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They may be ok with some of your fighting abilities, temples will help you invoke these rules, but not other!extraplanar allies to help you battle, towers let yoursearch new spells, and institutions allow col-ALIGNMENTlect secrets and generate cash. Each fortress also improves your signature class This book references aligning a lot – not freakfeature, food bardish inspiration or your output. It's just deployed as an organizational tool. Ki. Amonka's bail watchdogs provide improved class features, a fun way to say ally or against. And a way to see them draw power from the earth itself. Classify allies and monsters dramatically. Paladins Local area around your fortress is called to confront chaos and evil, clerics embody good; it's your demesque, just cool ways of sending back to the opposing forces or your character, now, if not the ruler, are certainly very ally with the heroes. Feel free to recontext these links, however building a fortress also inspires people to let you enjoy it. If you play ... legitimate neutral paladin, you to attract followers, rolling on a graphic specific, perhaps the opposite chaos is more important or useful to

players, inventing teams and requiring them to pick our team if they were going to keep playing, so it's best not to take it too seriously. Page cladding: Paladin Chapel. 7STRONGHOLDS8t cool to take place arbitrary. You can easily have six species, or one for your own. The main wig-head everyone Just different abilities to buy ters, base. Lock, a la carte. But I find that these four get us 90% of what we tower, save. need, with their variations get us another 9%. And for those players who want a fortress not listed here, it would be even better to hopefully have variations enough to help GM if your headquarters come up with a unique option without much work to do. did something cool for you. Gave you some fortress acquisition useful ability, preferably in battle, since it is three main ways for a party to purchase anywhere much (not all!) game going on. It's definitely

your class. These followers may be more mercenaries of you than good or evil. Or maybe alignment is not helpful at all, in which case the player and GM can agree to use allies or against. Alignment was originally invented as an excuse to yell at players who were backstabbing other

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a fortress: they are (in the order of the most expensive life and death stuff going on everywhere. least expensive) build a new one, renovate the old one, it's also nice to have an excuse to raise money. Delve- or get it from the local noble. Building a fortress, spending and time experience is
self-evidently good as it makes your level of character up and gain power. The cost (in gold) and the time to build (on days) for magical elements, likewise. They allow you to do cool things four fortresses listed on the next page. These characters would never normally have done. What
should we do with people building locks about 600 years before? At least one edition gave players easy access to the invention of gunpowding made them obsolete, and screwing up magical items is a great way to spend their money. there is no reasonable way to translate these costs on
the side of the effect of this supposed presence of stores in the fantasy game. But even if we had chosen historically large enough cities where you can buy magical items. period, as our baseline, there was no time in history But the modern edition does the opposite when stripes of wizards
and warts roamed the cooperative. Players during the 5E playtest said they wanted to try, peeling dragon hordes and returning tomagic to be rare, and the development team listened. A magical civilization with tens of thousands of gold pieces is and magic shops is not supposed to be
abase game. So any costs we have to get must first be based on fortresses and upgrading them, so give you an economics fantasy RPG. And this means good reason to save your money, they should cost a lot, but don't take too long. If it takes 10 years to build your fortress, no computer
will ever make strongholds of it. Holds and towers, temples and institutions each has wildly different purposes with different time to build. Any character can be whitewashed or use any fortress, although why not
spell- Keeps bigger and more fortified for The character can build a tower exercise of left goals and therefore take longer to build: 150 days to reader. Maybe they have an NPC ally spell! Temples and Towers are less fortified, but still usu- Save is a battle bolom for characters between a
stone ally and take 120 days to complete in raising armies and defending local cities- level 1.folk. Barbaric camps and pirate ships are a variation of this. The institution serves no defensive purpose, type-ically existing within a city or city with its own fortifi - the Tower is a secret stronghold
for performing spells. But your institution is still well designed for the challenge! They need 90 days to
complete. Druid Grove is a popular variation. Fortresses as fortifications The institution is a spy stronghold for keeps, towers and temples also counted as fortifications that unites your enemies and generates revenue. if you use the rules of warfare in the Application: War (page 233). They
provide bonuses to Morali Castle uniting two or more of the above into soldiers who protect them in battle. They also have an alarger complex owned and in the use of multiple characters, the size representing the die used to track the damage done toeach of which can benefit mechanically
from them. and strength rating, which represents how hard they are to hurt. Because they don't attack, they ultimately have the idea that there are four kinds of no attack, defense, or Power scores.strongholds (and some variations each) of fully 9STRONGHOLD BUILDING FORTRESS
COST BUILD (GP) TIME, BUILD (DAYS) FORTIFICATION BONUS Keep 10,000 150+2 Morale at Tower Level 8,000 120+1 Morale at Level 6,000 90 - Institution Size at Forte Level 1 level 5 Keep d6 d8 d10 d12 d20 Tower d4 d6 d8 d10 d12 Temple d4
d6 d8 d10 d12 - - - - - Setting strength at LEVEL 1 FORTRESS Level 2nd Level 3rd Level 4th Level 5 Hold Level 22 24 26 28 30 Tower 18 20 22 24 26 - - - - Institution upgrade cost (GP) fortress 1-2-2nd level 3-3rd level 3-4th level 4-5th level Keep 5,000 10,000
15,000 20,000 Tower 3,000 6,000 12,000 18,000 Temple 3,000 6,000 12,000 18,000 12,000 18,000 2,000 4,000 6,000 8,000 CREATION TIME FOR UPDATE (DAYS) STRONGHOLD FROM LEVEL 1 TO LEVEL 2-3RD LEVEL 3-4-4TH level 4-5nd level Hold 50 100 150 200 Tower 4 0 80 120 160 Temple
40 80 120 160 30 60 90 120 Institution 1010News of your fortress PAY MORE TO MAKE IT FASTEROnce built, your fortress can be upgraded time and spending more money, as shown on from the moment of construction or repair of any fortress requiresstolytsya on the previous page.
You can spend more manpower, it's reasonable for players to make money to build a bigger fortress from the beginning, but that hiring more artisans and workers will speed up no time or cost savings. Process! Castles: Folding fortresses To a small extent this is true, but the rules suggest
that your workers are working optimally, so adding more strongholds belongs to someone who pays for it, and they workers, paradoxically, will cause it to take longer. If Kayle the Wizard builds a tower, he is a fact well documented as it is often ignored. He can let his famous (real) book
Mythical Sorcerer or Wart Buddies do spell research there... Moon details exactly what's going on: Apart from auntie one or both betrays it! Or him, they are! Only one certain point, the larger your network, the morecharacter can benefit from a given fortress when managing, the more
communication time, and each character can only benefit from what is needed for everyone involved and the harder his ability to maintain at the same time. becomes for any individual employee to find the answer to their question, get an approved task or get if a few chip characters in pay
for a strong unlocked (or even know who blocks them) on hold- or one character just spends a lot of money is a process. Difficult taskscooking is proportionally more time and money than just So we assume that times are group, so the castle costs 10% more and takes 10% more workers
who get a job in fast enough for each basic fortress function it includes, and that adding more people to the team will just complicate things. Jess, Anna and Lars decide to come together and buy a castle. It will contain a hold, a temple, all avengers hanging out at the Avengers mansion, but
also on the tower. It will cost 33,800 GP and take 507 at the end of the day, Tony Stark has built this place so Jarvis days. That's 10,000 GP for save and 8,000 responses to it, and when things go wrong, he's at GP everyone for the tower and temple, 150 days for hooking for him. Save and
120 days each for the temple and tower. Then an extra 30% on top (multiply the time Finally, don't assume that just because you like the cost each by 1.3) to account for an extra player think it would be a good idea for all of us to work hard, needed to incorporate many features to build a
fortress together that everyone else in the same structure. table agrees. In my experience, one or two players can agree one or two players actually have their own ideas about If you build a castle with two
towers, because you should do with what they perceive as their commonality, only one of them provides the benefits of a spell of treasure. Make sure you poll the electorate. In addition, the advantage of the fortress applies only and listen to what they say. People who often disagree to one
character at a time. The character can switch to keep their mouths closed only to avoid conflicts, and that's between them what fortress benefits they get for a great recipe for breeding unhappy players. Narrative reasons for the purpose of design, on the one hand, to different costs and
timessomethingly models the real world where building an amovie theater and car factory in one building- Of course, what seems reasonable to me may seem (one suggests) will take longer wildly unfounded for you! Each GM campaign will build each individually. On the one hand, different
different, and different ways that can not be similar to the anchor points, have different requirements and are anticipated or turned out to be any given designer. more or less, or speed up or slow down the time it take to fit both your notion of what is reasonable and also, one of the goals of
these rules is to give players the precedents you set for your game. To do what needs to be done in downtime, and this is a period for indisparable purposes and initiatives. Usually when one of my players builds a fortress, everyone hangs in there. The 11th 11these solutions seem less like
a GM fiat and base them at what level should the characters in the rules and your game consider the following. Get a watchdog? Fortresses take more or less time to build on the basis There is no correct answer to this, it depends entirely on the availability of local workers. Maybe the latest
GM. I run games in which computers started at level 1 events in your campaign made workers and play local nobles complete with strongholds and artisans few or many! Regardless of on-premises problematic domains. I'm running for groups that on level 3 have cleared players who have
recently dealt with, it can have a crowded watchtower and claimed it's their base. scared many valuable workers away from the district (strongholds take longer). Or, with this problem like GM, you can just decide what would be fun to solve, maybe more workers are available and ready if
players have started with or cleared their own to help our solid heroes (strongholds take less time)! at low levels. One of the great moments in any campaign, for me, is just after de-orc Fortress players can cost more if the terrain proves ruinous to save and realize: Hey! We make this
resource poor. Need a tree and stone to make the place our base! This is the moment when the players fortress, not just any tree or stone. start using what they find in the world as their own resources. The world feels real to them. They can't build from this, Arranelle Woodwright thinks
about things other than killing monsters. says, shaking his head. The trees are all beech around here. Can not make a proper rafter or maybe the question: At what level computers can scaffold with beech. Neither the bloc nor the decider no. afford to build your own fortress? It's easy the
rope will chew right through it. We start by imagining players want to pool their money together to build a castle for 50,000 and the stone here has all got vaping running through gold chunks. It. The water table is just a few feet down, I believe Halder Chalk, a stone shell watching. So we've
been learning through published adventures will have to send on vacation to get some proper to find out: when would the characters have been able to granite. The cost is guite a penny that, afford to save? Well, if they go through the official 5E big giant adventure... the answer is surprising.
By the 6th thus, the costs may be more exorbitant than the level of rules in the Big Giant Adventure the players may have in mind. The reverse is also true! accumulated enough gold to buy hold. Assuming they find all the gold and roll average on random results. No gold, sorry to break it to
you. Know that rats love comins to gold. But many in practice, however, it is difficult to find all the iron, Zoran Steele, the foreman of mine, gold is useful, especially adventures with says. More'n is enough for you to start with sandbox elements, or branches. Different groups proper to keep
often come out with wildly different amounts of cash from a single adventure. Level 7, therefore, are circumstances, both natural and political, can be substantiated. to make your campaign's spending different from them. Indeed, in some worlds of the metal campaign, as not assumed, the
adventure will be guite rare as ... very rare thing! And we can imagine the fortress would be a very expensive proposition on various editions to treat gold differently. Some classic that's a dead world under a black star. 1st edition of the adventure to reward many tens of thousands of golds at
low levels (often in copper pieces, intentionally, When it's done? some adventures hardly any Keep in mind that Level 1 keep this simple motte-gold in them at all. when it's actually done. It can act as another within the publication. a0000 fortress long before it is beautiful, and all the finishing
touches are complete. It may be difficult That way Game Masters, who think my players think Camelot is being built in just over a year, will want a fortress to make sure they drop off, but that's because the structure we imagine with pink is enough gold on the players to make that possible.
Walls and pennants fly what you get long after the gold you reward becomes the handle you turn to adjust the place was a functioning castle. when exactly players can afford their own stronghold. Assuming they have to buy a thing at all! There are other options!12 Spreading ruins If there
are several (more than three, including dungeon levels) levels with intact rooms, then this is if any druid costs them salt - or any other minerals - probably isn't a Level 1 fortress. It might be awill to tell you: nature is quite aggressive. Without a level 2 or level 3 stronghold! GM, remember that
unprofessional retention, roots and lyana and weather will take your generosity that the strongholds are out on level 5. Practically, if you keep either the tower or the temple in power and there is little left to aspire to. Any local fortress in good enough shape so as not to need to repair the
ruins saves you half the time and the repair costs actually belong to someone. Legally. Some local from the final fortress. Therefore, the repair of the destroyed noble man level 1. It can currently be overflowing with orcas, or evenkeep will only cost 5,000 gold and will take 75 days. sitting
surrounded by forest overgrowth is forgotten. But once the party clears it, it becomes unforgivable - it's up to GM to decide whether there's a ruin of ten, and the local Duke or Queen says: Hey, that's mine. a single-room fortress or castle, which can serve as a complex that contains some
combination of major nobles, get really rings when a bunch of rat strongholds are inside. catchers decide that some fortress in the noble terrier- the Tories have them. Local nobles are starting to feel, perhaps how badly destroyed the stronghold is purely judging - these caustic agitators are
trying to muscle in to call GM's ment, but here are some guidelines. If their cushy gig.it has multiple levels with any intact rooms, each leveling another 500 golds in value and 7 weekends in total at the same time, nobles are not stupid - even though they are time. If it has any completely
intact levels, each level instead may well be hinged, scary or full of hubris - so they will ate you 1,000 GP and 14 days. can realize that any group of mercenaries enough to purge orcas will serve better as actors or allies than enemies. 13So, as a rule, the local noble would be very grateful
and with whom they should be an ally, who would be generous. The Duke can nominate the noblest and victorious side of any future conflict. a reliable party member (in favor of legitimate good, or legitimate, or the same alignment as noble) and invest Generally, you want to assume that the
actions of the PC are theirs as a baron. Welcome! You're landed noble! unintended consequences. When you build, buy or clean the tower and make it your own, you make as democratic and egalitarian as players, allies and enemies can feel. You upset a resilient state if your world is wildly
different from the medieval world, and have created an instigator incident for which society, the local noble would not be interested in the idea of seeing launching a game #24.1 standalone collective running a fortress. Players may feel that they have collectively saved the noble here,
usually no expense - the fortress is a forgotten stronghold for them, but noble does not give. The cost can be thought out as a risk to life and recognise an adventurous party as a legitimate form of limb that players have held. Although the local noble may be the government. Give PCs a
fortress that needs some repair, it's pretty classic. Imagine Greywall Keep as a So while many PC players can enjoy the benefits of Camelot-esque castle with pink walls and strict laws (i.e. a complex stronghold owned by many regulating rainfall, but when they arrive they will be characters)
as far as local politics is concerned, it can be found that the local noble may not be the same as forthcom PC is responsible for it. When a local nobleman has an ying with details, as one might wish. Classic. the problem is the computer that is on the hook. In addition, the local nobleman can
simply reward players with a stronghold as payment for some service. It's purely a tradition in my campaign, but once Thank you for stopping this local death cult, that's how the players start getting a fortress, I tell them right and title to a small hold. Now it can be exactly straight: they can
spend money and it will be built as it sounds, and the players just get a fortress, no, but they don't benefit from it until they protect the strings attached. Not very dramatic though, is it? it is in battle as described more in Annex: War (page 233). This is usually the first time players in such a
situation, we expect there is some reason faced with the Warfare system, but so far a reward is available over the stronghold. Maybe it's about six campaigns, players never collapse, and there may be some costs associated with get-balked in this state, and so far they always burning it up
100% without strings, and saying this place mine sends a signal to the local fortress no-orc-infestation will need actors who before that hadn't noticed some low-level players to do something incredibly risky beforehand, ratcatchers. But once you've built a tower, save, or adventure-wise, to
earn local noble favor. Temple, suddenly you are important enough to be afraid! The institution's political complications attract less attention, of course, but even building a new inn or taverna sends a signal in something I enjoyed doing in my own campaign, in which case it's the city itself
rather than creating-putting a document granting the right and right to a strong cop that is under attack. It is better to start building to hold on to the one who holds the act. These are, of course, some walls! ahistorical... But it's dramatic! Strongholds and cities This throws an interesting
monkey wrench into the political landscape, as the dead king wrote for the purposes of city campaigns or games to set this document and therefore technically all local near major cities, every urban area or block is considered as noisy should stick to it. But... it's a really good idea for the
province. An institution six miles outside the capital have some murders running shows there? can spy on one neighborhood, but not the whole city and will not be able to change which area they spied this kind of well so this document says keep on, although they could upgrade and spy for
more! yours, but me and my army really want this conflict makes great drama! With lots of local authority lining up to see 1 If you don't know what a game launch is, I have a YouTube channel for you! I mean... So. I literally have a YouTube channel for you.14EXTENDED REST So your
world, if you use this book, is slowly turning into one where there are local credentials. These powers of watchdog strongholds provide special abilities that guickly tend to be noble, but they can be any characters who run out of use and must be charged by taking power and the army. The
wizard with the tower can continue the rest. Extended rest requires spending only a small farm outside, and that farm has a week on your fortress, touching the base with your own city council and the wizard not bothering items and followers, and visiting your affairs. Their. But if the local
baron needs secret help, then this wizard he turns to. This rule exists for several reasons. First, it reinforces the erration. expect these nobles powerful NPPs manage different areas. granting their benefits indefinitely. They have their own strongholds and armies and a fighter who
hasn't visited them to keep for years is their own subjects who work for them and will fight indiscriminally from a fighter without a stronghold! with them. Second, they give players good reason to bring local states back home, and it gives you, GM, the opportunity to advance your campaign's
policies. It's possible to easily go overboard when world building and through sending or sacking a diplomat (page 259) or just assume you need to have every detail mapped. mundane messengers on horseback to advance their dozens of great and minor players—all other politics without
visiting your fortress and, indeed, barons and archdioceses, bishops, and guildmasters—some of them should be allowed, but major events and this may seem like an irresistible task. revelations are better handled personally and, if war breaks, the Lord cannot command his troops so do not
do it! You really only need three others from the bottom of the dungeon. We can add more as we play, but we only need STRENGTH! three to get started. Fortress imbalance game. Paladin with a hostile lord serves an obvious purpose. They are fully upgraded fortresses has access to
much more is a powerful threat by which players can test abilities than paladin without one. It's by design. Yourself. They oppose player growth It's good to get your players ahead of the power curve; authorities for any reason. you GM have all the tools you need to challenge them. You
have access to all the monsters and you can union lord, which is probably not as powerful as making them nastier than usual. players, but older and more experienced, helps players understand the nature of the political world. To help balance things, we give villains and they find themselves.
in and have to push their minions their own fortress abilities, which must shod, the union lord can throw with players less challenging, and therefore easier already and make their meager army into the cause. overwhelmed GM for use than the pc's supporting stronghold abilities (see Villain
Fortress on page 66). A neutral lord is someone with power, the power to determine who will win in the upcoming CONFLICTSTRONGHOLDS & POLITICS between players and a hostile lord, but currently neither on anyone's side. It will take some negotiations, the Bail Watch also
represents a political framework. role play, perhaps some of them contribute to their sway. Many campaigns tick nicely together without anyone including GM worrying about things like who in this framework of the three NPC gives you all the charge here?, where here area of the map or you
need to start a moderately robust political game. this is the city or area around the dungeon. These are these characters do not appear behind magic - they are absolutely beautiful; many successful campaigns work for the NPC, which need to be introduced and designed as years without
anyone needing to worry about it. any other. These rules change these assumptions. Since the stronghold is also a symbol of power, it threatens other local lords. Even if your players don't have combat ambitions, if they attract a few units of light cavalry, suddenly they'll start to wonder: Hey,
what can I do about it? 2 I think 5E is the most designed edition of the game, but I also think some players refocus on balance because they feel the game is something to be addressed. They expect a level of rigor more appropriate for wargame or card play. I don't have those expectations
on RPG. 15 Keep keep1 sitting on the hill. It can be tall or squatting, but it holds were built as protection from armies, safes and power projects. He defends. It's a symbol. It says: I'm easily a protective location. But in all cases keep here, and this place is mine. These people, this land, are
connected to war in a way that other strongholds are not under my protection. So you build a hold because you want to raise if you don't want it to be, of course - it's your army and give them a place to stay and train. keep, do what you want. Put your keep in the valley, if you like, hide it in
the woods. But note that the above language of UNIT ENHANCEMENT does not make a moral assessment. A good ruler, angry, can everyone say the same thing, but for different - you can attract a unit rolling for pointless reasons for your class. below chart. Some classes are naturally
more combative than others - fighter and paladin attract units that know it's there easier than a wizard and a sorcerer. But even a falling wart like Graves, Hollow, Let's imagine you want to build a hidden hold---it's my Gravesford campaign shield can involve the use of powerful magies. It's
ahistorical, so if one of the units with a good roll. It would be very interesting, my players have cooled this out, I would explain to them the army - to come to the service of warts! something of nature and purpose holds, and how hard (indeed, I think mostly impossible) is to build besides, you
can spend gold just to buy a unit of anything of this size and scale without everyone in these mercenaries. But units not only cost money on hold, called maintenance and mercenaries are more expensive to hold. Napoleon did it quite it took
hundreds of working months to build a save, well, and would have gotten away with it if it hadn't even if you were only repairing existing ones Plague tifu? And these workers have homes and families, and although they can eventually move to your land---it is possible, A keep reduces the
cost of buying units by 10% per level because you are a good ruler, or just because it is, and it also reduces unit retention by 10% per level. conveniently live near where they spend months This means that level 5 continues to decline as work costs - these people will talk about what to buy
units and their retention cost by 50%. they're building. After finishing holding, you get units equal in But if, after that, I saw the player still thought it was a number of up to 2 plus to keep the level. In GM's dis- it would be great to build a hidden hold, I would just ask cretion, if you build keep
above level 1, you're ok, cool considering it takes a lot of people can get your first block when you start building to do it, how do you plan to keep it a secret? I'm another block halfway through and the rest when it won't say no; I would just give the player a chance complete. There may be
good, dramatic reasons to think about it and be creative. Any answer they give it to and also gives you a unit early that you can go will bring opportunities for drama! annoying your neighbors. And that's absolutely the reason - being able to assume that a half-built hold is complete So, in
general, building any kind of fortress does enough to house some people. Statement. But keep this military fortification. It is not used to investigate the mysteries of the universe, Which units arrive on the pledge of service to GM, or communicating with the powers of creation, or
enhancement, but there is a handy chart on the next page, if they are money and training secrets, it is about raising the army. Want to leave a choice of destiny. Giving your army somewhere to live. Protect your people and secure your will abroad. Historically, newly minted units start at a
size of 1d4. If you get the same result twice, 3 just increase the device size to 1d6. 1 There's a big one by which I mean a deeply strange, Michael Mann film called The Keep about a bunch of Nazis accidentally letting the demon loose in Transylvania while the Eternal Man tries to stop them.
