

# 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 for players to make strategic decisions before each adventure regarding the new slots, 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 SAFEHOLD V token.

Each level of Safehold token comes with five Benefit tokens of the same exact type. These Benefit tokens allow the Safehold owner to create new tokens (helpers), 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 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.

Safehold Token Level	Benefit	# of Hireling Slots	# of Underling Slots	# of Follower Slots
SAFEHOLD V	5 HIRELING STEWARD tokens (Creates Hirelings)	1	—	—
SAFEHOLD IV	5 UNDERLING STEWARD tokens (Creates Underlings)	1	1	—
SAFEHOLD III	5 FOLLOWER STEWARD tokens (Creates Followers)	1	1	1
SAFEHOLD II	5 MYTHIC TRANSMUTER tokens (Creates Tier 2 Mythic tokens)	2	1	1
SAFEHOLD I	5 MASTER MYTHIC TRANSMUTER tokens (Creates any Tier Mythic Token)	2	2	1

The package that is sent back to the collector includes the appropriate level Safehold token, as well as five special Benefit tokens which are related to that specific level of Safehold token. Thus, the first Safehold token, the SAFEHOLD V token, also comes with five HIRELING STEWARD tokens which have one “charge” to be used in special transmute recipes to gain a Hireling.

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) into 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 benefit tokens collected through the various Safehold token levels.

The Safehold tokens will never appear in the Random Treasure Generators (nor GT bags), so if you see someone using a Safehold token (like a Follower or Mythic), know that it was created via the transmute process.

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 January, 2026.

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 on the right. 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.

## Underling Tokens





## Safehold III



Besides the SAFEHOLD III token that is delivered with the transmute order, the collector will also receive 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 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 will require 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 and FOLLOWER FIEND does not allow you to equip more than 10 Charms.

Currently, Ioun Stone and Charm are the only slots with expansion slot caps, 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.



## Follower Tokens



Safehold II



SAFEHOLD II tokens are created when a SAFEHOLD II (UNDER CONSTRUCTION) is transmuted. This token comes with a stack of five MYTHIC TRANSMUTER tokens. Each one can be used in a special transmute recipe to create one über-rare Mythic Tier 2 token. An example of a Tier 2 Mythic token is the Mythic Girdle shown above. The recipe to make a SAFEHOLD II token will require a SAFEHOLD III token.

Trainer Limits  
(Hirelings, Underlings and Followers)

- SAFEHOLD V owners may transmute an unlimited number of Hirelings, but they can only equip one Hireling.
- SAFEHOLD IV collectors may transmute an unlimited number of Underlings, but they can only equip one Underling.
- SAFEHOLD III may transmute an unlimited number of Followers, but they can only equip one Follower.
- Larger fortresses give you more resources for training with your at-home training team. This means your character can do more pre-adventuring training, and thus get more instruction from their trainer helpers.
- SAFEHOLD II may equip up to TWO Hirelings, ONE Underling, and ONE Follower.
- SAFEHOLD I may equip up to TWO Hirelings, up to TWO Underlings, and ONE Follower.

Maximum Equippable Trainers

Safehold Level	Max Hirelings	Max Underlings	Max Followers
V	1	—	—
IV	1	1	—
III	1	1	1
II	2	1	1
I	2	2	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 will come with five MASTER MYTHIC TRANSMUTER tokens which can be used as part of a large transmute order to make any Mythic token. These Mythic tokens will be more expensive than the Tier 2 tokens. An example of a Tier 1 Mythic token is the MYTHIC TOTEM OF AVARICE.

More About Mythic Tokens

Mythic level tokens are on a power level above Legendary tokens, and they are divided up into Tier 2 and Tier 1 (more powerful than Tier 2) groups. The Tier 2 Mythic tokens give enhanced bonuses to character attributes and combat stats. The Tier 1 Mythic token powers (only able to be transmuted and used with SAFEHOLD I tokens) include granting +20



Treasure Chips, consolidating many slot expanders into one token\* and allowing players to gain a stackable +1 level benefit making 6<sup>th</sup> level characters possible.

\*The wearer is still subject to the Slot Expanders Cap, if applicable for that slot. See the “Equipment” section of the [Player’s Handbook](#) for details.

Mythic Tokens will be crafted as unique “white marble” chips that mimic the look and feel of real marble. The front printed sticker design of the token has also been changed so that the usual parchment background has been replaced with a white marble background. All Mythic and SAFEHOLD I tokens will have embedded RFID chips to prevent duplication.

