:** nonstandard fill

**Year:** 2025, yearless

**Source:** Exchange

Used in the creation of Mythic tokens.



## Mythic Transmuter

Used in the creation of Mythic tokens.

See [truedungeon.com/safehold](https://truedungeon.com/safehold) for details on how Mythic Transmuters work.

Text on Token

Safehold I

Used to create a Mythic token

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

**Slot:** slotless

**Rarity:** nonstandard fill

**Year:** 2025, yearless

**Source:** Exchange

**Misc:** No In-Game Effect, Safehold Program

**Exchange Program\* Classification:** not exchangeable

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



## 100,000 GP Mythic Ore Bar

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

**Slot:** slotless

**Rarity:** Reserve

**Year:** yearless

**Source:** Exchange

Equivalent to 100,000 GP. Used in the creation of Mythic tokens.



## 100,000 GP Mythic Ore Bar

Equivalent to 100,000 GP. Used in the creation of Mythic tokens.

Recipe will require 100,000 GP value in Reserve Bars. Any combination of the following:

- 1,000 GP Gold Bar
- 5,000 GP Mithral Bar
- 25,000 GP Eldritch Ore Bar

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

**Slot:** slotless

**Rarity:** Reserve

**Year:** yearless

**Classification:** GP Value, Trade 5

**GP Value Type:** Bar

**Source:** Exchange



**Ingredient For:** Mythic Coin of Wealth

**Exchange Program\* Classification:** not exchangeable

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

# Recipe Appendix

## Safehold V (Under Construction)

- 2× Alchemist's Ink
- 10× Alchemist's Parchment
- 1× Aragonite
- 20× Darkwood Plank
- 2× Dwarven Steel
- 1× Elven Bismuth
- 2× Enchanter's Munition
- 2× Golden Fleece
- 2× Minotaur Hide
- 20× Mystic Silk
- 1× Oil of Enchantment
- 10× Philosopher's Stone

## Safehold V

- 1× Safehold V (Under Construction)
- 2× 1,000 GP Gold Bar

## Hireling \_\_\_\_\_

- 1× Hireling Steward
- 1× Alchemist's Ink
- 1× Alchemist's Parchment
- 1× Aragonite
- 1× Darkwood Plank
- 1× Dwarven Steel
- 1× Elven Bismuth
- 1× Enchanter's Munition
- 1× Golden Fleece
- 1× Minotaur Hide
- 1× Mystic Silk
- 1× Oil of Enchantment
- 1× Philosopher's Stone
- 1× 1,000 GP Gold Bar

All Hirelings (shown below) have the same recipe:

- |              |                  |
|--------------|------------------|
| · Archer     | · Fletcher       |
| · Brewmaster | · Martial Artist |
| · Champion   | · Oracle         |
| · Duelist    | · Scribe         |

## Safehold IV (Under Construction)

- Safehold V
- 3× Alchemist's Ink
- 10× Alchemist's Parchment
- 2× Aragonite
- 30× Darkwood Plank
- 5× Dwarven Steel
- 2× Elven Bismuth
- 5× Enchanter's Munition
- 3× Golden Fleece
- 5× Minotaur Hide
- 30× Mystic Silk
- 2× Oil of Enchantment
- 20× Philosopher's Stone

## Safehold IV

- Safehold IV (Under Construction)
- 5,000 GP in Reserve Bars

## Underling \_\_\_\_\_

- Underling Steward
- 2× Alchemist's Ink
- 2× Alchemist's Parchment
- 2× Aragonite
- 2× Darkwood Plank
- 2× Dwarven Steel
- 2× Elven Bismuth
- 2× Enchanter's Munition
- 1× Golden Fleece
- 2× Minotaur Hide
- 2× Mystic Silk
- 2× Oil of Enchantment
- 2× Philosopher's Stone
- 2× 1,000 GP Gold Bar

All Underlings (shown below) have the same recipe:

- |              |           |
|--------------|-----------|
| · Barbarian  | · Fighter |
| · Cleric     | · Ranger  |
| · Druid      | · Rogue   |
| · Elf Wizard | · Wizard  |

Debut: July 2024

### **Safehold III (Under Construction)**

- Safehold IV
- 10× Alchemist's Ink
- 20× Alchemist's Parchment
- 5× Aragonite
- 50× Darkwood Plank
- 10× Dwarven Steel
- 5× Elven Bismuth
- 10× Enchanter's Munition
- 4× Golden Fleece
- 10× Minotaur Hide
- 50× Mystic Silk
- 5× Oil of Enchantment
- 50× Philosopher's Stone

Debut: October 2024

### **Safehold III**

- Safehold III (Under Construction)
- 10,000 GP in Reserve Bars

Debut: October 2024

### **Follower \_\_\_\_**

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

All Followers (shown below) have the same recipe:

- |             |            |
|-------------|------------|
| · Brawling  | · Hedgekin |
| · Catkin    | · Sprite   |
| · Dragonkin | · Stomper  |
| · Fiend     | · Toadkin  |

Debut: January 2025

### **Safehold II (Under Construction)**

- Safehold III
- 20× Alchemist's Ink
- 20× Alchemist's Parchment
- 6× Aragonite
- 50× Darkwood Plank
- 20× Dwarven Steel
- 7× Elven Bismuth
- 10× Enchanter's Munition
- 5× Golden Fleece
- 20× Minotaur Hide
- 60× Mystic Silk
- 6× Oil of Enchantment
- 50× Philosopher's Stone

Debut: April 2025

### **Safehold II**

- Safehold II (Under Construction)
- 1× 25,000 GP Eldritch Ore Bar

Debut: April 2025

### **Sidekick \_\_\_\_**

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

All Sidekicks (shown below) have the same recipe:

- Ella
- Gib Gub
- Grunnel
- Pudnort
- Tabor



Debut: July 2025

### **Safehold I (Under Construction)**

- Safehold II
- 30× Alchemist's Ink
- 30× Alchemist's Parchment
- 7× Aragonite
- 60× Darkwood Plank
- 20× Dwarven Steel
- 10× Elven Bismuth
- 10× Enchanter's Munition
- 5× Golden Fleece
- 30× Minotaur Hide
- 70× Mystic Silk
- 7× Oil of Enchantment
- 60× Philosopher's Stone

Debut: October 2025

### **Safehold I**

- Safehold I (Under Construction)
- 2× 25,000 GP Eldritch Ore Bar

Debut: January 2026

### **Mythic Tokens (Other than COIN OF WEALTH)\***

- 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

\* Applies to the following Mythic Tokens

Mythic Bead of Defiance

Mythic Charm of Fate

Mythic Ettin Ring

Mythic Ioun Stone of Insight

Debut: January 2027

### **COIN OF WEALTH**

- 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