It has nothing to do with these rules, but this is my book, you get my weirdness. 2 It's real, by the way. Popularly, Napoleon blundered in Russia and lost because he, an experienced soldier who built an army that kept mobile by lifting, somehow forgot about a phenomenon called winter. But
in reality, Napoleon lost 80,000 men in the first month of a tif hike spread by lice. I suspect many victorious generals would have had a bad time if they had lost 80,000 men to the disease in one month. 3 Actually very likely, since some units are just much more common than others16 All
raised units are the same as the owner of units raised by KEEPof save. Unit type D100 Use rules in creating your own units (page 01–12 Green Light Infantry237) to create unit cards as soon as you know which block 13–24 Green Middle Infantry you've attracted. 25–34 Regular Light
Infantry 35-44 Regular Middle Infantry Elf Jess Cleric Lady Sariel Builds Keep, Engages 45-46 Experienced Middle Infantry, and then rolls 47-48 Seasoned heavy infantry again, getting another unit of regular light 49-57 Green light It still has only one unit, but now
it's a 58-66 Greens medium archers measuring 1d6 instead of a size 1d4. 67-72 Regular light archers 73-78 Regular middle archersTRAINSTVO 79-86 Regular lightweight cavalry 87-95 Regular middle cavalry Means army, and army requires training! 96-100 Experienced lightweight
cavalryHow you train your soldiers, you get better with your gear by gaining the following bonuses based on universal training: Possessing universal reapons or armor that you use. Choose one of the fol-weapons in two hands, you get +1 AC.lowing training benefits. BARBARIC CAMP You
can't benefit from training from armor, shields or weapons you don't know. You can Barbarians famously holds! In that under nochange what training you get during extended circumstances, they will ever build one. They are heresy (p. 15). why other people are building holds! For the
barbarian, the idea of putting all your people in the immovable prison walls of Light Armor Training: You have an advantage on seems ridiculous. Dexterity is checked while wearing light armor. Of course, strictly speaking, anyone can build any medium-trained armor: You get a 5-foot extra
fortress. And what is considered a barbarian has movement while wearing medium armor. This has nothing to do with what's on your character sheet. You don't get through the possibilities of attacks4, can easily be a fighter or ranger who looks and behaves in a classic barbaric regime.
Heavy Armor Training: You will learn to represent your highest heavily armored face for your enemies. Ranged barbaric UNITShave attacks flaw against you as crossbow bolts and acid arrows splashed harmlessly (sometimes) D12 BARBARIC UNITSoff your armor. 1–3 Green Light Infantry
4-6 Regular Light Infantry Bludgeoning Training: When you rate a critical 7-8 Green Light Archer, the goal has flaws on the percussion rolls, saving 9-10 regular lightweight archers, and testing your abilities to start your 11 regular Light Cavalrynext turn. 12 Experienced Lightweight Cavalry
Finesse Training: When a nearby enemy dam ages you with near-weapons, you can, as a reaction, make a near attack against them with your weapon wielding. Piercing Training: You're dealing 1d6 damage to the wearing of heavy armor. Achieve training: If you press with achievable
weapons, weapons, Move 5-foot goals, but they should stay within your reach. Shield Training: If you succeed in weapons attack while wielding a shield, you can push your 5feet target away from you. Such a movement does not make opportunistic attacks. Slashing Training: You cause an
additional 1d6 damages forthinking worn by light, natural or lacking in armor.4 In other words, you can move another square in your motion that you can leave without causing. 17But, if you want a rampage of hordes, you want bar-fed and accommodation.
The Mongols had a mobile camp. Don't accept substitutes. forge and carpentry shops! • It raises units just as save, but using Substitutes for barbaric chart units on the previous page. • It does not provide a discount on the hold. These rules show how a mobile fortress behaves
• It can move a number of provinces5 per season based on certain assumptions about the rampage of hordes. inversely proportional to its size. Level 1Famously, we can easily photograph any barbaric camp can move 5 provinces numbering other strongholds that can use these rules.
Season. Camp level 5, only one. As long as all their units have light machinery, they make Druid can decide to go to war, awaken not to suffer the movement of punishment for moving in trees, and lead them to war! Make the awakened trees of the Wilderness. But do they suffer a normal
move to have a permanent fortress? They could, but they were menting a terrain-based penalty. • If a barbaric camp spends one season in a civilized province, the owner of this province, Monk, can withdraw a permanent fortress and must do a check of unrest against DC 13. If instead
wander the earth, inciting the peasantry to take the level of development of the province, arm their tyrannical lords and join it. Was there more than the level of the barbaric camp, Jeanne Arc has a permanent fortification? Or she had a roll has an advantage. If it's smaller, is the rolbasic lead
of a barbaric horde? has a drawback. The barbaric camp functions as a hold on to foul- If the province doesn't test its unrest, it loses differences; one level of development. If it lowers it to 0, it goes back to the Wilderness and no longer produces • It still costs gold, but twice as much.
Temporary resources for its owner. wells must be dug, skins for tents must be constantly rolled out and repaired. Weapons and, of course, spending the season there means that armor still needs repair. Large tents require the endurance of the owner's own armies. We're a lot of wooden
stakes. And foraging involves basically talking about invasions, buying food from locals as well as stealing it. When you're on the move, you basically have to do all that all the time, keep all 5 provinces, unrest, population centers, and developmental levels all in & amp; amp; War. I know it's
kind of bogus to put the rules here you can't use yet, but I don't want the benefits of a barbaric camp scattered across two books.181920 PIRATE SHIPO further variation to keep terrible piracy. A pirate ship (galleon, but one dedicated to piracy) is a mobile stronghold like a barbarcampus.
But while the barbaric camp is getting slower, the pirate ship is getting faster! The larger wind sailboat is much more efficient than the larger one passing through the water.1 The pirate ship functions as hold with further differences. • The ship attracts units just as hold, but with limits to their
size. It cannot carry units larger than the size of 1d6. If you deploy on units raised to save the chart (page 17), you would raise a unit larger than the size of 1d6, download again. • The ship can hold a number of units to the level of the vessel, and can hold units of any type. Thus, a fully
upgraded ship (level 5) could carry five units. • The ship can move five sea sixs a day, 2 plus one sea six-level ship. • If ship bags (i.e. wins the battle against) the port settlement, the level of development of the settlement is reduced by one. • Spending a week in the port settlement gener-
ates 100 gp.1 This is actually the case. The development of large sails and the ability to dine in the wind led to the development of galleon, which was faster than its smaller cousins. The Galleons became so big and could carry so much gold and spice that they became easy pick-ups for
enemy privateers, and thus there was an age of piracy born. 2 21 Vezhamagic is dangerous. Unpredictable. But there are some - what, do you need these rules? They are basically just a guide thing even more dangerous: magical research. These are lines for how much damage spells do on
what level.why wizards and other secret spells put their turncoaches away from civilization: so they can experi- Spell research should be fun, and one reason, and if they cause something with a number it's fun that it's unpredictable. My all-time favorite tentacles and eyeballs that can only
be expressed by the chart are the old potion multicolored table, which I wanted to use imaginary numbers, the only person to roll not because really good things are
pointless wizard who couldn't say all the right words in could happen! Sometimes at the same time! Any result of the right order, was exciting and dramatic, and even if my character had exploded, I would have been thrilled. Mind you, many big fantasy cities have towers full of wizards, but I
always assume that comes with this research system spells everything rolling ondanger from time to time causing hordes of unspeak-charts because in my experience player when jable awfulness from the world below. I mean, see charts like potions of diversity table or
Wildyou've have all these knights sitting around, maybe like a magic chart, or an old-school stick wonder chart, lwell give them something to do! Just want to roll on them. The founding of the tower unlocks the magic 1 battle for them and in this book, all the results of the study spell the
benefits of a secret spell of power for caster research, but not all of them are equally useful, and new spells! And if you use our rules, there are 0% some of them amazing. But because these benefits things can go wrong. Well, it's close to 0%, I'm rewards for building a fortress, no nodon
don't know your GM. bad results. RESEARCH SPELLS INVENTING NEW SPELLS KNOW THAT player characters can reinvent spells - we see that inventing a new spell from scratch is a kind of pain in the whole text of the main game. Famous asses and hard to balance and requires
unique com-wizard computers in the 1970s and spells their players bining player ingenuity and GM balancing that can be with us throughout history to be a lot of work, and not all of it is fun. But researching an existing spell? Taking here – So we know it can be done and it was done to set a
boring spell and do it to do something extrabutt back to the day when the player just tell GM and neat and maybe weird? Going into your research, what was their idea for a spell, and GM would come lab and not knowing exactly what you were going for with some appropriate dangerous
and heroic quest to get when you're going out? It's magical. Here's howyo ingredients and local historians are for research, and it works. Choose a spell You can still do that, and, indeed, you actually can't only research secret spells, not divine spells - the necessary rules for it. That's the
kind of thing you do because the gods get really bitchy if you start trying monkeys still don't rule for it. ineffective Villa. This means that the spell must be on the spelling list of the bard, master, wart or sorcerer. The major books have rules for creating new spells, the 5th edition doesn't really
have a clear division, but they're at the back and I don't get the sense that they're secret and divine spells, but you'll notice it's hard to use. They also rely on a combination of players giving clerics or druids or paladins access to spells within (first, Think of a new spell that isn't yet someone's
name in the title. named spells are covered by one of the hundreds in the game) and GM ently, unique to secret spells, and we likeapply (and GM has to find a way to balance it out, this tradition.which is probably not fun) and if you're already doing 1 in Kingdoms & mp; amp; Warfare.22 GM
can, of course, allow divine character to research spells, a magical user should spend 1 on spell research, and why not. It's just not a month, plus 1 week per spell level, minus 1 default assumption, week to the level of their tower. You should be able to cast the spell you want Graves to
build the tower and call it Helltower. research, and spells may not have a proper name in it. He decides it would be nice if his vampiric touches. You can choose to research cantrip, but the vampiric touch is a Level 3 spell, and the hell-
researched cantripe will spell Level 1 (see Tower Casting - Level 1 Tower. Take 6 weeks: the main time is 4 weeks, plus 3 weeks, because the vampiric touch is a level 3 spell, choose a spell target of minus 1 week because its tower is level 1. These categories are not exhaustive, but
generally find a chart, roll or select appropriate. Some spells may fall under a few cat mountains. Whether the damage relates to many spells, which are also followed by the selection of spells and its purpose, and studies fit elsewhere on the list. The goal is to allow the player him during the
appropriate time, the magic user rolls d8 to select a category, and GM interprets the exact on the graph that matches its effect to reveal the target as a whole. The target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to reveal the target as a whole its effect to
the GM and player agree, the player can simply choose to • Himself or one ally the effect they want - although it is much more prone • One enemy to abuse. And, of course, GM can roll for a player. • All the bad guys in the field is a very old-school way of doing things, and while • All allies in
the field it may seem less satisfying to the player, it allows GM • Spell damages curate result. Some spells don't fit into any of these categories, type - GM may, for example, know or strongly suspect what bestows knowledge or what to cause or that one possible outcome would just be less
satis - to create things. For such spells, the above list has enough fying for the player and make sure the result doesn't affect the fact that you could easily choose something from it to come up with. They can still roll! And just select next or even create a unique list by selecting and selecting
either the previous result in the list if they get the errone effects below for the player to roll, but we recommend the Tory result. themselves or one ally for spells that would otherwise not fit the category because it is likely that the spellcaster bin- The player has spent a lot of his or her and
effiescies in some way from spells, time to get this, so while some weird results can be fun and the player should be they can do more search later, the ultimate goal is to give the player a fun reward. Research spells take time. Many potential composes need to be tested to
determine what is right Some of these results are surprising. It's by design, one for this new spell. Special volumes should be procured to reinforce the idea that magic is unpredictable. which describe the creation of the original spell, pointing out this is not science. That's why they call it
magic. the path to the change tool. The time spent is 8 hours every day, 6 days a week. The arkanist can take breaks several times a day to talk to his lieutenant, command his followers and oversee the construction of his tower, but they spend the necessary time in research. If that time is
interrupted, a new spell slips mad and they should start again. 23WRITE TARGETS YOU OR ONE ALLY D8 SPELL EFFECT 1 Empowerment: Within 10 minutes, a random assessment of the ability to target change to 20 if it is below 20, 2 Regeneration: For the duration of the spell, the
goal restores the hit points, which equals your modifier's ability to spell at the start of each of his turns. 3 Mindful: Within 10 minutes, the goal could use a modifier ability to spell on any saving throws. 4 Omniscient: Within 10 minutes, the target grows a third eye that detects hidden,
disguised and invisible creatures within 200 feet, but not objects on other planes. 5 Levitting: Within 10 minutes, the goal gains a flight speed of 10 feet. 6 Invulnible: By the end of its next turn, the target is insured against all damage. Topologically ambiguous: Within 10 minutes, the target
has a 33% chance at the start of each of its 10-foot teleport turns as a bonus action. These coefficients are cumulative (33% chance of first turning, 66% on the second, 7,100% on the third), but the odds are reset to 33% each time the teleports are targeted. The target may not choose a
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teleporter, but the odds are still reset. Blazing: By the end of its next turn, the goal's movement leaves a trail of fire that lasts for 8 spell durations. It causes 3d6 damage (Dexterity save half) to any creature that begins to turn in flames or moves into or through it. The spell targets several
allies of D8 EFFECT SPELL 1 Dexterous: Within 10 minutes, the goal movement does not shape attack capabilities. 2 Acceleration: Within 10 minutes before taking action, the target can move an extra half of its movement. 3 Energizing: By the end of its next turn, the goal adds a modifier
of ability to spell to its attack rolls and dc spells. Oracular: Within 10 minutes, the target can see which elements within 200 feet are magical, can see the effects of 4 persistent spells, and can make DC 15 Reconnaissance (Arcana) check to know what these elements are or spells, 5 Fated:
By the end of its next turn, the target could damage the rolls again and could take new ones 6 Vengeful: Within 10 minutes, the goal gets a reaction that it can use to attack any enemies that have fallen into it. 7 Detection: By the end of its next turn, the goal always rolls 1920s on wisdom
(perception) scrutiny. 8 Shining: Within 10 minutes, a goal that drops the enemy to 0 hit points can take dash or attack action. SPELL GOALS ONE ENEMY D8 SPELL EFFECT 1 BETRAYAL: Aim immediately attacks another target of your choice. 2 Deception: The goal does not recognize
you as the enemy. By the end of your next turn, your attacks against goal have the edge and the goal has a downside on keeping throws against your spells. 3 Distraction: In the next step, the target may move or take action, but not both. 4 Elucidating: The target sparkle is closely kept
secret, 5 Stupfing: The exploration estimate target decreases to 3 by the end of next 2010, 6 Lighting: By the end of its next turn, the target is glowing, preferring all attacks against it and pouring out any hidden allies adjacent to it. 7 confusing: The next attack targets a random legal being.
The target will use its movement on its next turn to approach this creature if necessary. 8 Expose: Clothing and armor targets disappear towards the end of their next turn. Adjust its AC and abilities accordingly.24REQUESTING GOALS MULTIPLE ENEMIESD8 SPELL EFFECT 1 Preferred:
Target knocks prone. 2 thunderous: The target is pushed 10 feet back. 3 Defiling: Roll 1d6. The goal takes so much necrotic damage and you get temporary hit points equal to the total of 4 damage done to all targets. 5 Immobilization: The target is being held in place and is being captured
until the end of next 2010. 6 Blinding: Flesh grows over the eyeballs of the whole. He's blind for Round 1 at tower level. Disgusting: Towards the end of his next turn, the target's hands mutate into tentacles, causing him to drop his weapon. If 7 targets don't have a weapon, it grows them,
blazing ineffectively, missing attacks, and failing to cast a spell. Enfeebling: The target gets vulnerable to fire, cold, lightning or acid - chosen whenever a spell is thrown - for 1 8 rounds at tower level. Telekinetic: Move all targets 10 feet in one direction. If moved up, the target causes 1d6
damage when it falls back down and must do a DC 10 Dexterity (Acrobatics) check or is prone to fall. Does the damage • (mental) hallucinations: In their next step, the targets perceive allies as enemies and show their type of damage in the list below. Enemies as allies, and act accordingly.•
(Acid) Melting: Objects carried • (Radiant) Dazzling: Every target is blind until the target gets caught and interests at the end of its next turn. Turning. armor worn
out by targets degrades by 2. Sufficiation effects do not stack. • (Thunder) Concussion: The targets are pushed 20 feet back. • (Cold) Cooling: The affected targets are captured by the end of the next turn. I got a result I don't like • (Fire) Incinerating: The affected goals last well, look. The
whole point of this system is to reward to burn by taking an extra 1d6 damage in your players for wasting time and money (and start each round until they spend the action outright, just having a desire) to build a fortress, so extinguishing the flames. if you think there is any danger your
player can reject the result, maybe just let them choose. Or roll behind. (Strength) Detonation: Affected targets are a screen for them and make sure they get the result you're knocked prone to. In the next step, they should know that they will like it. Do the wisdom of keeping the throw stand
up. At their next turn, they can get up the whole rolling point to make the result seem normal without making a save, as destiny. How it came from forces outside of you or your player control. It helps fool us into feeling like • (Lightning) Shocking: Affected targets have rules describing the real
world. But that sense of disadvantage on all the life-saving throws until veering is as important as a player feeling the end of vour next turn, as they received a cool reward for their efforts. (Necrotic) Unholy: 2 1d4 ghouls rise from the ground, each appearing anywhere you choose within 10
feet. They will submit to your teams for a number of rounds equal to your spell capacity modifier, Then crumbles to dust. (Piercing) Puncture: Within 10 minutes, weapons attacks against the affected targets score critical blows on shock rolls 15 or higher. (Poison) Nausea: The affected targets against the affected targets score critical blows on shock rolls 15 or higher.
targets foresake their next turn by spending it vomiting. 2 Yes, I know some people don't believe raising dead is evil or unsoci In other words, your spell creates a weak spot in the target's armor or hides what others might use. 2526More spella casting study given spell can only be changed
by research once, now the magic user has his own spells! Blazing velyrin and this magical user can only change a number of ing gazeus shapes! Elemin's overwhelming hypnotic spells equal their tower level. No, no, no, the level of personalized spell is one higher than the level of the
original spell. Spelling research can't give you access to spells that your class doesn't have. You can explore if a goal spell persists against it, modifiera 4th level spells for getting a level 5 spell you automatically fail. If the purpose of betrayal charmcannot is cast yet but will be able to once
you level the person makes their wisdom save charm, up-your research shows spells exist, but you they don't suffer betrayal properly mastered it yet. However, you can't look for a Level 5 spell, producing a Level 6 spell if the effects of an altered spell can't be united's class can never
access a Level 6 spell, with the consequences of an unalted spell. For example, the enlarged character cannot be further enlarged, in addition to these restrictions, the player may do more casting regenerating more research later. GM should allow the player to live with a new spell for a
while and, if they don't like spells that can be thrown as a ritual can be changed, result, forget that research and work on another, but that doesn't change the duration of their effect. spell. The goal is to empower players and make the empowerment commune cast as a ritual takes 10 minutes.