If a player wishes to use a Mythic token in a game, the player must present either a SAFEHOLD II token (for any Tier 2 Mythic token) and/or a SAFEHOLD I token (for any Tier 2 or Tier 1 Mythic token) to the Coach. Only one appropriately powered Safehold token is needed to authorize any qualifying Mythic tokens. Thus, if a player wishes to equip four Tier 2 Mythic tokens, she only needs to present a single SAFEHOLD II (or SAFEHOLD I) token to the Coach. One single SAFEHOLD I token authorizes all Tier 2 and Tier 1 Mythic tokens the player may wish to use.

## Omni Cube & Omni Orb Tokens



To allow newer players to create Legendary tokens (except for Charm of Avarice) whose recipes include expired Uncommons, Rares, Ultra Rares and Relics, we created the OMNI CUBE and OMNI ORB Transmuted tokens.

Both of the Omni tokens are “chocolate” back Trade tokens. Their recipes will change annually. Their current recipes [can be found in the TDb](#).

*Note:* The OMNI CUBE and the OMNI ORB tokens cannot be used to create the actual token it’s being a proxy for. E.g., you cannot turn in an OMNI CUBE and request a Relic token back from TD HQ. These Omni tokens may only be used in lieu of a Relic or other lower-level token in certain Legendary token recipes.

You can turn in more than one OMNI ORB and OMNI CUBE within one Legendary transmute order.

## Safehold Transmutation Available Dates

2023: March = Safehold V (Under Construction)

2023: October = Safehold V (make Hirelings)

2024: January = Safehold IV (Under Construction)

2024: April = Safehold IV (make Underlings)

2024: July = Safehold III (Under Construction)

2024: October = Safehold III (make Followers)

2025: January = Safehold II (Under Construction)

2025: April = Safehold II (make Tier 2 Mythics)

2025: July = Safehold I (Under Construction)

2025: October = Safehold I

2026: January = Tier 1 Mythic tokens can be crafted

## After the Above Start Dates Pass

No doubt there are going to be collectors who come late to the party, and they won’t be 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 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 or Mythic tokens that can be created by a collector so long as they have the required recipe and Benefit tokens. However, your character can only equip one Hireling, one Underling, and one Follower token—unless you can present a SAFEHOLD II or SAFEHOLD I token in Coaching. See [Trainer Limits](#) for more information.

## Important Notes

We are releasing an initial offering of Hirelings, Underlings, Followers and Mythic tokens. However, it is possible we will add, or change tokens to these various groups in the years ahead. We are planning on initially making 10 Mythic tokens (seven Tier 2 and three Tier 1) available to transmute.

The exact recipes for all the Safehold tokens are subject to a yearly change at the beginning of the transmuting season in January. We reserve the right to tweak recipes yearly to compensate for fluctuations in the Trade token economy.

The adventure challenge rating of “Mythic” may be added above the “Epic” rating in 2026, and a special Mythic Survivor button will be available for those who meet the Mythic challenge during an adventure.

Tier 2 Mythic and Tier 1 Mythic tokens have slightly different designs so the Coaches can easily tell them apart immediately. This is because Tier 2 Mythic tokens require the presentation of a SAFEHOLD II token, whereas Tier 1 Mythic tokens require a SAFEHOLD I token to equip it.



# Recipe Appendix

Debut: March 2023

## 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

Debut: October 2023

## Safehold V

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

Debut: October 2023

## 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
- Brewmaster
- Champion
- Duelist
- Fletcher
- Martial Artist
- Oracle
- Scribe

Debut: January 2024

## 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

Debut: April. 2024

## Safehold IV

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

Debut: April. 2024

## 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
- Cleric
- Druid
- Elf Wizard
- Fighter
- Ranger
- Rogue
- 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 (UC)
- 10,000 GP in 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
- Catkin
- Dragonkin
- Fiend
- Hedgekin
- Sprite
- Stomper
- Toadkin

Debut: January 2025

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

recipe TBA in 2024

Debut: April 2025

### **Safehold II**

recipe TBA in 2024

Debut: April 2025

### **Tier II Mythic \_\_\_\_**

powers and recipes TBA in 2024

Debut: July 2025

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

recipe TBA in 2024

Debut: October 2025

### **Safehold I**

recipe TBA in 2024

Debut: January 2026

### **Tier I Mythic \_\_\_\_**

powers and recipes TBA in 2024