of their fortress to feel powerful and rewarding! throw, but the empowerment gains still last only 10 minutes thereafter. If a player likes the result, they should be free to choose the same spell modifier for later There is another limitation: a magical user can only spell a study. Cast spells
multiple times equals their spellcast-ing modifier ability. Once they do, they have to take Reginam research to the secret eye (the spell again. themselves or ally), rolls on the corresponding chart, and gets 4. Omniscient! Perfect! Now she has
the future use of Reginam's omniscient spell eves, and the pigeon-tail effects are good. As the magical user casts spells and learns its new nature, GM can detect spells, perhaps not after returning to its tower after an adventure - as useful as anyone might like, or it may be too ing, she
tackles research in an end, and after useful. GM is free to change spells over time, wasting time on its research, it is simply adjusting its effects, changing spell levels. This allows you to apply omnisciently to giggle without representing a magical understanding of the user's changing rolling
because its player feels like it's making a spell. Performance detected. Some elements of a good combo. secret formula, once clear, begin to slip out of mind spellcaster, as the spell swirls and wriggles After the character has spells of signature, especially under human attention after they
have used it in the wild several times, rumors about its existence begin to circulate and, eventually, it is once GM considers the spells to have grown and possible, even inevitable, that another spellcaster is ready to enter the wide world beyond the magic of the usermight reverse engineer is
a custom spell and duplication, and assuming that the player is also happyit. Scrolls of the omniscient can begin with it - remember, balance aside, the final resultcirculation. Hostile spells can start using his process is a reward for a player – GM mayagainst heroes! decree that the inquest is
now learned and available for other spellcasters to learn, and it can be attributed to your character automatically resistant to scrolls and copied in spellbooks. effects of any spell you research. Reginam, therefore, has the advantage of saving throws against Reginam Greetings, you added to
the growingomnity of the eyes. It will still work, even against a magical organ spell of knowledge! May the gods pardon who invented it! It just works much less often, your victims! 2728ALTERNATIVE TOWER RULES: Velyrin finishes her tower and devotes it to towers by School
necromancy. He memorizes the gift-giving curse on level 3, but when he drops it, he behaves in everyone else, there are some simple rules for towers around school, so as a level 4 spell, an extension of the dura-case you don't like the spell research system, to a concentration of up to 10
minutes. Having finished the tower, the magical user must devote all spells of necromancing he throws that day to one of the eight schools of magic. It's a traditional cast as if they were one level higher. But to give your tower a school---accorded name, if its tower is only level 1, it can't pre-
select Divination, you can call your fortress a pair of its necromantic spells that way again until the Tower of Prophecy. Necromancing... Well, he spends a week in his tower. After upgrading Necromancers is pretty cool, but also the Tower of Death to the Tier 2 tower, it can now spend 2
days, it's pretty badass. Either the Black Tower or the Tower casting necromantic spells at a higher level. Pale flesh. You get the idea. You can, of course, decide what towers are in your cell - a charming user who is studying at his tower for a paign grant both these benefits and a
spellbinding research, week can prepare and cast spells from their tower as if spells have been cast one level higher. In an optional rule: The effort, a fireball studied by a Level 5 master with an evolutionary tower, will be cast as a Level 4 spell, and another method I used and enjoyed allows
for extra 1d6 damage, even if the master was a magic user, to cast their specialized spells as if they were using a Level 3 slot, were one level higher with no restrictions (apart from normal spell restrictions on level per day), but whenever a magical user can only prepare spells in a way they
cast spells at a higher level, they must make an number of times equal to the level of their tower constitution checking DC 10 plus spell level. If (so usually once at startup). After that, they fail, they suffer one level of exhaustion. A long vacation coming home and spending a week
researching in removes one level of exhaustion. 29 Temple Priest, Wart and Druid All acquisition and loss of concordepations in common. They don't get their knowledge and training but because of how you adventure, certain actions can make you get an example to higher power. Insanity,
unscheduled being or lose consent. Basically, they are known to youror-force nature. Telepathic wild people ix, for character knows if they are persuaded by the upticking, worshipped Beila, the eternally ferocial storm - the hostile priest abandoning his life of evil and
joinmaelstrom lying in the ocean between Vasloria and you (very difficult but lasting positive gains) Rioja, north of the Xian Islands chain. Sages claim or kill an enemy cultist (quite easily, but no prolonged mailstrom is a hole between worlds but Ixian consequences) that you continue your
deity stormspeaker shamans call Bale your god. They pray for goals and will be rewarded. Unable to act when you have ... and their prayers are answered by druid spells, an opportunity also to cause you to lose your consent and incitement. Gods see it as their duty to know divine spells
are of little use to the tower or to keep, right from wrong. If you are suffred by the enemy, they build temples. Some of them are mighty churches, making their bidding, the gods are as angry with you as the underground shrines to their dark god, and they would be if you helped the enemy
willingly. Theysome simple pools with crystal water surrounded do not pay very close attention and do not have time for trees and are blessed with rays of sunlight, to assess the intricacies of situational ethics. While temples come in many forms, they all share here are some examples of
things that would add to one basic function: they provide a pleading or subtracting from your current concordence. The subject they are calling for is to provide them with a reward in THE FACT CHANGEexchange for faithful service, including access to the Battle Petition of Your Deity -
15magic1 and temporary easement assistance, depending on the desecrated enemy altar +10add help character. Thwarted enemy priest +5 Converted follower +5CONCORDANCE Converted enemy priest +15 plucked enemy minion +1This is satisfied with your deity2 with your
Consecrated Altar +10is called your consent. If your insanity pleases the left enemy altar intact -15enough to reward you, then you have in agreement failed to sustain the awns of the past -5 with your frenzy. If they are not satisfied, then you are helped by a hostile priest -10 with consent.
Generally, there's no way to know what you're in or out of before you petition for your frenzy. DIVINE INTERVENTION Your current consent is known only to your GM, the cleric's divine intervention is much improved that you can track your good deeds in case the version matches.
Concordence is available to remind you of this. This is usually a number from all, but has disadvantage and only provides specific1 to 100, but you can go above and below this range, rewards. Divine intervention works only for clerics, has inspired the negative. there are no drawbacks, and
could potentially solve any problem. Of course GM can ask you to keep running tally. So when your character petitions for his deity, GMasks: Ok, what have you done for your god since you called them? GM always freely agrees or disagrees and can add its own bonus penalties. Only GM
knows what the reality of the gods is, the numbers will be damned. 1 Described in kingdoms & amp;; War. 2 Or whatever. I can't keep writing a frenzy or power or abstract concept, you get the idea.30 Predetermining your deity THE CONCORDANCE CHART As an action, you can petition
for your frenzy for help, ROLL RESULT PENALTY GM3 rolls percentile bones and adds current compliance and current level. If you have 01-20 Damned! For the next -20 temple, you get an extra +30 to your roll, minute, whenever you do 21-65-15, you can get help, be ignored, or be
punished for a roll attack or saving your repeated badger. If you're not busting 66-75 -10 your ass (or temple), there's a good chance you'll quit, you should download d4 to be damned just for being annoyed. 76-84 -10 85-94 and subtract the number -10 Because the gods do not like to be
predetermined, petition 95–104 has swept from the result of -15 your deity, regardless of the outcome, gives you a penalty of 105–109 of your shock roll or saving -20 to your consent. This punishment will be accumulated as 110–114–25, which you will petition again and again. Track your
penalty from the throw. -30 petitions separately. Taking an extended rest in your temple 115+, if you have one, clears any punishments you have ignored. Things could accumulate from the petition. it was worse. Servators' chart Is Blessed. For the next minute, if you do if your match result
provides you with a sideitor, determine which sideitor arrives by selecting one of the attack rolls or saving the column you rolled. You can collapse the sidefinder you choose, must be in your d4 and add a symbol of a number or cleaner and be approved by the GM. No matter how devout
vour legitimate good paladin, rolled to the result of your god will not give you a demon, devil or undead your attack roll or preservation and probably nothing of Arcadia or Primordium. Throw, The character who invoked the easement is informally referred to as a conscript or type I applicant
by Serviteor or more formally a concordant. The last term is what servitors usually use. Servitor Type II Servitor Type B Servitor Type II Type II Type IV Type IV Type VI Court Mantis Knight Orchid Count Monarchon Oleander Ash Marshall
Arcadia (fairies) DragonCelestial Host Princip Power Virtue Dominion Tron Withier (Heavenly) Spontaneous Fire Mote Source Pillar Knight Seraf Earth Water Templars (Elementary) Cosmic Corsot Queen Lord Rolle Magistrate Pollcourt All Flesh Smaller Vasta Bone
Maladar Bone (Aberration) Change The Fate of Uursovk Diktum Inexorable Marilit Time of Death Nature (Designs) Prickly Devil Oni Hezru Vrok Glabresa Smaller Balor Demons (Non-Humans) Wraith 2 Bearded Less Erin Chain Devil 2 Ghasts, 1 Ghost, Bone Devil Horned Devil Devil (Non-Humans) Wraith 2 Bearded Less Erin Chain Devil 2 Ghasts, 1 Ghost, Bone Devil Horned Devil Devil (Non-Humans) Wraith 2 Bearded Less Erin Chain Devil 2 Ghasts, 1 Ghost, Bone Devil Horned Devil Devil (Non-Humans) Wraith 2 Bearded Less Erin Chain Devil 2 Ghasts, 1 Ghost, Bone Devil Horned Devil Devil (Non-Humans) Wraith 2 Bearded Less Erin Chain Devil 3 Ghasts, 1 Ghost, Bone Devil Horned Devil Devil (Non-Humans) Wraith 2 Bearded Less Erin Chain Devil 3 Ghasts, 1 Ghost, Bone Devil Horned Devil Devil (Non-Humans) Wraith 2 Bearded Less Erin Chain Devil 3 Ghasts, 1 Ghost, Bone Devil Horned Devil Devil (Non-Humans) Wraith 3 Ghasts, 2 Ghasts, 3 Ghasts, 
Humanities) Devils 3 Ghouls 2 Ghasts 1 Wraith, 1 Ghost, 2 Wights 2 Ghasts 2 Wights Undead (undead) 3 Of course GM can let the player roll! Just keep in mind 100 is as likely as 1. 31 Picking chart for druid player GROVESGMs, one option you have is to let the player roll, but the temple
option, grove4 druid refuses the bonus to decide which line they roll. The unpredictable consent to own a temple in exchange can be very fun, but be sure to choose to set a powerful spell, including spells you don't know. Druid, who opposes the law (like roads and know or who cannot be
on the druids spell list, incisivizations), will obviously align with the grove, making it permanent. The Court of All Flesh also opposes the law. Which sidekick arrives can say a lot about Druid choosing one spell from the list belowcharacter makes a petition! and
spends a month in meditation. If the powers that give them their spells are satisfied with their work, using your Servitor, they will forever establish a spell requested by druids, which can be given once a period specified in the Grove, the induced creature is called a sideitor. This is a
spellbinding table. Whatever his attitude, GROVE SPELLSonly's serving remains on the same plane as the concordant for round 4 plus round 1 at the level of your fortress, SPELL CASTING LIMITreturning to its home dimension. Servi- Reincarnate Once per Seasontors who have died in
the mundane world are leaving their once-season behind, and their bottom line is returning to their Home Foresight Once per Monthplane to reform there. Greater restoration Once a month, servites often bring a word from the power served by con- Heal Once per Yearcordant, telling them
of unknown dangers or resurrection otherwise making cryptic pronunciations. Feel free to immerse the easer with the individual and give them preferences, during battle, to interact with the characters. 4 We use the term grove for both the temple of this variant and as a common, narrative
term for the druid stronghold later in the book.32 The curse belongs to the grove, but the druid rushes. High level installation grants druidGrove must constantly gravitate. Leaving those who gravitate to the grove of power and power. The local Baronsgrove uncapped for a month makes it
return to the wild, and the Lords can visit, hoping the druid will help them inatura and spell dissipate. Druid, who founded guit spells in his favor. This great opporto-guy doesn't have to be the one to bow it out, lieu-nity for some classic tit-for-tat plot, but now a winstenant or follower will do.,
they just do not get a bonus to roll in favor of our hero!owning the temple. The grove uses different rules of different advantages. 3334 InstitutionOn all fortresses are powerful fortresses made of stone RUMORS. If you're a rogue or bard, you have little benefit for the army, or your own
bespoke spell, or ... Well actually, during an adventure or in the lead-up to one, you may be able to summon allies into battle it would be enough to spend money and collect some rumors about thenice, but then you have to promise service to malic, the quest you are going to go on. Cost 100
GP per estab-and you're not really the type to follow with your lishment level agreements. You prefer people you promote, not vice versa. On the successful check of Gather Intel (page 36), you will learn the name of one kind of creature you will fight – business is much better! Businesses
can be small ing (goblins, bandits, dragons, oozes, etc.) and are roughly profitable and, best of all, give no indication of how many of them will be (a few, a dozen, dozens, score, really goes there. legitimate business that hides points, etc.). During the adventure, these creaturesache secret
operation is called the front, by the way, will be vulnerable to harm from your attacks, for aBut is here, we will call it an institution. The institution does two things: it makes money In addition, GM can choose to disclose any of the collecting
information, often from the same people following: it's making money. Your establishment can be an inn or a general store, both classic examples. Or it is • The location of a secret door or a hiddenvary to be a blacksmith's shop! Why not? So you don't get anything in and out know about
blacksmithing, so what? You can hire a blacksmith who will be very happy to have • The location and nature of trapsomeplace is warm and dry and well equipped to make them • Description of one puzzle or puzzle in! • Location and description of one powerful meanwhile, you make it a point
to listen to all the magical elementsinteresting things customers unwittingly to the nanny. Or you could stay away from the store com- It may seem like it takes pleasure from the weave, there's a blacksmith to come to you with your part of the adventure, but for a profit-setting player and any
juicy tidbits people have been stupid - it will seem the other way around. This will make them responsive enough to open up. The better your front, the more awesome, and at the end of the day, you can always add how people should talk openly there. more traps and secret doors! The
revenue is a lot of moneyeach season (or every three months, depending on yes! that's the point, gets from adventure? Not in my experience. And apart from other things in this book, what exactly if your establishment is part of the castle, can you use there to spend money on? It's not like
gold is all for that money to upgrade your castle, no problem. by itself makes your character more effective in combat or harder to hit, and doesn't solve problems in the dungeon or elsewhere. For many players, just having a lot of money is a fun fantasy. The strongholds are designed so that
computers have a different kind, and they all work together. Rogue can raise money but doesn't have an army, the fighter wants an army, but the Army costs money, etc. 35GATHERING INTEL Doing CheckInvestigation lets you do detective work, Gather Intel training is a skill provided by
your institution. location and activities of individuals, but orga- Whenever you deploy a Gather Intel check, add your pros-unso Collecting a bonus, but instead of adding a modifier capability, little information from everyone attending, your estab – you can add another bonus by spending gold
pieces.1lishment allows you to spy on organizations and people. This is represented by your Gather Intel skill, received, if you pay, you get a bonus of +1 to the institution's daughter. Check. It's expensive to pay people to spy on people, and big institutions with
bigger bonuses have more Intel lets you know what your enemies are up to, people are paying! However, you cannot pay a bonus with your allies and those guild organizations greater than your institution level. And no, you hordes, countries and those that claim to be neutral. I can not pay
anything to add a bonus +0 - you have to payWhether you find out to GM. It will be useful, but your spies are something. For example, White Fire monks know you've recovered the sword for a million years, Jennifer has a Level 3 institution (the gene and they plan to take it from you or the
Eral store). If she pays 300 GP, she can add +3king closes trading across the south bonus to her Collect Intel check on top of herOkay, it's good to know, but it's a narrative. There is no bonus for possession. She can't pay 400g of homechanics tied to these things. get +4 bonuses, because
it is limited to the level of its institution. But it could payOrganization 200 gp to get +2. An organization of any collection of people who agree you can do a number collect intel checksto general rules and hierarchies in order to further than the season equals your setting level, but yousome
agenda, goals or philosophy. The Order of the Knights, cannot do a few checks against the same college organ wizards, guild thieves, duchy, baronium, gills in the same season. DC setup You do not need to know that the organization exists togather Intel on it! In fact, this classic use of
some organizations is easier to spy on than others! Collect Intel skills! I think there's a conspiracy to infiltrate players when you point out the organization you're retetting the White Hart Knights, but I don't know spying, GM sets DC based on inwhom criteria. Can I do a roll? In this section and
you only get results for the organization-tion you named, not the smaller organizations that he con- GM knows the nature of this villainous orga- trols.nization and can install DC accordingly and let the plays roll. If they succeed, they will learn the title Exactly how these factors define DC
theorization and perhaps something about its makeup assemble intel check to GM, just as there are no goals, strict and fast rules for what is considered difficult local lore for character, making arcana check. Range, how big is the organization? Large organizations to strict and fast rules for what is considered difficult local lore for character, making arcana check. Range, how big is the organization? Large organizations to such that is considered difficult local lore for character, making arcana check. Range, how big is the organization? Large organizations to such that is considered difficult local lore for character, making arcana check.
use your establishment to output easier to spy on smaller ones because the great existence of organizations on the other side of organizations have more members and therefore more of a world. Your institution is only effective against the ability to effusion, blackmail or nonfiction
organizations operating for 24 miles when its level is anestab. (On many maps, the six-footer is 23 miles from side to side.) Some organizations. The Church can sponsor the secret order of the Knights. Thus, a Level 1 institution can spy on an organization-
Spying on a church easily - these are large organizations in its six-legged and six-six-legged around it (one hex that works in the open. A Tier 2 institution can spy on its hexagonal-hexagonal check won't tell you what secret knights are up to. If you want to know this, you'll have to notify your
GM before rolling and they'll as a result install DC higher. 1. Because you're not really there collecting Intel – the institution and its employees do while you are adventurous36I Organization Hidden? Secret Results organizations are harder to spy on. They work to hide their operations as a
matter of course. Duchies and churches like remember that the benefits of fortress are arule, public institutions, and normal people can expect rewards for spending money and time. Thus, the results to at least be able to find and petition their agents, even successful Intel validation must be
useful, if such an organization is tyrannical and hardly effective, that is, they must give information inted any such petition. They're pretty easy to spy on. that helps players make a plan, either to develop execution-aegy, or to advance the plot. In contrast, even large, well-known secret
organisations such as Nine Silver, the Spy Guild and Murderers, avoid confirming suspicions. In other words, if aCapital is still hidden. People know they exist! But the player says: I think the Order of the Five Stars secretlys have no idea how to contact them or even who's in league with the
baron, and they roll well, unfown them. Just say, yes, it's true. It's deeply dissatisfaction-ing, as the player already suspected that. How protective is the organization? Does org-nization know what's spying on them? Do they instead give them something to act on. Yes, it seems,
agentscounterintelligence, who actively oppose them being in the league. Did your people overheard spies con players? Guild thieves are much, much harder to scone, which only makes sense if the wizard luris and spy on the Guild of Merchants, and powerful rulers sell information to the
baron . can deploy highly skilled agents to prevent enemies from spying on them. Hey, it's actionable. Maybe you just made up that master, that's ok! It's your job! But now the player has something to do. This means that you should not be able to spend a little money, help them ask for
more. Will they want someone to drill and earn a service on them? According to what you said and pursue it. Where I got this to these rules... So! Are you temporarily benefiting from the information? Who told me that? - Another stronghold! Once a season, you can spend 1,000 GP to
choose the service below. To do that you need it just makes your life as GM more difficult to know someone with an appropriate stronghold who, because we GM certainly have no idea exactly who considers you an ally, their spies heard it from and if we suddenly faced the responsibility of
not only reinventing keep the NPC we didn't know about five seconds ago, but also figuring out the whole signal of the way as this NPC you get 500 points for the level your ally keep spending knows what they know and who they got it from, then on units for one fight. These units cost you
no gold, we want to ditch this whole system because the pieces don't have a hold, but to disband after the battle it just makes more of a problem than a solution. Over. Units can only come from ancestries you and your ally with save access to. You'll find more So when your players
inevitably ask: How exactly about the spot values units in the Add-on: War I Know It? There is one simple answer: Someone (page 233), who works for you, someone you trust, overheard him, but they don't remember who said it. Tower You can even play it. When a player, with a Select
Modified Spell explored by an ally or NPC character, asks: How do I know that? You can respond to another party member. You can throw this altered spell into character. I don't know, ma'am. I've worked on a number of times that equal to your shop at the institution level, and overheard it.
Oh, it should be a week or before you forget it. Once you forget it, do you have to pay more back? for another favor to throw it again. The player cannot be satisfied with this and can even try to undermine the system by giving orders to his staff to, like, write down everything or keep the
Select Union NPC or party member with the temple. Magazine. At the moment, it's fitting to say you can petition for their frenzy and use their matching them: That's the limit of what your fortress can once. If you call an easement, it remains the number to do. There's no point misleading
them - just give them rounds equal to your level setting. Right. They are looking for a degree of specifics that this system does not support. Where does the money go? The best character to deliver results Raise money for the benefit goes to Ally. PC Ally can Check Intel is a PC lieutenant.
It's a trusted refusal to provide benefits, but they can't change the nature that drives an institution while the PC benefits a lot from the costs. They might want to negotiate better, it's adventurous. When you click on: How did you get the terms or got something else in return, but benefit from
that information? — the lieutenant can shrug his shoulders and say that the benefit comes from the institution and I did not collect it personally. One of the workers we power the network of people in your employment to lie, use overtling it. manipulate, and double deal, so people providing
benefits think that's their idea. Pc ally therefore, if the player is persistent and really wants to dig, might want to name their own terms (I'll give you down and get more details, may be reasonable, but this service if ...), but if they accept the payment, it may also require more work on your part
to invent the owner of the institution benefits. Typically, the NPC response. In that case, it's a good reason to ask an ally won't try to negotiate. They are taking money for another Collect Intel check. and pc gets favor.3839Strongholds from ClassRegardless on whether you build a hold,
tower, DEMESNE EFFECTS ANDtemple, or institution, your fortress improves the STRONGHOLD ACTIONSyour signature function class, and attracts followers being in your class. The power of the stronghold changes the ground around it into a dramatic and sometimes mechanically
interesting Fortress for each class has dramatic paths. As a land regent, you get a new abili-name--- the bard, the monk's monastery. But connections that only work within your fortress, non-Xussed names are just examples chosen for taste, your strength. These icing actions are epic! But
you can imagine and call your fortress in don't worry, GM - the actions of the fortress work only inside, whichever way seems to you the best. Maybe your bard fortress (unless otherwise stated), so there sows a library! A fantastic excuse to ensure people don't come any danger the player
will use them to unbalance in and out of each dropping useful nuggets infor- your game.mation. Maybe your barbarian prefers to call him hisgood rather than camp! It's totally up to you. The construction of the stronghold makes a statement. You make allies, but also enemies. Having some
of these enemies also many of the following abilities reference - attacking a player in their fortress may have infiltrated-ence alignment, but that's purely because I'm old fash-ing it under the cover of night, perhaps gaining entry and preferring an era when the Paladins fought for good, under
the guise of some kind of diplomatic or trade mission, givei I always assume Feel free to make the player feel very bad, which is the core, so that they go to benefit you and your element of this fantasy, we all interact with allies and harm your enemies, however they are determined.
Whenever the action is a stronghold or demesne effectMANDRANT AND EARTH ONE clues to saving the throw, its DC is the fortress owner of the DC spell unless otherwise stated. Owning a stronghold, leading people, inspires you and fuels you to understand. It also allows you to attract
the power of players may be tempted to abuse their fortresses of the land itself. The land you protect serves you with action, using them to show in inappropriate circumstances just like the workers who built your keep and you're in the cums. If they abuse this privilege, they can protect the
land just as you protect your peasants, who find the land they serve and which grants them this and serfs1 power has resources and even less patience. This mystical connection manifests itself in real power. IMPROVEMENT CLASS Feature When your druid takes the form of a bear and
gets fire breathing, or the sword of your paladin cuts through a backfed fortress improves your class's signature defense, it's the power of the earth itself function as your new demesne gives you power. Tifs are piercing through you. Rewarding you for your protec-cally this improved class
feature has a limited amount of it. Use (based on your hardening level, usually), after which you should take an extended rest (page 15) before the ruler feels it and knows when the earth is sick. update the ability. The connection between the ruler and their land is real and tangible. Multi-
class characters can choose any of their class features to improve, and change that choice of Fortress-driven Area, called after extended rest, demesne and grows, as the fortress does, extending the owner's rule within a radius of hexagonal settlements equal to different classes, solid
levels, suggesting that each hexagon has a DIAM-DIFFERENT FOLLOWERSeter of 24 miles. Kingdoms & amp;; War will have many more rules for this. Each class has its own unique chart of followers listed below. These charts make certain assumptions about how different classes are
perceived by society. The two classes may be equally effective in combat, but it doesn't say anything about how local artisans or infantry companies feel about them. 1 Not very egalitarian, but accurate. In addition, the traditional relationship between the Lord and the people who worked on
the earth was far less exploitative than people think.40 Some classes have a wider range of results. Paladins WHO ROLLS?can gain more diverse followers than sorcerers. This justifies how normal people view different classes. This book assumes that the player rolls on his own schedule.
Paladins and fighters, and clerics, are generally respected, the problem with this, of course, is that the results are mistrustful. If they have spells, they often use them to help random ones. There may be some results that you know and heal. But the villagers react badly to witchcraft, the
player will not like it, or that you think is bad for knowledge forarcane Man should not have known! campaign or current adventure. In this case, you have several options for each class reflect this. Mar-tial classes are more likely to get military units, while making unique
chartclasses that use witchcraft and delve into the hidden locations of research of forgotten local historians are more likely to get special. There are enough examples here that if you want, allies (page 67). let's say cut the idea of units completely, you can just fill the gap by adding a few
more followers or expanding these cultural display the typical Fanta - some ranges on the roll results. If you know some land but guessing your results will be problematic in your world or for your setup can be very different. GM, you can customize the players, you can just cut them, replace
them, and/orthoese charts to reflect your world's assumptions or adjust the numbers. After all, you can even create a completely custom chart for a given player. It can be a lot of fun, and the multi-class characters can roll on any chart, hopefully there are enough examples here that you'll
bewhy they have grade levels. feel like you could do it pretty easily if you wanted to. The follower graphics in this chapter are designed for GM Rollsinspire you rather than limiting you. They are based on assump-tions, some of which you may disagree with! For this option solves many
problems because you caninstilation, I tend to think of rangers and rogues as being rolled behind the screen and just pick a follower forneaky, a partisan type of character, so in this system they are a player ignoring the roll. It's called a lie. Don't do it to attract a law agent like paladin. But I'm
not this face – the whole game is fiction and your job is like aknow your campaign or your characters! Either way, GM is to curate the experience of using its rules, as if you think your player's ranger will attract a pal-lingua franc between you and a follower of players adin, feel free to change
your followers table. Or just reward them with a paladin follower. No need to roll! Like all such choices, including choosing what adventure to run, or which monsters to use, or how the AHEN ROLL given NPC will react, this option gives you the ability to curate the experience and choose
what you know GM decides when a player gets rolled on fol- as the player will like and won't unbalance your chart. Here are some typical times to roll: play or make your life hard. And if a player thinks die roll was real, everything is better. When a PC spends money on a stronghold and
starts building of course, the player should be ok with that. If they feel it's their roll, then taking it away removes some • When building a fortress ends their belief in the outcome, and faith is all we have in • When a computer improves (i.e. levels) this GMing business. You really need to know
your players to do the job. Ready Fortress • When the computer levels up No rolls, you just pick GMs, you can combine those rules by allowing me to do it, it can work, it just depends on your player roll when they improve their player fortress and knowing what juice is for them. If they align
their character, for example, juice - the reason they built the fortress - is that they are more about the pitch than about anything else. I think I want to roll on the chart see the result and know-goode pace is one roll to attract followers to the 32-page (or believe that is just as good for our
goals), regarding, or once per chapter in basic hard - it's a real result, then they should roll on the chart.cover adventure. But if it seems that they're not really interested in the multi-class characters can roll on any chart for which actually rolling, only as a result, then you might just have
equals. If you are a multi-class paladin/cleric, choose something for them. As the work ends on yourfor instance, you can roll either on a paladin or a cleric tower, you see an elf standing on the edge of a clear diagram. You make that decision every time you roll. Observations... This elf is
their new follower! No roll required! 4142TA BARBARIC CAMP BARBARIC FOLLOWERSTabir barbarians promises good food and drink like D100 FOLLOWERwell as a competition of strength and bravery, creating one elite light infantry 01-06 (size 1d8), Unitor more subsequent effects at
GM's discretion. 07–12 Veteran of the Middle Cavalry (size 1d4), Unit 13-15 Regular flight of light (size 1d4), BlockDark effects 16-17 Exarch (level 3), Fixer • Ale within barbaric demise Particu- 25-29 Skinwalker (Level 3), Larly Freezer Refreshing, bringing
good humor without 30-34 Beast Lord (Level 3), The Hangover Fixer the next day no matter how many 35-41 Necromancer (Level 3), Fixer consumed. 42–47 Swordmaster (5th level), Fixer 48-52 Devilish (5th level), Fixer • Wildlife within demeanor barbarian grows 53-55 Tracker (7th level),
Fixer is particularly big and fierce, migrating as 56-60 Kovalski camp moves. 61-65 Shakhtar 66-70 Sage • Poisons brought to the demesque barbarian 71-75 Ambassador Khobgoblin are neutralized within an hour. Such cowardly 76-80 Ambassador Gnoll civilized forms of death are not
allowed. Download on a special table allied 81-100 (page 67) Actions of the fortress Their followers, as a rule, combat and wild. Under the initiative ties), barbarians can attract units, but they tend to have a lightweight Barbarian can take action strongholds with
one of the equipment, and barbarians don't go much for leading subsequent effects. They must be in one six-figure or large army. Large armies require many organizations that are their stronghold and cannot use the same discipline, none of which barbarians tend to infect again before a
short or long rest. • You give out the mighty Yawp!, which causes all the barbaric fixers to tend to feel at home with nature, enemies within 20 feet to become frightened of savagery, and chaos. The Barbarians look skeptical until the initiative counts 20 for the next round. knights, but ask
those who make pacts with the dark • • fury, and your allies benefit from forces or serve as a storm of nature. your rage as long as these allies are not wearing heavy armor. Few artisans tend to live among barbarians • You throw a chain of lightning2 with DC equal to 8 camp - mostly
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blacksmiths and miners. However, plus your modicase possession as well as your con-barbarians tend to go places and do things other regents modifier the constitution. You can do this even when you would never dream of making life a barbarian furious, and it doesn't end with your rage.
an attractive prospect for sage. Improving class function: The ambassadors they attract tend to represent Hiftein's fury near human-like tribe as the enemy just because they, when you reduce the enemy to 0 strike points, you can be led by a
human or an elf or dwarf. For local gnolls orchoose to do an additional weapons attack or move the hobgoblins, the barbarian barbarians prefer
followers who are independent and do not require special supervision. They classically don't stand up for great smerek, and they don't usually build big holds to accommodate their employees and servants. Follower barbarian-jana should be at home in wild places, ready and able to quickly
move and live up to his wit2 That's right. Even though barbarians can't cast spells, nature comes to the rescue in their fortress. 4344THE BARD FOLLOWERS OF THE BARD THEATER PROMISE DRAMA AND ENTERTAINMENT! D100 FOLLOWERPoetri and song. But also rumors
and intrigues! It's 01-03 Light Infantry Veteran (size 1d6), unitcreates one or more of the following effects on the 04-06 Regular Lightweight Cavalry (size 1d4), unitGM discretion. 07-09 Experienced lightweight archers (size 1d4), Block Regular Light Fly (Size 1d4), UnitDemesne Effects 10
Enchanter (Level 3), Fixer 11 Kurat (Level 3), Fixer • Whenever the wind blows through the trees 12 Healer (Level 3), Fixer in bard demesne, plays music. Hoofed by 13 Knight-sorcerer (level 3), The Road Fixer knocked out a tricky rhythm. 14–15 Beast Lord (Level 3), Fixer 16-18 Knight-sorcerer (level 3), Fixer 11 Kurat (Level 3), Fixer • Whenever the wind blows through the trees 12 Healer (Level 3), Fixer 16-18 Knight-sorcerer (level 3), Fixer 11 Kurat (Level 3), Fixer 12 Knight-sorcerer (level 3), Fixer 13 Knight-sorcerer (level 3), Fixer 14 Knight-sorcerer (level 3), Fixer 15 Knight-sorcerer (level 3), Fixer 15 Knight-sorcerer (level 3), Fixer 16-18 Knight-sorcerer (level
Sorcerer (Level 5). Fixer • People Who Live for a Week in bard demesne 19-20 Illusionist (Level 5). Fixer finds themselves ending up talking to 21-23 Chaos Mage (Level 5). Fixer Rhyme 24-27 Cutpurse (5th level). Fixer 28-31 Thaumaturgist (7th level). Fixer • Thunder can count on a roll
when 32-34 Kat (7th level), Fixer someone in bard demesne says something 35-37 Shaper (7th level), Fixer dramatic. Ravens obediently on the neighboring 38-40 branches of farmers, when they are sharply expected 41-42 Freemasons. 43-44 Koval 45-46 Carpenter Stronghold Acts 47-
48 Scribe 49–51 SageOn Initiative number 20 (loss of initiative ties), bard 52–54 Tailor take action with one of the following 55-57 Alchemistefefective. The bard must be in the same six-family or province 58-60 Spyas their fortress and cannot use the same effect of the 61-63 Captainagain
until a short or long rest. 64–65 Ambassador Elf • To the initiative count 20 for the next round, 66–71 Dwarf Ambassador all bone inspiration produces its maximum result of 76-78 Gnome Ambassador when rolling, followed by the sound of a 79-84 Orc
Accord ambassador with two notes: one root note and the other 85 Roll on the Special Allies table a fifth higher than the root. (page 67) • Three parts of the band arrive singing your 86-100 praises. While the initiative count 20 in the next step, enemies make saving throws against your
magic, rolling three d20s and using the worst of the three. The band has an exceptionally good world-class rhythm and lust, and the singer has an unusually high voice. • You restore all the inspirations of the bone. Improving class function: Encouraging inspiration While an ally has an
unrequited bardic bone inspiration, their profidencial bonus increases by +1. This applies to more bone inspiration equal to your stronghold, after which you have to take an extended rest to impair that ability. The cleric's 4,546 followers of the cleric's church are a bastion of faith for believers
of D100 FOLLOWERand supporters of the laws of their insanity, and the symbol 01-04 Regular light infantry (size 1d8), Unite against those forces that oppose the usual middle infantry cleric 05-07 (size 1d6), Unitgod, creating one or more of the following effects at 08-10 Experienced
middle infantry (size 1d6), unitGM discretion. 11–13 Normal heavy infantry (size 1d6), Unit 14–15 Normal lightweight cavalry (size 1d6), UnitDemesne Effects 16–17 Normal middle cavalry (size 1dv1d4), Unit 18-19 Experienced heavy cavalry (size 1d4), Unit • People, who live in the cleric's
demess are regular middle archers (size 1d4), a unit of immunity to disease. 20 Loremaster (Level 3), Fixer 21 Troubadour Warrior (Level 3), Fixer of those living 22 Swordmaster (Level 3), Fixer in their demesne, who are in agreement with 23 Tracker (Level 3), Fixer of those living 22 Swordmaster (Level 3), Fixer in their demesne, who are in agreement with 23 Tracker (Level 3), Fixer of those living 22 Swordmaster (Level 3), Fixer in their demesne, who are in agreement with 23 Tracker (Level 3), Fixer of those living 22 Swordmaster (Level 3), Fixer of those living 23 Swordmaster (Level 3), Fixer of those living 24 Swordmaster (Level 3), Fixer of those living 24 Swordmaster (Level 3), Fixer of those living 24 Swordmaster (Level 3), Fixer of those living 25 Swordmaster (Level 3), Fixer of 
Cleric Fixer deity, 24–25 Warlord (3rd level), Fixer 26–28 Knight-sorcerer (5th level), Fixer • While cleric hale, the weather in their 29-30 Mystic (5th level), Fixer demesne is fair. If the cleric is wounded or suff- 31-33 Guild Adept (Level 5), Fermentation Fixer, the weather turns foul, For this
effect 34–37 Acolyte Way (5th The cleric just has to be at 38-41 Justicar (Level 5), Fixer is the same plane as their demesne. 42–44 Enchanter (7th level), RetainerStronghold Actions 48–50 Farmer 51–52 Mason Count Initiative 20 (loss of initiative ties), 53–
55 Kovalic can take steps to cause one of the 56-58 Carpenterfoil effects. The cleric must be in the same six-legged or 59-60 Minerprovince, that their fortress and cannot use the same 61-62 Scribeeffect until short or long rest: 63-65 Sage • All enemies within 10 feet of you must succeed
66-68 Tailor 69-70 Elf Ambassador on the variable throw of the Constitution or suffer from 71-75 dwarfs of ambassadors' consequences now. 76-80 Ambassador Gnome • The hefts of golden light hit from the sky, 81-85 Roll on the table of special allies penetrating the walls and ceilings.
The rays (page 67) target all the und runny nose, demons and devils within 86-100 60 feet of you, even those who are hidden or invisible. Goals must succeed on the wisdom of saving a throw or being destroyed. • You and all allies in the stronghold recover all hit Bones and get 30
temporary hit points. Improving class function: Manifest Divinity When you use your Channel Divinity class feature, allies within 100 feet recover 3d8 hit points. You can do this several times that equals your hardening level, after which you have to take an extended rest to refresh.
4748PRODUCERS DRUID'S GROVE3 DRUID Guy Druid is a symbol of nature's beauty and D100 FOLLOWERpower, creating one or more of the following effects at 01-05 Regular Middle Infantry (Size 1d6), Discretion Unitthe GM. 06-10 Experienced Average Flight (Size 1d4), Loremaster
Block (Level 3), FixerDest Effects 11 Warden (Level 3), Fixer 12 Elementary Acolyte (Level 3), Fixer • Local Birds and Mammals at Druid's 13-19 Chaos Mage (Level 3), Fixer demesne can speak general and Elven. They are 20-24 Conjurer (Level 5), Fixer enjoy talking to new people but
will try to find 25-29 Exarch (Level 5), Fixer and Alert Druid if suspicious strangers 30-36 Spirit Warden (Level 5), Fixer enter demesne. 37-42 Knight of green order (level 7), Fixer • Nuts, fruits and vegetables grown naturally 43-47 Beast Lord (level 7), Fixer (i.e. not agricultural or cultivated)
in druid farmer demesne to give those who eat their effect 48-50 Alchemist goodberry. If you take beyond the demesne, they lose this effect 51-55 Sage. 56-60 Ambassador Elf 61-65 Ambassador Gnome • There are no roads or trails in the druid demeans for the last 66-71 Ambassador Elf 61-65 Ambassador Gnome • There are no roads or trails in the druid demeans for the last 66-71 Ambassador Elf 61-65 Ambassador Elf 61-65 Ambassador Gnome • There are no roads or trails in the druid demeans for the last 66-71 Ambassador Elf 61-65 Ambassa
Lizandfolk for more than a day. However, the Allies and units of the 72–77 Roll on the Faye Allied Graph (page 67) of the Allies can go through the demesne as a 78–80 Roll on the special Allied table, though there were roads. 81–85 (page 67) Watchdog actions 86–100On an initiative
number of 20 (loss of initiative ties) Druid's followers can take steps to edict to cause one of the consequences. Druid must be in the same six-figured or living between civilization and wilderness, druidprovince, as their fortress, and cannot use the same attracting followers willing to put up
with a life dedicated again until after a short or long rest. Few are willing to follow this path, but those who do are fully dedicated to the minute. Every enemy within 20 feet must do a service druid. Dexterity of keeping the throw or being restrained throughout time, taking 3d8 piercing damage
in Druids had little care to command and keep the start of each of its turns from hitting large armies, preferring to use combat magic to lift the thorns. At the end of their turn, enemy special units were affected if necessary. That being said, they can make another life-saving throw to avoid.
one of the classes that can involve flying fighters, often • You throw expulsion at the enemy, sending hawks or units mounted on giant owls. arcadia on a failed seam. • You summon 1d4+ 1 shambling mounds that Little Artisans are interested in living lived outside the fight for you for 1
minute, civilization, but druids are spellers and local historians, so it's natural for alchemists, scapegoats and scribes to improve class functions; collateral service in exchange for greater knowledge. Savage Shape Ambassadors who wish to join stinks of druids when you assume your Wild
Shape, you might assume, usually fairies, are either aligned with them, or creatures that are shaped like any monsmoon, fey or dragon, including prefer swamps and swamps that druid naturally thesis with flying or speed swimming. You can use those involved as sources of power. In
addition, druids have their ability to transform into a creature with their own short list of special allies they can recruit from The Recoil to half your level rounded upwards. All the other wild among the fairy creatures are made of wood. Restrictions and advantages of the form apply (including
using all actions and abilities of the form, except for the den of illegendary actions). You can do this several times at the level of your fortress, after which you have to make an extended vacation to refresh this ability3. This concept is a descriptive term. This does not necessarily mean that
you use alternative temple rules for the grove of druids. 49 Page 2 50PORANT FIGHTER FOLLOWERSA crane fighter fortress is a bastion against intruders, and D100 FOLLOWERit rewards those practicing their combat training, 01–04 Ordinary middle infantry (size 1d8),
Combining one or both subsequent effects on regular heavy infantry (Size (Size unitGM discretion. 08–10 Experienced middle infantry (size 1d8), Unit 11–13 Normal medium cavalry (size 1d6), BlockDark effects 14–15 Will withstand the middle cavalry (size 1d6), Unit 1 16–17 Veteran of the
Middle Cavalry (size 1d4), Unit • Fortifications in the demession grant of a fighter 18-19 Experienced middle archers (size 1d6), Unit units protect their additional bonus +2 Morale. Experienced heavy archers (size 1d4), Block 20 Theurgist (Level 3), Fixer • Mengirs appear in The Demesny
Fighter, 21 Spirit Warden (Level 3), The Fixer follows anyone hostile to those who call it 22 Diabolist (Level 3), Fixer Province Home, imposing itself between 23 Justicar (Level 3), Fixer Intruders and Locals. 24–25 Stormspeaker (3rd level), Fixer 26-27 Troubadour Warrior (3rd level), Fixer •
Archers training in Demesne Unit 28 Healer (5th level), Fixer find their arrows go further and strike 29 Shaper (5th level), Fixer more accurately. 30–32 Hijacker (5th level), Fixer straining in Demesne Unit 28 Healer (5th level), Fixer find their arrows go further and strike 29 Shaper (5th level), Fixer more accurately. 30–32 Hijacker (5th level), Fixer straining in Demesne Unit 28 Healer (5th level), Fixer find their arrows go further and strike 29 Shaper (5th level), Fixer more accurately. 30–32 Hijacker (5th level), Fixer straining in Demesne Unit 28 Healer (5th level), Fixer find their arrows go further and strike 29 Shaper (5th level), Fixer more accurately. 30–32 Hijacker (5th level), Fixer straining in Demesne Unit 28 Healer (5th level), Fixer find their arrows go further and strike 29 Shaper (5th level), Fixer more accurately. 30–32 Hijacker (5th level), Fixer more accurately.
Fixer sharper and not dumber. 39–41 Battle priest (level 7), retainer 42–45 Tracker (level 7), Fixer Sitelsts 46-50 Cavalier (level 7), Fixer 46–50 51–55 FarmerOn initiative count 20 (loss of initiative ties), 56-58 Masonfight can take action, to cause one of the 59-60 Kowalski effects. The
fighter must be in the same six-way 61-63 of Carpentor province as their stronghold and cannot use the same 64-65 Minereffect again until after a short or long rest. Enemy 81-84 Dragonborn Ambassador may choose a different action, but if he chooses 85-86 Gnome Ambassador cast a
spell, he must make DC 16 constitution 87-88 Orc Ambassador save the toss. With a failed seam, it takes 1d6 89 Hobgoblin ambassador force damage at spell level, and 90 Roll on a special spell of the Allied table has no effect and is wasted. (page 67) • By the end of the next move, you
and all 91-100 weapons attacks by your allies hit automatically. Roll anyway, though - you can score a crit! • You and all your allies are recovering to full strike points. Improving class function: Combating the surge when you attack using your surge action, you automatically score a critical
FOLLOWERand self-reliance, one or more of the following 01-03 Regular light infantry (size 1d6), Unit 07-09 Experienced light infantry (size 1d6), UnitDeme Effects 10-11 Experienced middle infantry (size 1d4),
Unit 12–13 Light Infantry Veteran (size 1d4), Unit • Creatures age more slowly within 14-15 Middle Infantry Veteran (size 1d4), Unit of the Demess monk. Prose (Level 3), Retainer 16 Exorcist (Level 3), Fixer • Temperature in the demess of the monk 17 Knight of the green order (level 3),
always moderate, year-round, all day round. Fixer 18 Shaper (Level 3), Fixer • Violence of any kind in demesne has 15% Evoker (Level 3), Fixer Chance to Cause Earth Source, which is 19-20 Diabolist (Level 3), Fixer immediately uses Back to Earth to finish vio- 21-22 Theurgist (5th level),
Fixer lence A monk can change these effects. Warden (5th level), Retainer 23 Kurat (5th level), Retainer 25-27 Conjurer (5th level), Counting Fixer 20 initiatives (loss of initiative ties), 28-30 Illusionist (level 5), Fixermon can take steps to cause
one of 31-33 Mystic (level 7), Fixatorfoil effects. Monk should be in the same six-fight 34-36 Stormspeaker (Level 7), Fixperor province as their fortress, and cannot use the same 37-40 Farmereffect again until after a short or long rest. Throughout the period, 53-55 Miner you are immune to
all but mental damage. 56-58 Scribe • You do eight unarmed attacks against a 59-60 Sage adjacent enemy. 61-62 Captain • You restore all ki as if you finished 63-65 Alchemist short or long rest. 66-68 Ambassador Elf 69-70 Dwarf AmbassadorDiv class Feature Improvement: 71-73
Ambassador of OrkivFocus Ki 74–78 Ambassador Lizandfolk 79–81 Roll to the Table of Special Allies, when you are attacked while you are unrepented 82–83 (page 67) you can ignore all the consequences of the attack except its 84-85damage. You can do this several times, equal toy
level hardening, after which you have to take an 86-100 extended rest to upgrade that ability. Scion of Orcus throws black tentacles, and Bhaltair monk is in range. Sincerely - less the result of Bhaltair's evasion, he is not deterred by tentacles, because he has unrepentant ki. 53 CHAPEL
PALADIN PALADIN FOLLOWERS Paladin Chapel broadcasts The Force of Good and D100 FOLLOWER ACT ACROSS the countryside, creating one or more of the 01-04 Experienced Light Infantry (Size 1d8), unit following effects at GM's discretion. Demesne Effects 05-07 Experienced
Medium Infantry 1d8), Unit 08-10 Block Light Infantry Veteran (Size 1d8), Unit • Clear blue skies and warm sunshine dominated by 11-13 Veteran Heavy Infantry (Size 1d6), a unit all year round. Rain falls only at night, and 14-15 Regular Median Cayalry (size 1d6), block thunderstorms
avoid the area. 16–17 Experienced middle cavalry (size 1d6), Unit 18-19 Veteran of the middle cavalry (size 1d6), Unit • Evil creatures in daylight have flaws on Elite Light Cavalry (size 1d4), block attack rolls, throw preservation, and validation abilities. 20 Mystic (Level 3), Fixer 21 Acolyte
Way (Level 3), Fixer • Paladin is instantly aware of the presence of 22 Loremaster (Level 3), Fixer and place in his demescies of any chaotic or 23 evil creatures with more than 7 Hit Dice. The range of this awareness is a series of sixs, equal to the level of paladin fortress. Watchdog Action
24–25 Evoker (Level 3), Fixer 26–28 Prosier (Level 3), Fixer On the initiative of Count 20 (loss of initiative ties), 29-30 Battle Priest (Level 3), Fixer Paladin can take action, to cause one of the 31-33 Troubadour Warrior (Level 5), Fixer following effects. Paladin should be in the same six-fight
34-37 Thaumaturgist (Level 5), Fixture or Province as their fortress and cannot use the same 38-41 Swordmaster (Level 7), Fixer • Every chaotic or evil creature (of your choice) 45-47 Exorcist (Level 7), Fixer 48-50
Warlord (7th level), Retainer within 50 feet should succeed on the Constitution 51-52 Farmer saving a throw or being tied with gold (anti-zlo) 53-55 Mason or silver (anti-chaos) chains, grappling it to 56-58 Koval it makes a force or dexterity check as a 59-61 Carpenter action against your
DC spell. 62-63 Miner • Flying creatures within 400 feet must succeed a 64-65 Scribe at constitution check against your spell to preserve 66-68 Sage DC or immediately land. They can't pull off a 69-70 Captain again for 10 minutes. 71–74 Tailor • Choose an ally in sight to get an AC 75–79
Elf Ambassador bonus equal to your Charisma bonus as their 80-81 dwarf Ambassador armor turns golden, for 10 minutes. Each ally can be an 82-85 Dragonborn ambassador affected by this ability only once a day, 86-89 Gnome Ambassador Winged Elf Ambassador Class Improvement:
90 Roll on a special diagram of Mount Paladin Righteous Smite 91–93 Roll on the Special Allied Table (page 67) Your Divine Smith burns through enemy resistance. 94–100 Enemies are usually resistant to shining damage or damage to weapons lose it. Enemies are immune to any type of
damage currently resistant to it, and enemies without resistance or radiant or your weapon damage become vulnerable. You can do this for a number of attacks equal to the level of the hardening, the hardening, Which you have to take an extended vacation to upgrade that ability. The
winged elves of Paladin can attract an ambassador from the Secret Court, a court of winged elves. This allows paladin to buy flying units with winged elf origins (see Creating your own units on page 237).54 Paladin MOUNT's special dragons are proud creatures. That being said, in times of
desperation, your allies can come to your aid in the D12 MOUNT battle - especially when defending their kingdom- and 01-04 Hippogrif in these times legends tell of the great paladins who rode the 05-07 Griffon of their dragon allies into battle. Probably versions of these Dragon 08-09
Pegasus stories tell a different tale. 10–11 Unicorn Allicorn (see below) Alikorn 12 Natives of Arcadia, a winged unicorn (not to be Con-A Paladin Mountain fused with horned pegasus) can be caused by a particularly devout paladin to serve as their mountain. If you roll very well (91–93), you
get a special paladin They do not particularly like the everyday world, but are mounted as a follower! This mountain replaces the normal they enjoy and find fun in hunting evil and a horse that you can attract. And, of course, if you curtail the chaos. They will serve as a mountain and
companion to avenge above (94–100), which you can attract to the dragon. If your holy knight only as long as he brings the opportunity to todragon incredibly good-natured and well disposes of smash evil, the sport is denied to them in his home plane to you, it may allow you to ride it, but
it's rare, forAlicornLarge celestial, legal goodARMOR CLASS 13 ActionsHIT POINTS 76 (9d10+27)SPEED 600 Alikorn makes one attack with his horn. 3-Zum.2013. Melee Weapons Attack: +7 hit, reach 5 feet., 19 16 16 11 17 16 one goal. Impact: 11 (2d6 + 4)
damage. (+4) (+3) (+3) (+3) (+3) (+3) (+3) (+3) Horns. Melee weapon attack: +7 hit, reach 5 feet., save throws Dex +6, Wis +6, Cha +6 one goal. Impact: 8 (1d8 + 4) piercing damage. Perception of skills +6 Healing Touch (3/Day). Alikorn touches another creature with his horn. The target magically
restores the immunization poison of 11 (2d8 + 2) points of aptness. In addition, touch removes all diseases and neutralizes all poisonsCONDITION IMMUNITIES fascinated, paralyzed, affecting target.poisoned Teleport (1/Day). Alicorn magically teleports himself and to the three willing
creatures he can seeSENSES truesight 60 feet., passive perception of 16 within 5 feet of him, along with any equipment they wear or transport, to the place of alicorn isLANGUAGES Celestial, Elfian, Sylvan, familiar with, up to 1 mile. If alicorn moves at least 20 feet right from the options
below. Only one legendary action target and then gets into it with the horn option can be used at that time, and only at the end of the same rotation, the target takes an extra 9 (2d8), another twist of the creature. Alikorn restores spentneunite piercing damage. If the target is a creature, it is
legendary actions at the beginning of its turn. Hoof. Alikorn makes one attack with his hooves. Innate spellchecking. Alicorn's innate spell is Charisma (spell save DC 14). It can congenitally prismatic barrier (costs 2 actions). Alicorncast follows spells without requiring components: creates a
prismatic, magical field around himself or another creature he can see within 20 feet of him. On the loose: discover evil and goodness, druidcraft, the goal gets + 2 bonus to AC until the end passes without a trace of alicorn next turn. 1/day each: calm emotions, heal yourself (worth 3
actions). Alikorn magically dispels evil and goodness, the searing restores 11 (2d8 + 2) percussion points. Magical resistance. Alikorn has the advantage of saving furrows against spells and other magical effects. Magic weapon. Attacks of allicorn weapons are magical. 5556 LODGE
RANGER FOLLOWERS COTTAGE RANGER is a place of good hunting and D100 FOLLOWERsecurity, creating one or more of the following effects of 01-04 Regular Light Archers (Size 1d6), Unitat at GM's discretion. 05-07 Experienced lightweight archers (size 1d6), Unit 08-10
Seasoned light flight (size 1d6), BlockTemaine Effects 11-12 Thaumaturgist (Level 3), Fixer 13-14 Stormspeaker (Level 3), Fixer elways 15-16 Warden (Level 3), Fixer plenty in the Rangers demesne, but they are 17-19 Acolyte of darkness (level 3), the
retainer is bigger and more ferocious than usual. 20-22 Healer (Level 3), Preserver Knight green order (Level 5), • Enemies of ranger and locals must 23-24 Fixer make DC 15 Wisdom (Survival) check executioner (Level 5), Fixer move demess ranger. To fail, 25-28 Chaos Mage (Level 5),
Fixer they attacked 2d6 winter wolves. 29–32 Exorcist (Level 5), Fixer 33–36 Skinwalker (Level 7), Fixer • Allies treat the ranger's demeanor as 37–40 Cutpurse (level 7), terrain retainer when moving their units. Enemy units 41-45 Enchanter (level 7), Fixer view it as difficult terrain. 46–50
Mason 51–53 KovalStronghold Actions 54–56 Carpenter 57–60 Initiative Shakhtar Count 20 (loss of initiative ties), 61–64 Sageranger can take steps to cause one of the 65-67 Spyfollowing effects. The ranger must be in the same Province Hex 68–70 Elf Ambassadoror as their stronghold,
and cannot use the same 71-74 Dwarf ambassador again until after a short or long rest. on the table of special Allies (page 67) of enemies nearby. While the initiative count 20 for 81-100 next round, all enemies within 200 feet have a vulnerability to your attacks. • You cause a cloud of fog
within a 60-foot radius that lasts for 1 minute. You and your allies can see through this fog as if it were just foggy fog that doesn't overshadow the vision. • To the initiative to count 20 in the next step, all your successful attacks also cause the target to bleed. The bleeding creature takes 3d8
slash damage at the start of each of the following turns, and can make DC 18 of the Constitution save at the end of each of its turns to end the bleeding. Improved class function: Chosen enemy ash favorite enemy has a vulnerability to your attacks. 4 Yucky can make it to a number of
damage rolls equal to your fortress level, after which you have to take anextended rest to refresh that ability.4 Remember, the goal of the players is to read this and think: Wow I want to build a fortress, while GM says: Oh, it only happens three times for adventure and 5758TA ROGUE'S
TAVERN ROGUE FOLLOWERSTavern rogue is a hotbed of intrigue and D100 FOLLOWERinformation, Creating one or more of the following 01-04 Experienced Light Infantry (size 1d6), Uniteffects at GM's discretion. 08–10 Experienced middle archers (size 1d4), Block 11–12 Theurgist
(level 3), RetainerDest effect 13-14 Swordmaster (level 3), Fixer 15-16 Justicar (level 3), Fixer • One ally at the level of the regue fortress can 17-19 Exarch (level 3), the retainer hides in rogue demess, and no mundane 20-22 Alienist (level 3), retainer or magical means will reveal their
location. 23–24 Thaumaturgist (Level 3), Fixer This ability does not work for the owner of the 25-28 Stormspeaker (Level 5), Fortress Retainer. 29–32 Illusionist (Level 5), Featiner 33–36 Devilish (Level 5), Fixer • Creatures, That reaching the rogue demesne 37–40 Acolyte of Darkness (level 5), Fortress Retainer.
7), the Fixer have the overwhelming feeling that they are 41-45 Shadow Priest (level 7), the Fixer spied. 46-50 Connector (Level 7), Fixer 51-53 Alchemist • When a creature is hostile to rogues and 54-56 Koval, aware of its existence, ends the long rest of 57-59 Carpenter in rogue demes,
roll down d20. On a roll of 60-62 Scribe 10 or less, the creature launches a hidden trap of 63-65 Sage, taking 3d8 piercing damage. 66–68 Tailor 69–72 SpyStronghold Actions 73–75 Captain 76–79 Elf AmbassadorOn Initiative Count 20 (loss of initiative ties), 80-83 Dragonborn
Ambassadorrogue can take steps to cause one of the 84-87 Gnome Ambassadorfollowing effects. Rogues should in the same hex 88-90 Orc Ambassadoror province as their fortress and can't use the same roll on a special Allied tableeffect again until after a short or long rest. Within the
next minute, if you press the designated enemy, you can uncheck it to be too long for additional damage to 6d6. • Enemies within 20 feet are revealed, losing stealth and invisibility. • You get a coin of destiny. Every time you get into a fight, you can flip a coin. Heads, the attack misses
instead. Tails, the attack beats as normal and you lose the coin. Improving class function: Disappearing strike After you click with a Sneak attack, you can become invisible. Everything you wear or wear is visible as long as it's on your person. This effect continues at the end of your next turn
or as long as you don't attack orcast spells. You can do this several times equal to your solidity level, after which you have to take anextended rest to upgrade that ability. 5960Than sorcerer's holist SORCER FOLLOWERSHoly sorcerer contains a collection of curiosities D100
FOLLOWERand antiquities. It creates one or more of the following 01-05 Light Infantry Veteran (size 1d4), Uniteffects at GM's discretion. 06–10 Regular flight of light (size 1d4), Block 11–12 Battle priest (level 3), FixerDark effects 13–14 Shadow priest (level 3), Fixer 15–18 Beast Lord (level 2), Fixer 15–18 Beast Lord (level 3), Fixer 15–18 
3), Fixer • Curses, blessings and oaths pronounced 19–23 Guild of Adept (Level 3), The fixer in the sorcerer's demess have 15% 24-29 Elementary Acolyte (level 5), Fixer chance to cause the speaker to roll to 30-35 Alienist (level 5), Kept a wild magic table. 36–42 Skinwalker (Level 5),
Fixer 43-50 Hijacker (Level 7), Fixer • People who live in sorcerer's demesses for 51-54 blacksmiths per season study one random cantry of sorcerer. 55-58 Scribe They lose the ability to throw it if ever they leave. 59-62 Sage 63-66 Tailor • Raindrops in the sorcerer's demesceration cast
daz-67-70 The alchemist drained prismatic reflections throughout the day. 71-75 Ambassador Elf 76-80 Ambassador DragonbornShrongold Actions roll on the table of special allies 81-100 (page 67)On the initiative of Count 20 (loss of initiative ties), the thesser can take steps to cause
one of the sorcerer's followers the following consequences. The sorcerer must be in the samesex or province as their fortress and can't use the average people to find the masters pretty amazing, bubbling insame effect again until after a short or long rest. But they at least have rules. The
sorcerer, on the other hand, gets his power through spells using spell slots as usual. congenital connection with the forces of magic. No For the next minute, all your spells are trained necessarily. This is even less well understood by normal people. Sorcerer's followers are therefore
generally elevated because behind the elevated Metamagic being people who enjoy being close to raw power and not affected. You can't use witchcraft points to fear what they don't understand. increase the already elevated spell. • You are a step-by-step fire shield. Enemies Of the
Sorcerer's Army are usually lightweight and very mobile. Which strike shield take 4d8 damage instead Unlike other classes they eschew big, slow, strongly 2d8, armed and armored soldiers, and they can involve flying units. Their fixers are almost all spellers. Improving class function: Their
artisans are people who enjoy taking things and Source of Magic probably hope that being in the sorcerer's court will provide them with the opportunity to create magical objects. You get bonus witchcraft scores equal in number so that your ambassadors come from crops that are not afraid
of retention levels. These bonus points are updated only when witchcraft and whose soldiers would have no problem, you will take an extended rest. FANE WARLOCK'S 6,162 FOLLOWERS are a barn of power given to D100 FOLLOWER being alien exploration. It creates one
or more regular light infantry 01-04 (size 1d6), unitfollowing effects at GM's discretion. 05-08 Experienced light infantry Veteran (size 1d4), UnitDemesne Effects 13-15 Experienced middle archers (size 1d4), Block 1d 16-17 Spirit Warden (level 3), Fixer
• The sun appears in the sky 18-19 Necromancer (level 3), Fixer over demesque warts. 20–21 Elementary Acolyte (Level 3), Fixer • In demessny warts constellation in 25-27 Shadow Priest (level 3), Night Sky Fixer strange, and the stars from time to time 28-29
Knight-sorcerer (level 3), The recorder of the night sky is strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time to time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time 28-29 Knight-sorcerer (level 3), the Recorder of the night sky are strange, and the stars from time 28-29 Knight-sorcerer (level 3), 
time to time 28-29 Knight-sorcerer (level 3), the Fixer of the night sky are strange, and the stars are strange, and the stars are occasionally 28-29 Knight-sorcerer (level 3), the Night Sky Fixer is strange, and the
stars are occasionally 28–29 Knight-sorcerer (level 3), Night fixer not 30-33 Hijacker (5th level), Fixer 34-37 Acolyte darkness (level 5), Fixer • Wart immediately realizes enemies 38-41 Guild Adept (5th level), Fixer in its demesne. 42–45 Cutpurse (5th level), 46-50 Evoker Retainer (Level 7),
Fixer • Once a month, wart can cause 51-55 Kat (level 7), earthquake fixer, because of spells targeting any 56-58 miners enemies in their demesne. 59-61 Scribe 62-64 SageStronghold Actions Tailor 68-70 AlchemistOn the Initiative of Count 20 (loss of initiative ties), 71-74 Dragonborn
Ambassadorwarlock may take steps to cause one of Ambassador Lizandfolk's 75–78 following consequences. The wart should be in the same 79-80 Gnoll Ambassadorhex or province as their stronghold, and cannot use a roll on the Allied table effect for short or long rest: 81–100 (page 67)
• You restore all spell slots as if you've completed a short vacation. • You will strike out the explosion of eldrich in every enemy you can see within 200 feet. • You call a type VI servingr (p. 31). Improving class function: Invoker WizardY get an extra spell slot. You can use this extra spellslot
several times equal to your hardening level, after which you have to take an extended rest to refresh your ability. 6364 MASTER LIBRARY FOLLOWERSCafegure Library is a bastion of knowledge and D100 FOLLOWERresearch is best hidden from the everyday world. It is 01-03
Regular light infantry (size 1d6), volumes one or more of the following effects at 04-06 Regular middle infantry (size 1d4), unitGM discretion. 07-09 Permanent light archers (size 1d6), Unit 10-11 Ordinary medium archers (size 1d4), BlockDark effects 12-13 Regular light flights (size 1d4),
Unit 14-15 Regular average flight (size 1d4), Unit • Master stronghold library has Swordmaster (Level 3), a retaining copy of each non-magical book anyone brings 16 Spirit Warden (Level 3), a Fixer in a Demess magician. 17 Mystic (Level 3), Fixer 18 Acolyte Way • Having concentrated for
10 minutes, master (level 3), Fixer can chip in on any person or place in their 19-20 Knight green order (level 5), Fixer can do this anywhere, including 21-22 Elemental Acolyte (Level 5), Fixer Other Aircraft. Guild Adept (Level 5), Fixer 23 Skinwalker
(Level 5), Fixer • Once a day, the master can control 24-26 Battle Priest (Level 5), Weather Fixer in their demesne. A master of no 27-29 Cavaliers (Tier 5), The Fixer must be in their demesne to do so. 30-32 Cutpurse (Level 7), The fixture effect is otherwise the same as controlling a 33-35
Troubadour Warrior (Level 7), a Weather Spell Fixer. 36-40 Mason 41-45 Blacksmiths 46-47 Carpenter 48-50 Initiative ties), 51-53 Scribewizard can take steps to cause one of the 54-55 Sagefollowing effects. The wizard must be in the same six-
person province of 56–57 Tailoror as their fortress, and cannot use the same alchemistephect 58–60 again until after a short or long rest. It doesn't use a slot to spell. 70–72 Ambassador Hobgoblin • You throw flesh on the stone at all enemies for 60 73–78 Gnoll Ambassador 79–82 Roll on
special feet of the Allied table. It doesn't use a slot to spell. 83-85 (page 67) • You restore all spent spell slots as if you were 86-100 finished a long rest. Class function can support two spells with atens concentration. You can do this several times equalsa high level of hardening, after which
you have to take an authentic rest to refresh that ability. 65VILLAIN STRONGHOLDS Villain Examples The face of your campaign can- and if your NECROMANCERare players using these rules probably should - have their own Lady Sariel the Vampire Queen, a cult of leaderstronghold
who lends them villainous abilities that will help them threaten PCs with fortresses. GM, Special Ability: As a reaction, make Wisdomyou recommended playing fast and loose with the fact that checking after minion takes enough damage to kill him. Probably DC is an 8 plus number Hit
Bones minion.best answer to that wherever the bad guy holds if successful, the minion doesn't die and falls to the 1st treasure. They also provide minions villain5 special ability SHAMANunder the premise that everyone is heavier at training and chieftain Lizandfolk, Troll Shamanfait is better
when they have a cool base. Special abilities: Favorites that can hear you gettyps of villains and minions advantage on saving throws against spells and magical effects. We could get very noodles really here with many kinds of villain types and minions, but I want WARLORDit simple, so we
follow rule three. Villains fall bonebreaker Dorokor, Bandit kinginto three broad categories- necroman, shaman, warlord- and favorites fall into pointless servants, Special Ability: As a reaction when a minion dies, rampage hordes, and tactical falanxes. This covers the team problem for other
favorites. Those who can land, but obviously it doesn't cover everything, hear you get a reaction they can use to right away, feel free to adjust those terms and abilities to fit the move again. Minion Examples While it may seem obvious that the non-criminal order of mindless servants, this is
not the case. MINDLESS SERVANTSMany villains and minions are not developed by Undespring, Oozes, Constructsto synergize in any particular way. Necromakermey commands a wild horde, and the shaman can get a special ability: get an extra 10 feet of movement. All the abilities will
beuse, without any combination turning the meeting SAVAGE HORDEinto into a smash. At least not intentionally! Orcas, goblins, demons, thugs demand a leader, though this leader needs a special ability: After moving at least 20 feet, don't attend the battlefield. Similar to the next attacking
heroes, this minion makes a critical hit on abilities, these villainous and minionic forces 18-20. If the party finds itself fighting a group of tactical PHALANXgoblins that seem to crumble more often, it's a Khobgoblin sign, Devils, cultists, bandits, they come from the nearby fortress of Goblin
and deserve some villain! Probably hobgoblin. Special ability: If an enemy attack kills an ally, all the minions adjacent to this enemy can do so a dramatic way to present the villain and the ability to attack the enemy. Players are struggling with the undular or goblynoid or platitudes, or thugs,
and they seem a lot more... able to ethyt normal beasts, which they are accustomed to fight. When these enemies charged into battle, do they call what sounds like that might be a name? The room was guite big and comfortable. The guestion is this, oops, it didn't survive long enough to
spill the beans. Well, everything will become clear as soon as the heroes penetrate the enemy and fight the war of these creatures. This book assumes that minion is any flunk working for a villain. That doesn't necessarily mean enemy 1 hp of 4E rules, although I'm a big fan of this
rule.66Special AlliesCongratulation! You rolled well on your follower chart more powerful than your character. They cannot be attracted by a special ally! Allies are like followers streamlined around, and they may be unreliable. Find what they approve of what you do in the world alignment on
the chart below and roll a d12 to see want to help, but the Allies are powerful creatures that often cool beast appears to help you. SPECIAL ALLIES TYING ROLL 1-4 ROLL 5-8 ROLL 9-10 ROLL 11 ROLL 12Law Good Corner Deva Young Silver Adult Bronze Gold Neutral Cyclops Stone
Giant Dragon DragonChaotic Good Treant Cloud Giant Young Topaz Adult SapphChaotic Neutral Ettin Young BrassNeutary Banshee Dragon DragonLaw Neutral Flesh Golem6 Hill Giant Storm Giant Adult CopperNeutrial Evil Hag Coven Ghost Young Topaz Young Emerald
Draconian Evil Ons Young Sapphire Dragon Dragon Dragon Dragon Medusa Stone Giant Gina Frost Giant Young Ruby Stone Golem for Adult Ruby Dragon Fire Giant Young Amethyst Dragon Sphinx 13th Level Young White Dragon Drow Ranger Dragon Adult Blue (Gynosphinx) Adult
Amethyst Young Green Dragon Dragon Dragon Dragon Dragon Adult Black Roll atChaotic Evil 11th level Man Lamia Dragon Devil Allied Antipaladin7 chart Roll on allied graphics DEMONS DEVIL ALLIESD12 ALLY D12 ALLY 1-3 1d4 Imps 1-3 Pixie4-6 Unit of Bearded Devils 4-6 Sprite7-8 Prickly Devil
7-8 Satire9-10 Smaller Erians 9-10 Droyada 11 Chain Devil 11 Unicorn 12 Bone Devil 12 Treant DEMON ALLIESD12 ALLY 1-3 Unit of Quasi-4-6 Sukubus7-8 Small Marilith9-10 Glabrezu 11 Hezrouz 12 Lesser Balor6 Who Did This?? Why did he suddenly show up here? Nono, don't
attack him, I think it's on our side. Someone gives him a command! 7 What rules do you use to to you. There are many solutions to making 67FOLLOWERS68ertainly you don't have units to build a fortress to attract followers. A local military company arrives and promises service Followers
can be on PC. These soldiers are usually from a nearby award for any number of kingdoms that have recently been defeated in combat, or known deeds or they have served as a noble one that has been overthrown, and they are achievements. If you hope that the promise of services to
you will lead to long-heroes to save the city or the term of employment and new victories. Saving the blacksmith, they may well attract your character still has to pay upkeep for these units, but you don't have to pay the costs to recruit them. Fighters recruited in this way have the same
pedigree as the owner of the stronghold. Involved flying unitsBackstories tend to ride griffins or giant eagles, at GM's discretion. attracting followers means a lot of new characters in your game, and it can be a lot of work for GM, What can I do with units?inventing backstories for everyone.
We did our best to take on part of this burden by giving examples, I think the use of military units number one is at least of the many followers someone might have attracted, but we first protect your new fortress from those who don't know enough about your setting to describe who resents
this launch and scheme to take it allorc ambassador, for example, without making much of you assumptions that would conflict with many settings. But once that's scool, you can send your new One So that means GM has to reinvent and describe the army to curb local lands or start
conflicts welded or stone giants that are ate, and for some nearby regents to acquire new territory and resources. GM is a lot of fun! It is neat to have these seed armies used to project power to take over nearby conducing you to create. Oh, a unit of bright cavalry territories or defend the
Allies. Feel free to be proactive the show up! I wonder where they're coming from? and put your army to work. But it can also be a pain in the butt depending on the FIXERS, what type of GM you are or even what mood you rein. So you can always just ask a rolling player as your character
is an adventurer, it completely unrecords their new follower to you. It can be very strange that other, lesser-known adventurers hear fun for them and make them feel more part of your character's talking tales and the promise of the creation process. Services. They are called fixers and have
their own rules. Of course, some players won't like it. For some players, if they invented it, then they know it's not realistic every fixer should be lower than your computer. If the illusion of reality fails. When you play with people, your computer or purchased a fortress on unusually, you will
find out which players. low level (say below just adjust the roll result down. But it is perfectly legal for crowdsourced cydolugs. Ask the rolling player to describe his Awards to Sir Rasallax's Baron Thor in deed. Ask another player! Make them part of Gravewall Save. Razallax is level 5process
and part fun. Of course, you're still paladin and, once the repair is complete and GM, so you still have to approve it. Defending keep, he rolls 49 on the Paladin Followers graphic and gets a Level 7 warlord. Because this follower is higher than Razallax, it automatically drops to Level 4. The
locks are not PCs. Skinwalker is not a druid - it is an NPC that has been trained in a very narrow range of druid abilities. He can't do most of the things that a druid can do. If you find yourself regularly expanding the fixture's abilities, if you think this skinnecker should be able to heal, since
druids can heal, it's probably best to just use druid. 69Cool, but not too cool! But this is our character - we want this level of detail. This reflects how important the character is to us and howcerned it is a lower-level follower who promises to comprehensively view them. They shouldn't have
bigger or bettermagic items, but they can be cool. They can be neat or we need the same level of detail for sidekick?fun to run. Memorable. You don't want your high level for some people, yes, because with y detail comesNPCs to outshone players and steal their thunder. flexibility and
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parameters, and with that comes power. But a follower who is cool and memorable confirms and many players hate the idea that if only they had a game! Obviously, I'm pretty amazing—the player reads more time for what this second character might be interested in—if I had that follower.
the second character—or maybe the rest of the party—would still be alive. Followers obey their regent. They want to serve. They don't take the lead. GM, if you find your player this system trades power and flexibility for easerelating overmuch for advice or action from a follower, I use. Fixers
have far fewer options, but they reject that you have that follower to postpone. Your Grace is still quite rewarding and, above all, easy to run around you have seen much more of the world than I do. Fixers like their PC coun-would be absurd for me to advise you on this, terparts, but with
simpler rules. Lieutenants There is one type of fixture for each specialty class, but these followers are not PCs and do not have PC statistics. I think the first best use for your fixer is to act like they sometimes have access to different skills, saving your lieutenant who runs the show until you
quit, or ability. Your lieutenant is a trusted on which you can rely to and it's hard to kill off your orders. Because they are yours to run, lieutenants allow you to take Demesne's actions, even if you can't attract a follower equal to or larger than you, from the adventures. 1 of your level, so by
definition your followers are always lower than your computer. Because of this, followers you can also play your lieutenant as the PC has to be tougher than the PC equivalent level, so theyyo current die or if you want to focus on two can survive the fight alongside your top-level buddy. To
do this, the clamps ignore the damage (and therefore healing) below a certain threshold. In fact, fixers Troubleshooters don't have points at all! If you involve more than one fixer, you now have health levels, not a Hit Pointsa team that can travel your demesne acquittals, enforce the law, and
otherwise address less When a party cleric asks; Ok, how much damage you are now too high a level, and too important, has everyone at the table looks to deal with personally, on their character sheet, you know what you're in for the trip. Between your computer, your
lieutenant and anyone, because depending on the habits of the players, they havestroys that you attract, you may end up with, you may end up with their current hit points, then they will have
to subtract that from their maximum strike points to give Simpler than the player's characters clerical response. Running a computer is actually guite a lot of work compared to then on top of that, the cleric inevitably asks: Well, almost every other kind of game we play. They're incredied -
okay, but what's that compared to your total? Becausebly is in good detail, with weapons of possession and skills obviously 30 damage can mean very different things class abilities and six stats with modifiers, maybe for different characters and at different levels. So thespells, and by the
time they have a fortress, over the cleric wants to know what percentage of your health50 hit points. Fifty is a lot to track, and we, you, are gone. But no one ever asks about it -- what bdon didn't think of it that way, because we're used to it, but it means that even more math.it comes down to
you going to do a lot of additions/or recoils between now and going uncon- In fact, both numbers are important to the cleric!scious. You may have caused a large percentage of damage but a low amount of damage, and it will inform the cleric's decision on whom to heal. 1 Demesne's actions
are another element of the Kingdom and war. They are actions that your baron's guild or guild of thieves or wizards can take 70 What to do to also make all the same nonsense for yours and skills, it's more work than we need to do just to have a cool cool We're busy people. The retainer has
primary ability and different skills. Typically, they roll ability checks with a bonus of +3. Thus, fixers do not track hits points, but receive an additional bonus +1 to checks of ability made with health levels. The retainer has a health level equal in its core abilities, and an additional +2 bonus to
the ability to level them. Whenever the retainer came under scrutiny, made with their basic skills. DCis average damage from attack. Saving throws with +3they losing one level of health for dying from
the damage from the bonus and they get an extra +3 bonus on the saves made the attack. If they lose their final level of health, they fall with the abilities listed on their card. They save from spells just like computers, but if they are our Level 5 exarch with its Level 7 PC and succeed on
saving, they lose health levels equal to half the rest of the party. They are struggling with two ground level spells. If they fail, they lose heating levels equal to elementary, which is a reasonable battle for five levels of spells. Such a chamberman who saves from the fireball of the 7th level of
the PC. Elementary hits our exarch with a slam blow. Pedigree, senses and speed His average damage is 14 points, so our exarch makes a life-saving king of the Constitution against DC GM chooses pedigree (elf, dwarf, man, etc.) 14. She succeeds, so nothing happens. In fact, the fixer
that determines their perception, it has caused some damage, but not enough for movement, and special abilities, worry anyone. If she failed, she loses two levels of health and has 3 remaining. The actions are quite simple. One roll, will see the field of health level, if the retainers get all the
usual actions that computers do. They may fail. Move on. move and act and they get reactions and bonus actions and attack capabilities. Healing Also, all fixers begin with signature rettainers regaining health levels after each short rest, attacking them can be done every round. If given extra
and everyone to die from healing is used on them renews one attack, it is always their signature attack. How they unlock special actions (usually spellsretainer causes some damage, just not enough to matter - for
spellcasters). Each special action can only be used in the same way, the presence of abilities like lying on your hands once every 10 minutes, and each is limited in number to possible repair some damage, just not enough to move once a day it can be used. DCs of them are a needle. So
Save that healing for your PC friends. listed in their descriptions. Retainers restore all levels of health on a long rest. At 7th 7th fixers can make two signature attackiniciative per round. Retainers operate on your initiative. AttackArmor Class Creating attack roll for your follower is just going to
slow everything down and if you want to do that, the oozing has light, medium or heavy armor. You don't need these rules - you can just run your followerssspecific armor they wear, it's a detail below that, using PC statistics and rules system abstraction levels. If your computer hits the
enemy, your follower hits with • Lightweight Armor AC 13. their signature attack even if you and your follower • Average armor AC 15. attack different targets. Your success is inspired • Heavy armor AC 18. your follower. If you miss, or if you just don't attack on your turn, then you do attack
roll for your follower.3 For those purposes, a spell that hurts or prompts the enemy to make a saving throw is considered an attack.2 It's usually listed in their stat block, but I'm not sure most people use it. Now we have for this use!3 It greatly reduces the difficulty of launching your follower.
but they retain their versatility and you have not joined the hip. If you click, they hit, but if you miss or don't attack, they still get their attack. This barbaric fixer doesn't change. At GM's discretion, you can improve that bonus by 1 on the 5th and 7th levels.
Hijacker Spells and DCs ARMOR: Medium (AC 15) PRIMARY ABILITY: The power of spell fixers and actions that require saving SAVES: Strength, Constitution guit start with DC 13 at Level 3, improve DC 14 SKILLS: Athletics, Bullying at Level 5, and finally improve to DC 15 at level 7. IF
THE SIGNATURE ATTACK: Melee weapon attack: +6 fixer makes a spell of attack, he uses the same +6 that hit, reach 5 feet., one goal. Hit: 9 (1d12 + 3) fixers get to all attacks. slash-damage. GEAR 3RD-LEVEL SPECIAL ACTIONS (3/DAY): Invulctional (reaction). The hijacker ignores all
the damage taken from one attack. If the provisions are not specifically made otherwise, level 5 (3/DAY): Frenzy. The hijacker immediately has the starter computer of his class. expect to find the 3rd level PC barbarian. Level 7 (1/day): Fear of the Yaup. The hijacker roars
with a connecting mitt. Enemies within 10 feet of the Experience must make the wisdom of keeping guitting or become frightened your level retainers once every two times your PC creature has to take dash action and move the levels up, overlapping on level
7. They get special from the hijacker on the safest route, unless there is action on the 5th and 7th levels, nowhere to move. If the frightened creature has no direct view of the hijacker on the magic of his turn, he can do the wisdom of keeping the throw. When you save successfully, the
condition expires. Retainers can use magical objects like anyone else! A +1 longsword increases its attack and damage by 1, Spirit Warden and +1 armor increases their AC by 1. ARMOR: Medium (AC 15) One happy side effect of having followers, you can PRIMARY ABILITIES: The
power is always to pass outdated elements on them. Low-level SAVES: Power, elements of the Constitution, once useless as treasure for high-level characters, SKILLS: Nature, Survival now have use! ATTACK CAPTION: Melee or long-range attack weapon: +6 to hit, reach 5 feet or range
20/60 feet., one goal leaderboard. Hit: 9 (2d6 + 2) slash damage. SPECIAL ACTIONS The character who typed the fixer is called their Level 3 (3/DAY, BONUS ACTION): Grizzlies leader. This term refers to various actions of the Resistance. The spirit of Warden and his leader have abilities.
resistance to all damage to the end of the next turn of spirit, Level 5 (3/DAY, BONUS ACTION); Raptor Dive. The Spirit of Warden uses the action of dash. This movement does not work through the possibility of attacks, Level 7 (1/DAY); Ferocious whirlwind, Spirit warden immediately
makes an attack with his signature attack against all nearby enemies. Hits Deal Extra 6 (1d12) Reduction Damage.72BARD FIXERS CLERIC FIXERSLoremaster KurateARMOR: Light (AC 13) ARMOR: Medium (AC 15)PRIMARY ABILITY: Charisma CORE ABILITY: WisdomColor:
Dexterity, Charisma SAVES: WisdomSKILLS: Arcana, History, Performance Skills: History, Religion IGNATURA ATTACK: Attack weapons melee: +6 SIGNATURE ATTACK: Sacred flame hit, reach 5 feet., one goal. Hit: 6 (1d8 + 2) SPECIAL ACTIONS Reimbursement. Level 3 (3/DAY):
Suggestions Special actions level 5 (1/DAY): nondetection 3RD-LEVEL (3/DAY, REACTION): Insult. After level 7 (1/DAY): The confusion of the local historian can see within 60 feet of the attack, testing the abilities or damage of the roll, the Exorcistloster can download d6 and subtract the
result from the result of this creature. ARMOR: Medium (AC 15)Level 5 (3/DAY): Ardent song. Loremaster PRIMARY ABILITY: Wisdomplays inspires melody by allowing all allies within 60 SAVES: Wisdomfeet to hold Hit Die in order to curtail that die, and SKILLS: Medicine, Religionregain
hit points, equal roll plus signature ally attack: sacred modifier flameConstitution. SPECIAL OPERATIONS7TH LEVEL (1/DAY): Level 5 Scorching Beam (1/DAY): FireballTroubadour Warrior Level 7 (1/DAY): Wall Fire ARMOUR: Light (AC 13) HealerPRIMARY
ABILITY: CharismASAV: Dexterity, Charisma ARMOR: Heavy (AC 18)SKILLS: Cheating, Performance, Persuasion PRIMARY ABILITIES: WisdomSIGNATURE ATTACK: NEAR ATTACK WEAPON: +6 SAVES: Wisdomto hit, reach 5 feet., one goal. Hit: 7 (1d8 + 3) Insight, Medication
Damage. ATTACK SIGNATURE: 1 Orison. As an action, action, THE ACTIONS of an ally healer can see within 10 feet. At the next3rd LEVEL (3/DAY, REACTION): Cheers. After attacking an ally or keeping the throw roll, download d4 and add from 60 feet that the troubadour warrior can
see the result to the result of an ally makes an attack, roll d6 and add the result to the result of SPECIAL ACTIONSally. Level 3 (5/day): Slight healing. Healer Ally5TH-LEVEL (1/DAY, REACTION): Bolstering can see within 100 feet of recovering 7 (1d8+3) strikepoints. Praise. Once an ally
hits an enemy creature. Level 5 (3/DAY): Revivifytroubadour Warrior can turn a hit into Level 7 (3/DAY): Guardian faithcritical hit.7TH-LEVEL (3/DAY): Beaking, an attack, but otherwise obeying all creature troubadour warrior can see the rules
of signature attack. In an unsuccessful seam, its attack automatically misses. 73Shadow Priest Battle Priest ARMOR: Heavy (AC 18) PRIMARY ABILITY: Wisdom PRIMARY ABILITY: Wisdom SAVES: Wisdom RETAINS: Wisdom SKILLS: Cheating, Stealth
SKILLS: Understanding, Persuasion SIGNATURE ATTACK: SACRED FLAME SIGNATURE ATTACK: Near-weapon attack: +6 SPECIAL ACTIONS to impress, reach 5 feet. Hit: 8 (1d8 + 4) 3RD-LEVEL (3/DAY): Pass without trace of blurring damage. Level 5 (3/DAY): Dispel The Magic
Special Action Level 7 (1/DAY): Level 3 Sized Doors (3/DAY): Level 5 Spiritual Weapon (1/DAY): Stormspeaker 7th Level Brass Guardians (7th level) 1/DAY): BANIT EXPULSION: Heavy (AC 18) DRUID RETAINERS PRIMARY ABILITY: Wisdom SAVES: Wisdom Mystical Skills:
Persuasion, Religion SIGNATURE ATTACK: Melee Combat Weapon Attack: +6 ARMOR: Medium (AC 15) Whack, reach 5 feet., one goal. Hit: 8 (2d6 + 1) PRIMARY ABILITY: Wisdom blurring damage. SAVES: Intelligence, Wisdom SPECIAL ACTIONS SKILLS: Arcana, Insight 3RD-LEVEL
(3/DAY): shatter SIGNATURE ATTACK: poison spray 5TH-LEVEL (1/DAY): ice storm ARMOR: Medium (AC 15) PRIMARY
ABILITY: Wisdom SAVES: Wisdom SKILLS: History, Medicine SIGNATURE ATTACK: poison spray SPECIAL ACTIONS 3RD-LEVEL (3/DAY): wind wall 7TH-LEVEL (3/DAY): dominate beast74Skinwalker FIGHTER RETAINERSARMOR: Medium (AC 15)
Knight-SorcererPRIMARY ABILITY: Wisdom ARMOR: Heavy (AC 18) PRIMARY ABILITY: StrengthSAVES: Intelligence, Wisdom SAVES: Strength, Constitution SKILLS: Arcana, InsightSKILLS: Nature, Survival SIGNATURE ATTACK: Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4)ATTACK SIGNATURE: Near-shelling weapon: +6 slash damage.to, reach 5 feet., one target. Hit: 7 (2d4 + 2) SPECIAL ACTIONSSpiering Level 5 Shield (3/DAY): Level 7 Thunderstorms (3/DAY, BONUS ACTION): Spellblade. Knight-sorcerer throws
firebolt.3RD-LEVEL (3/DAY): Transform - Dire Wolf. Theskinwalker assumes the shape of a monsaly wolf for Swordmaster1 minutes. While in this form, the skinned attack has 10 (2d6 + 3) piercing ARMOR: Severe (AC 18) damage. Its movement increases to 50 feet, It gets PRIMARY
ABILITY: Silasivity on wisdom (perception) checks that saves: Power, Constitutionrely by ear or smell, and it has an advantage on skills: athletics, Survivalattack rolls against a creature if at least one of the ATTACKS IS CAPTION: Attacking a melee weapon: +6skinwalker allies is within 5
feet of a creature to hit, reach 5 feet, Hit; 11 (2d8 + 2), and ally is incapacitated. Skinnecker can shake the damage. SPECIAL ACTIONS LEVEL 3 (3/DAY); Transform - Allosaurus, The swordsman makes the attack with their signature kinwalker suggests
the shape of an arosaur attack against a nearby creature. On impact, for 1 minute. While in this form the skinwalker target starts bleeding, taking 3 (1d6) damage when attacking the sign 15 (2d10 + 4) piercing the start of each of the following turns. At the end of the talk. His movement
increases to 200 feet, and if each of his turns, he can make the Constitution keep the toit moving at least 100 feet straight to the creature attack on level 5 (3/DAY, BONUS ACTION): Challenge. Thesame twist that the goal should
succeed on the DC 13 swordmaster issues a challenge to the adjacents the stenham of a rescue throw or be hit by a prone and creature trieskinwalker can make a signature attack against him to attack a target other than a sword master, or as an action
bonus. Skinwalker can only be in one attempt to move away from the sword master, shape at a time. Swordmaster immediately makes two attacks with their signature attack against this creature, finishing with a level 7 (3/DAY): Transform - Giant Scorpion. Challenge.skinwalker involves the
shape of a giant 7th-level scorpion (3/DAY, REACTION); Retaliate, After 1 minute. While in this form, a skinned punch in a melee attack, the SwordmasterArmor Class increases to 17, and its signature attack can immediately make three attacks against 7 (1d10+2) piercing damage and
forces the attacker with its signature attack. Skinwalker can only be in one shape at a time. 75Warlord Acolyte Darkness ARMOR: Medium (AC 15) PRIMARY ABILITY: PRIMARY ABILITY STRENGTH: Dexterity, Wisdom Saves: Strength, SAVES: Strength,
Dexterity Skills: Athletics. Intimidation Skills: Acrobatics, Stealth Signature Attack: Melee Weapon Attack: +6 to Impress, Reach 5 Feet., One Goal. Hit: 10 (1d12 + 4) hit, reach 5 feet., one goal. Impact: 9 (2d4 + 2) piercing damage. Damage.
SPECIAL ACTIONS SPECIAL ACTIONS LEVEL 3 (3/DAY): Team strike. Warlord 3RD-LEVEL (3/DAY): Darkness makes its signature attack and selects an ally within Level 5 (3/DAY): Shadow Drain. A 10-foot acolyte who can see and hear a warlord and makes two signature attacks. If
both attacks hit, the line of sight to the goal is a signature attack, acolyte treats one level of health. This ally makes the attack a weapon against the target. Level 7 (3/DAY): Shadow door, Level 5 acolyte (3/DAY): Charging. The warlord takes a teleporter up to 10 feet to an unoccupied space,
it's a signature attack and selects an ally who can see and do two signature attacks. Immediately move up to 100 feet and make an attack or throw a spell. Elementary Acolyte Level 7 (3/DAY): Rally cry. All allies within 20 feet get 3d8 temporary strike points. ARMOR: Medium (AC 15)
PRIMARY ABILITY: Dexterity, Wisdom MONK RETAINS: Strength, Dexterity Skills: Acrobatics, Insight Acolyte Signature Attack Path: Melee Weapon Attack: +6 to impress, reach 5 feet., one goal. Impact: 7 (1d8 + 3) ARMOR: Medium (AC 15) blur damage. PRIMARY ABILITY: Dexterity, Wisdom MONK RETAINS: Strength, Dexterity Skills: Acrobatics, Insight Acolyte Signature Attack Path: Melee Weapon Attack: +6 to impress, reach 5 feet., one goal. Impact: 7 (1d8 + 3) ARMOR: Medium (AC 15) blur damage. PRIMARY ABILITY: Dexterity, Wisdom MONK RETAINS: Strength, Dexterity Skills: Acrobatics, Insight Acolyte Signature Attack Path: Melee Weapon Attack: +6 to impress, reach 5 feet., one goal. Impact: 7 (1d8 + 3) ARMOR: Medium (AC 15) blur damage. PRIMARY ABILITY: Dexterity, Wisdom MONK RETAINS: Strength, Dexterity Skills: Acrobatics, Insight Acolyte Signature Attack Path: Melee Weapon Attack: +6 to impress, reach 5 feet., one goal. Impact: 7 (1d8 + 3) ARMOR: Medium (AC 15) blur damage. PRIMARY ABILITY: Dexterity, Wisdom MONK RETAINS: Strength, Dexterity Skills: Acrobatics, Insight Acolyte Signature Attack Path: Melee Weapon Attack: +6 to impress, reach 5 feet., one goal. Impact: 7 (1d8 + 3) ARMOR: Medium (AC 15) blur damage. PRIMARY ABILITY: Dexterity, Wisdom MONK RETAINS: Strength, Dexterity Skills: Acrobatics, Insight Acolyte Signature Attack Path: Melee Weapon Attack: +6 to impress, reach 5 feet., one goal.
Wisdom SPECIAL ACTION SAVES: Strength, Dexterity 3RD-LEVEL (3/DAY): Wind. Intense winds are circling SKILLS: Acrobatics, athletics around the ends of acolyte weapons, causing a SIGNATURE ATTACK: A melee weapon attack: +6 his next two attacks to deal with an extra 7 (2d6)
to hit, reach 5 feet., one target. Impact: 9 (2d4 + 4) damage. Damage. LEVEL 5 (3/DAY): Water. Acolyte makes a SPECIAL ACTIONS signature attack and assumes a position that allows him level 3 (3/DAY): Fists of rage. Acolyte does dodge all incoming melee attacks before the start of
two signature attacks. If both attacks hit the same move, target, the target is knocked back 5 feet. Level 7 (1/day): Earth. Acolyte tramples level 5 (3/DAY, REACTION): Stunning follow-up, land, sninging out two large chunks of land, and as a reaction to damage from nearby pushes them
towards a target within 100 feet. Creature, acolyte immediately makes two goals should make Dexterity save the throw or take the signature attack against their striker. If both 27 (6d8) err damage in an unsuccessful seam, or hit attacks, the attacker is stunned, twice as much damage on a
successful one. Level 7 (3/day, bonus action): body and soul. Acolyte Heals 2 Levels of Health.76PALADIN FIXERS KNIGHT GREEN ORDERCavalier ARMOR: HEAVY (AC 18) ARMOR: HEAVY (AC 18) PRIMARY ABILITY: STRENGTH, CHARISMAPRIMARY CharismASAV: Strength,
Wisdom, Charisma SAVES: Strength, Wisdom, CharismaSKILLS: Athletics, ReligionSIGNATURE ATTACK: Attack Of Melee Weapons: +6 SKILLS: Insight, Religion to Impress, Reach 5 Feet., One Goal. Impact: 9 (1d12 + 3) piercing damage. ATTACK CAPTION: Melee weapons attack:
+6SPECESY hits, reach 5 feet, one target. Hit: 7 (1d8 + 3)3RD-LEVEL (3/DAY): Shining Lance. Cavalier makes an appropriations attack and deals with an additional 9 (2d8) shining SPECIAL ACTIONSdamage on hit.5TH-LEVEL (1/DAY): smaller 3RD-LEVEL restoration
(3/DAY): Twisting vines. Knight makes the7th level (3/DAY, REACTION): Fight me, Knav! If the signature is an attack. When hit, a goal restrained an a nearby ally would be hit by a weapons attack, He could do strength (athletics) or Dexteritythe cavalier struck instead, and then the
Cavaliers (acrobatics) check on his turn to avoid. If itmay make a signature attack against the enemy escapes, the vines are withered and die.attacker. Level 5 (1/DAY): moonbeamJusticarMOR: Heavy (AC 18)PRIMARY ABILITY: Strength, CharismASAVS:
Strength, Wisdom, CharismaSKILLS: Intimidation, Conviction ATTACK SIGN: Close-range weapon attack: +6 to hit, reach 5 feet., one goal. Hit: 10 (2d6 + 3)slash damage. SPECIAL ACTIONS3rd LEVEL (3/DAY): Terrible strike. The signature attack is circading. The target should make
aWisdom save or be frightened by the end of itsvest turn.5TH-LEVEL (3/DAY): hunter mark7TH-LEVEL (3/DAY): Duel. Obg jubilee issues holyroodes, challenging the enemy to duel. This enemy is poosted to do the wisdom of a life-saving throw. If that fails, he must feel the attack rolls
against the creatures differently than the rapt. At the end of his turn, the enemy can make a saving throw of Wisdom to try to move from the unsavour. On a successful seam, the Duelands. The duel also ends after 1 minute or if the chews drive away or attack any other creature.
77RANGER CLAMPS ROGUE FIXERS BEAST LORD KAT ARMOR: MEDIUM (AC 15) ARMOR: LIGHT (AC 13) CORE ABILITY: Dexterity, Wisdom PRIMARY ABILITIES: Dexterity SAVES: Strength, Dexterity, SAVES: Dexterity, Intelligence Skills: Nature, Stealth Skills: Cheating
Investigation, Perception, Stealth Signature Attack: Ranged Weapon Attack: +6 To Signature Attack: Melee Attack Weapon: +6 Hit, Range 150/600 ft., One Goal. Hit: 8 (1d8 + 4) hit, reach 5 feet., one goal. Impact: 9 (2d4 + 4) piercing damage. piercing damage. SPECIAL PROMOTIONS
SPECIAL PROMOTIONS LEVEL 3 (3/DAY): Hawk Strike. Hawk appears level 3 (3/DAY): Garrote. The executioner knocks down and attacks the creature's eyes within 20 feet. Tipped wire around the neck of a nearby creature, Target must make dexterity saving the throw or dealing 10
(3d6) slash damage when hit. Take 2 (1d4) slash damage and be blinded while the creature has to do throw or be the end of his next turn. Restrained. At the beginning of the queue, the executioner, level 5 (1/DAY): Wolf Pack. Spectral wolves it automatically causes 3d6 slashes of damage
appear around each enemy within 20 feet. They restrained the creature. During its turn, a discreet grant by allies of Lord's beast advantage on all creatures can make a force (athletics) or weapons attack by the end of Lord Dexterity's beast (Acrobatics) check to break the grappling. next
turn. Level 5 (1/day): Dagger Storm. Level 7 Executioner (1/DAY): Bear Slam. It appears the monsome bear throws a flurry of shadow daggers at everyone and attacks the enemy within 20 feet. Target enemies within 10 feet. Goals should make a power-saving throw or be hit by Dexterity
saving a throw or take 14 (4d6) prone and restrained. On each of the subsequent turns, piercing damage, or half so much damage and is successful. can do a force check (of athletics) to avoid. If Level 7 (1/DAY): Final strike. The executioner he
runs away, the bear disappears. disappears in the cloud shadow, reappears behind the selected enemy creature within 20 feet. The Executioner Tracker makes two signature attacks, causing an additional 14 (4d6) force damage at each impact. ARMOR: Medium (AC 15) PRIMARY
ABILITY: Dexterity, Wisdom guild Adept RETAINS: Strength, dexterity skills: investigation, survival armor: light (AC 13) SIGNATURE ATTACK: Long-range attack weapons: +6 to primary ability: Dexterity hit, range 150/600 ft., one goal. Hit: 8 (1d8 + 4) SAVES: Dexterity, piercing damage
exploration. PREREQUISITE: Acrobatics, Arcana, Deception, Stealth SPECIAL ACTION SIGNATURE ATTACK: Attacking melee weapon: +6 3rd Tier (3/DAY): Sign hunter to hit, reach 5 feet., one goal. Hit: 7 (1d8 + 3) Level 5 (3/DAY): Pass without tracing damage. Level 7 (3/day, reaction):
erases, boss! SPECIAL ACTIONS When a creature that can be seen by a tracker enters the space of 3RD-LEVEL (3/DAY): Outside the phase. The guild adjoins the tracker leader, the tracker can use ebbs of blur on himself and his leader. His reaction to make a signature attack against
this Level 5 (1/DAY): Who side are you on?! Creature. On impact, the attack also brings down the target guild adept at selecting two enemy creatures adjacent prone. within 10 feet. Each target must succeed on the wisdom of keeping the throw or immediately78 attacking the other. Level 7
(1/day): Disappearance. The Adepty Guild casts invisibility on itself or its leader. That spell continues until the end of the next goal turnaround. Cutpurse SORCERER FIXER FIXER FIXER MOR: LIGHT (AC 13) ThaumaturgistPRIMARY ABILITY: Dexterity ARMOR: Light (AC 13) PRIMARY
ABILITY: CharismASAV: Dexterity, Intelligence RETAINS: Constitution, Charisma Skills: Understanding, ReligionSkills: Acrobatics, Deception, SIGHT SIGNATURE ATTACK: Fire STEALTH SPECIAL ACTIONS LEVEL 3 (3/DAY): Fiery breathing. ThaumaturgistSIGNATURE attack: A melee
weapon attack: +6 breathes fire into a 15-foot cone in front of it. Each with a kick, reach 5 feet., one goal. Hit: The 9 (2d6+2) creature in the cone should make Dexterity save lifting damage. Throw. With a failed seam, it takes 9 (2d8) fire damage, or twice as much damage on a successful
one. SPECIAL OPERATIONS LEVEL 5 (1/DAY): Roar of the Dragon. The taumutaturgist roars with draconian relics. Each level (1/day): Low impact. Using its signature enemy within 200 feet must make Charisma a life-saving attack, cutpurse attacks a weak point on the throw or is
frightened towards the end of its next creature, causing it to fall prone. Target turn. On each of its turns, the frightened creaturesmoted to succeed on the life-saving rush of the Constitution or must take Dash action and move away from the flaws on all the attacks it does while thaumaturgist
is the safest route if there is no end to its next turn. nowhere to move. Level 7 (3/DAY): Fiery wave. Level 5 Wave (1/DAY): Flash powder. The Cutpurse fire emits within a 10ft radius of furrowed satchel powder at the point it can see thaumaturgist. Each creature is trapped in a 60-foot
twinge, and it explodes in a dazzling flash. must make charisma saving the throw. On an unlucky creature within 5 feet of the flash need to make a seam, it takes 16 (3d10) fire damage and pushedconstitution saving the throw or being blinded. At the end back 10 feet. To success, it takes
half of each of the subsequent turns, the blinded creature can damage and not push back. To success, the creature is no longer blinded. Mage7TH-LEVEL chaos (1/DAY): Smoke checker. Cutpurse ARMOR: Light (AC 13) throws a smoke checker at a point it can see within ITS ORIGINAL
CAPACITY: Charisma30 feet, and it explodes in a choking cloud with SAVES: Constitution, Charisma20 feet radius. Any creature that enters the skills cloud: Cheating, Convincing begins to turn there should make the constitution SIGNATURE ATTACK: Roll 1d4: 1 = acid surge, saving the
throw. In case of unsuccessful seam it takes 16 (3d10) 2 = fire bolt, 3 = poisonous spray, 4 = frost.poison damage beam, or twice as much damage on a special promotional. Smoke spreads through the corners, 3RD-LEVEL (3/DAY): Roll 1d4: 1 = blur, and the area is heavily darkened. This
effect lasts 2 = enhance the ability, 3 = invisibility, 4 = mirror image.within 1 minute. Level 5 (1/DAY): Roll 1d4: 1 = fireball, 2 = lightning, 3 = snowstorm, 4 = smelly cloud. Level 7 (1/DAY): Roll 1d4: 1 = light, 2 = ice storm, 3 = polymorph, 4 = wall of fire. 79WARLOCK RETAINERS MASTER
FIXERS ALIEN CONNECTOR ARMOR: LIGHT (AC 13) ARMOR: LIGHT (AC 13) PRIMARY ABILITY: Charisma PRIMARY ABILITY: Intelligence SAVES: Wisdom, Charisma intelligence, wisdom skills: investigation, investigation, investigation, PREREQUISITE: Arkan, Cheating SIGNATURE ATTACK:
Eldritch BLAST SIGNATURE ATTACK: ACID SURGE SPECIAL ACTIONS SPECIAL ACTIONS LEVEL 3 (3/DAY): REVEAL LEVEL 3 THOUGHTS (3/DAY): Stinking Cloud Level 5 (3/DAY): Level 5 Black Tentacles (5th Level): Black Tentacles LEVEL 3/DAY): Conjure Elementary Level 7
(3/DAY): Level 7 Telekinesis (1/DAY): Plague insect Devil's ARMOR: Light (AC 13) ARMOR: Light (AC 13) PRIMARY ABILITY: Intelligence RETAINS: Wisdom, Charisma SAVES: Intelligence, Wisdom skills: deception, intimidation skills: understanding,
religion SIGNATURE ATTACK: eldritch explosion SIGNATURE ATTACK: shockingly understand SPECIAL ACTIONS SPECIAL ACTIONS LEVEL 3 (3/DAY): Level 5 Acid Arrow (1/DAY): Fireball 5TH-LEVEL (1/DAY): 7th Level Fireball (1/DAY): Level 7
Fireball (1/DAY): Flame Punch Level 7 (1/DAY): Confusion Exarch Evoker ARMOR: Light (AC 13) ARMOR: Light (AC 13) PRIMARY ABILITY: INTELLIGENCE SAVES: WISDOM, CHARISMA SAVES: INTELLIGENCE, WISDOM SKILLS: HISTORY, Nature
Skills: Arcana, Insight SIGNATURE ATTACK: Eldritch Blast SIGNATURE ATTACK: Frost Beam SPECIAL ACTION LEVEL 3 (3/DAY): Scorching 5th LEVEL Beam (1/DAY): Greater Invisibility level 5 (Level 5(5)Level 5 Level 5)Level 1/DAY): Level 7 Lightning (1/DAY):
Dominate Level 7 Man (1/DAY): Fire Wall80Illusionist ShaperARMOR: Light (AC 13) ARMOR: Light (AC 13) PRIMARY ABILITY: INTELLIGENCE PRIMARY ABILITIES: Intelligence Services: Intelligence Services, Intelligence Wisdom SAVES: Intelligence, WisdomSKILLS: Deception, Belief
SKILLS: Understanding, HISTORYSIGNATURE ATTACKS: Poison Spray SIGNATURE ATTACK: вогняні болтиСПЕЦІАЛЬНІ ДІЇ СПЕЦІАЛЬНІ ДІ
haste7TH-LEVEL (1/DAY): фантасмальний вбивця 7-ГО РІВНЯ (1/DAY): поліморфНекроманцер TheurgistARMOR: Світло (АС 13) БРОНЯ : Світло (АС 13)ПЕРВИННА ЗДАТНІСТЬ: ІНТЕЛЕКТ ПЕРВИННІ ЗДІБНОСТІ: РОЗВІДУВАЛЬНІ ДАНІ: Інтелект, МУДРІСТЬ РЯТУЄ:
Інтелект, МудрІСТЬСКІЛЛИ: Залякування, Релігія НАВИЧКИ: Аркана, РелігіяСИГНАТУРА АТАКИ: chill touch SIGNATURE ATTACK: промінь морозівСПЕЦІАЛЬНІ ДІЇ СПЕЦІАЛЬНІ ДІЇ 3-ГО РІВНЯ (З/ДЕНЬ): сліпота/глухота 3-Й рівень (З/ДЕНЬ): пройти без trace5TH-LEVEL
(1/DAY): вампіричний дотик 5-ГО рівня (3/DAY): розвіяти magic7TH-LEVEL (1/DAY): світло 7-ГО рівня (1/DAY): вигнанняSeerARMOR: Світло (АС 13)ПЕРВИННА ЗДАТНІСТЬ: INTELLIGENCESAVES: Інтелект, WisdomSKILLS: Insight, InvestigationSIGNATURE ATTACK: вогняні
болтиСПЕЦІАЛЬНІ ДІЇЗRD-LEVEL (3/DAY): тримайте person5TH-LEVEL (1/DAY): sleet storm7TH-LEVEL (1/DAY): Divination 81Artisans Your artisan shop!t attracts many skilled workers4 to build a hold or tower Most artisans come with their own store, which they or theater. Typically,
one of these skilled workers created for free and starts on level 1. You can pay with the Lord's behavior, offer to serve Improvement shop lord constantly by becoming a member of their reti- tables. This process takes three months (one season), nue, living in
fortresses or surrounding villages, and you can't pay more to speed this up. Maxi-after the rest of the workers return to their cities. Mom level shop 5. Each artisan at the Lord's worship service either provides harvesting organs to create magical objects, possesses some benefit, or improves
the stronghold in some way. If you have a blacksmith, scribe or alchemist waiting back in your fortress, suddenly the corpsesWhere artisans come from? The creatures you defeat in battle become bags of useful organs! Not just a stinking reminder of the undetone chasing regents inspire
people, but also your triumph. With some corpses of magical creatures, normal people without levels in a spell class can craft Mason, who sets up shop in a fighter to keep were magical items because the files are in a computer... er is probably one of the people who helped build it. She
takes magic in the creature, in her organs. Dragons are generally masons to build or rebuild to keep. One of them obviously can't fly under its own calorie power, it's snaturally assumed a leadership position over others, ridiculous. It's a charming creature, and wary of being trusted by a foul-
mouthed lord, and left when harvesting his organs, you can overtake some of what the project was done. Mason probably has family magic for his own use. In all cases, take advantage of the norm in the neighboring city. Some of them can move to rules and requirements for making
magical items. A life that slowly accumulates around the lord's keeper. Artisan follower simply reduces the time and cost. The tailor who joins the Lord in his wilderness is strong. In each case, the spell needed to mimic itemhold may be a local townspeople seeking greater glory, with the
necessary magical power. Castorka does not usemods the opportunity to serve the baron or count! Or they're a particular spell, just a secret talent and magicalmay of being someone from the nearest big city who is tired of the knowledge needed to show the ability of the item. You have to
act within minutes of death that little fish in a large wide ocean. Tailor for harvesting is nothing useful. The corpse of a monster from a large city brings with it all the superstitions of the four useful components described below—and each civilization, but also all the knowledge that comes with
requiring an alchemy test for harvest.it, knowledge of judicial intrigues and The alchemical test combines two abilities checks: first ARTISAN SHOP a Intelligence (Arcana) check if you know where the organs are and the best way to assemble a component is, then check the wisdom
medicine cost extract toLEVEL COST and save the component without destroying - 1st - ing it in the process.6 It's like a mini skills task. 2nd 3rd 1,000 GP DC Intelligence (Arcana) check to find 4 1500 GP organs and remember the best way to extract them 5th 2,000 GP equals 8+ call
ranking creatures you 2500 GP runs on. Checking DC wisdom (medicine) to perform the operation and extract enough useful material without destroying it depends on the organ in question and the ranking of the creature's calls, as shown in the Alchemy Test table, not all of these followers
are literally artisans, but I felt that the specialist was too modern and technical. 5 How many minutes? You decide! Even immediately it's ok! Many of them at times one of my computers failed their check based on their impromptu field surgery covered in blood and brain. Hmm, I screwed up.
The 82A given corpse can withstand only one alchemist test before it is unusable. An alchemist to a wizard like a blacksmith toRECIPES: Creating a magical element requires a recipe. Fighter. Closely related disciplines that, nevertheless, in short, +1 is not just a normal weapon
with bless require so much specialized knowledge that it is functionally transcasted on it during its forging - it requires special metals. it is impossible to be the master in both. For potions it is necessary to chemically prepare unique crafts. Scrolls require rare ink. In some cases, alchemy is
primarily useful for brewing potions, the object can be made only under special circumstances, but many of them are also local lore and are well versed in the incomprehensible during a particular phase of the moon, uses for different materials. Yes, the alarm requires a call, but do you know
what happens if you use a In all these cases, it is assumed that your follower is a crystal bell created by an elf diva? I don't, but yournowlings of how to procure enough of these special alchemist can!materials to work out the item in question. The way they yaft on these materials is a trade
secret, but usually many wizards have felt life like alchemists in the service, relying on a network of fellow craftsmen they are up to as lord. Eventually frustrated by the limits of what was restored before joining your employment, alchemy can do, they are set to learn the right magic!
Generally, we're not too worried about which lab: The lab allows your alche-recipes artisans a follower has access to. Their job is to fog to work out potions 10% cheaper and faster than to forgive you time and money – all other requirements are normal on Laboratory. The alchemist should
not be met normally, but GM can That wizard or sorcerer, but understands the principles, artisan comes with a handful of recipes and make magic good enough to duplicate their effects when determining other recipes as part of an adventure! making potions. Goran Smith offers his services
to Lady Halfrid. Types of potion your alchemist can do When she asks what services he can provide, it depends on the monster organs you bring them! recalls repairing armor and forging weapons, and he discreetly recalls that if she knows the beast's eyes: mage, he has knowledge of
making javelin potions of invisibility for lightning monsters transferred from his grandfather's (UNUSUAL) father. Very useful heritage! With the surviving eyes of the creature, your alchemist can make a smaller form of potion of invisibility. This is an unusual potion requiring a spell of at least
level 3. Potion takes as long to work out and costs as much as potions of invisibility (reduced by the alchemist's bonus), but it only lends invisibil-ity against exactly the kind of creature eyes have been collected from. black dragon eyes make potions invisible to black dragons. Not all dragons
or even all THE ALCHEMY TESTORGAN MAGIC ITEM CREATED BY DCEyes MEDICINE Potions invisibility for monsters Alchemist 15Blood Arrows monster killing KovalBlood Sword Monster Killing Blacksmith 10 + CRBrains Potion Monster Control Alchemist 10 + CR ScrollHeart
Protection from Monsters Scribe 12 + CR 12 83evil Dragons The potion of goblin invisibility will not be a pattern of alchemist: MORVEN WITCH works against bugs or hobgoblins, and the potion of lizard invisibility won't work against troglo- Of course, Morven is not a witch in the harshest
sense of children. Unless, of course, you're a generous GM. of the word, but she certainly looks the part and does nothing to discourage rumors about her. Repu- BRAIN BEAST: tation like the black and midnight hagg that curses these potions monster control (VERY RARELY) is silly to
disrespect it almost as valuable if the rarest and hardest of all organs to harvest and how to actually be able to curse people! Save the Brain - brought to the alchemist, they can work out a very rare potion of monster control. Morwen knows many local and ancient local historians who are
now forgotten. Across her mother's line, she knows that this powerful subject overthanes the magic spells of the house-local historians of the Old Gods now have little worship and is a lifeless monster in the potion anyone can drink. Creating an amazing source of secret knowledge, this item
requires level 7 spellcaster services. She's old, bent, with a long grey and black reprehant consuming potion acts just like casting spells, hair, and often smells of sulfur. The room was quite big and comfortable. She spends day after day alone in the brain was used to make potions. Also, the
goal makes her labs kind of glass and distillation alien lig - don't get an advantage if you're struggling with it, and its dura-uids, it's sociable when approaching and full tion is 1 hour. obscene comments and thinly disguised insinuates. She likes to poke fun at her lord or lady, regardless of
their station. Piss! Go! Oh, it's you. Go! Go! I have a --- how did I work? Oh! Potion healing, thanks to your friend priest. Here and here. That? Oh, my eyebrows. I lost them when my second attempt at a fire breath potion exploded, but I'm sure I have it now! Third time charm, right? Oh, talk-
ing charm, here's the filler of love you asked for. I put a little punch in it in case your young friend enthu- siasm, hmm, tougher than his determination. AH-HAHAHA *cough*cough*cough*cough*cough*cough*chem. Hehe-hee. 84 SMITHY: Your blacksmith can throw up magic hands and armor. As with
the alchemist, it requires the blacksmith some knowledge of the nature of magic, but they don't need to be a magician, thanks to an incredibly powerful secret force held in crea touré's blood. Forge allows your blacksmith to make magic hands and armor 10% cheaper and faster than usual
at the forge level. What items can throw up your sledgehamm depends on what organs you bring! Blacksmith Blood Beast: The arrows of killing the Alchemy test needed to make arrows kill a skilled blacksmith is one of the most valuable and dependent on the CR monster in question, the
use of members of any city. The metal is difficult to extract, described in the Alchemical test (p. 83). Off the ground, it's almost as hard to process, and the number of shooters you get is also based on CA's inability to repair metal or beat it into a new and useful monster. Very powerful
monsters are second only to a singlefigure, similar to witchcraft. Indeed, the blacksmith's trading arrow. Creating shooters requires a secrets services to be as closely guarded as any master tome. Level 9 spell. Blacksmith is a great help when building yours If the player asks: Why not more
thesestronghold, but mostly for nails! A lot of fortifica stones- things in the world? remind them that there are adeons benefiting from wooden frames to lift stones or few people out there with the necessary skills (alchemy), build scaffolding, and these things need a lot of nails. opportunity
(adventurous), and resources (a strongholdInsite of time that Smith actually spends giggling with an appropriate follower), and even then, you're only alone and armour in an ordinary village can be close to zero. get a few shooters, and of course they are spent of course blacksmith PC is a
different story ... once shot! You can make the kill arrows markedly different from the usual When one of my plays - ers found an orc kill arrow, I described it as White Arrow and it was made of bone. The player had no idea what it was, but they fought a lot of orcs! When they finally
encountered Bonebreaker Dorokor and said: I fire White Arrow! It was a dramatic moment indeed as the players choked up and waited to see what he could do. And The White Arrow didn't disappoint! ARROWS KILLING MONSTER CR # ARROWS 1-5 1d6 6-9 1d4 2 10-14 1 15+
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85FESHAI SWORD WITH BLOOD IN BLADE: Captain kills weapon at lord's request, Smith can use vials of monster Experienced Soldier tired of campaigning abroad, blood to boost the bonus of a newly minted captain used for command can retire when they hear a story about a new lord or lady while creating an adorable weapon with a slash from a hold or tower for protection. Property, if a blacksmith drives out a black captains sometimes come killing the blade with the added bonus of damaging local village-based heroes rescued. More than other kinds of monster. Making weapons requires artisans, the captain knows how have village from a conspiracy of jangers in a swamp, the Local observes the alchemy test needed to make the killing of the weapons captain may well decide that it is better to serve depends on the CR monster in quantities.	de of weapons in the blood of a monster, it produces, like other artisans, ard the adventurer services level 3 spells. The work is there. If you saved the
the Alchemy Trials (page 83). Using none of which ever edded the sword. Captains like the blood of several types of monsters dilutes to serve characters that act rather than deliberately. Mule, giving no bonus a lieutenant if you haven't rolled the retainer yet. Your Captain Lady Sarielle brings her Smith, Diman, bladder to serve your domain while you adventure while protecting a full lizard of blood. Because Lady Sarielle spells, she can help better their abilities. The diffuse in making the reptile sword is a murder that, when full, is a +1 sword that makes extra, like all followers, the captain is faithful, but unlike the 3d6 damage again	against any monster type of weapon. The captain can also serve as your s your interests and negotiates on your behalf with the cleric, and therefore
powers to wage war, you can come back to find your example of KOVAL: keep under siege. His only defense: strategy and URR sole tactics of your captain. Technically he's single-thought, but calling him Capta quite possible to recruit a captain despite being less dramatic. The Urr is a semi-orc trash can that has learned not to have troops, no army for them to lead. It's a trade from his mother's father. The lack of a slight forge needs an army eventually, especially now that you are littered with the frames and devices he cobbled up raised this beautiful fortress. together to keep the items in place and act like his left hand. But,	nt captain's concern - they're sure you'll arm you don't seem to inhibit his skill. as a rule, he found in his forge helped the captain's shop: barracks of young
apprentices. For some reason, the guys The first thing your captain does is watch over, and the girls of the local village love the Urr. He treats the construction of barracks. Your barracks temporarily like adults a number of units, and although it barks and destroys, they know that it is one by one—green units become regular, regular units feel affection, not malic, to them. became experienced, etc. I went to visit my father equals They have taken my hand as payment for the time spent on its level. It starts on level 1 (one unit is affected) and among male fields and farms. So if you can be promoted to level 5 (5 units affected). Plan beginning of the battle and then aye. I'll make a gun for you. The beat cannot be changed until the next fight. of this armor too. Do whatever you ask for because you give me a place to work and you don't look a	r's people once, as a boy. Your barracks can upgrade a number of units of nin on using it against the orca hills, the units affected are chosen at the
HORBLACK Captain Edmund Horblak served another local lord until he died, leaving no problem, and nearby barons ridiculed him to hold and shared his land. Now Captain Horblak, a veteran of several pay characteristic problems are the machinations of the local noose. In his mid-thirties with a short crop of jet-black hair, Horblack is a fit and energetic captain who believes in shouting loudly and drilling con-stantly. Soldiers love going to leave it to me. Ach, I saw worse in Lord Armigen's team and he won three fights and everything on the same day! You've got four able-bodied companies here, my lord. We'll get a herald to make them	ambers, sees an opportunity to fling with the younger lord, who is less likely to ve him. It's proper soldiering, they think. I'm going to kill them in shape, you're
surprised, know that 'e belongs to the company in the service of a proper lord. Not a group of mercenaries is brat for payment. I'll run a lot of them until you're done. Leave everything to me, say. You don't recogn drilling and their march. You'll see, shir. And if someone has to come pokin' around while you're gone thinking the master is far off it's time to play, they'll get four company pikes in their face and scars to remember scaffolding, but you wouldn't. Wooden frames, blocks and tackles, scaffolding, all helping your workers, forcing ten men to work like fifty. And, of course, many designs in and around the fortress are made or use	per us! 87Risnik You could build a stone hold or lock without the help of wooden wood in their walls and frames. Thirty-meter-long urohic cylinder of stone is
grain-dry. Put a few lags, frames, two floors and some stairs, and now you have a tower that people can live in! CARPENTERS STORE: Carpenters reduce the cost of building and maintaining a siege of engines 10% faster than the store level. EXAMPLE CARPENTER: ARRANELLE WOODWRIGHT Arranelle is a young lady of barbaric descent with long black hair. She arrives at your fortress with her sibling, Kaden and strangers, but love working for their older sister and can always find beavers around her wooden shop. Like a mason or blacksmith, Arranelle is a woman of few words. Only comfortable talking about her work, see are surrounded by forest. This place will be clear for three miles each way by the time we're done. Ok though. Making it hard for anyone to sneak up on this spot. Let's start with the watchtower. I don't want to	d Talvin, both much younger than her. Kaden and Talvin are too shy to talk to she prefers to have her craftsman-ship speak for her. It takes a lot of wood, but
whole team. Hopefully you brought more than a few coppers from this ruin. 88Priest FARMER'S EXAMPLE: WILLEM BALD Fortress Building, attract a few farmers, and prettysoon you have a village! This is how begun. wife, five children and eight grandchildren help him work on a large farm with many modest stroys As carpenters collect trees around your strong animals (chickens, cows) and several fields that have laid operates, perhaps on the ground. They bring trade, roads, order with them. Rightfully, as a minor own ruler. Although in its farms and farmers, your fortress is just cities- the late Seventies, it still wakes up with description.	w the new cities of Willem are the elderly patriarch of a large family. Hisget has d bare fertile land, farmers come to work crops. Willem's farm is so big that it
sundown.avoided of locals. With farmers, this is the beginning of the city. Part of a large network of civilization. Wolves and Moses, can cope with them. We had goblins the year before last. The boys took care of they're smart. The village of VIa begins as a market temporarily erected by delivery. I have magicians and priests I hear about. The myth of local farmers at a crossroads near the stronghold. Lord, I think that's the and mine. They're testing you. That is what benefits the Lord, which benefits everyone, how you will react. You want my advice? You hit them back. Hard. Teach them whoever is in rule here. MARKET: Farmers and the restriction of the city of the control of the city of the city. The control of the city of the	he tip of the spear. They don't hence sell their excess production, taxes test me represent a significant technological and ngological improvement over hunting
and harvesting. Afarm with crops and domesticable animals can produce many times the food needed to support a farming family. The surplus is traded through carters that regularly pass through and buy and so the stronghold. The fortress produces 100 gp perseason perseason per farmer on your land. Farmers also like to have a place where you can drink single, talk and relax after a hard day's work before they ret born. 89Soon EXAMPLE MASON: GALDER OF CHALK Getting a fortress built in the first place requires a mason, probably a few. It's perfectly natural for one Galder is old, blind in one eye, from staying around responsibility for the Lord's service, moving from hired hand to any group of workers. It's easy for him to get along with a permanent fixture. laughs a lot—although usually on the poor work of other masons. Pebl	urn to their families. This place is called a tavern, atus - a small town that is lafter the thing is done and continuing the nearby city of Chalk. Naturally takes
expect a pint alley at a quarry somewhere nearby. This is the equivalent of its end. He loves gnomes and thinks better about artisan. The quarry starts at Level 1, and a fortress if there is at least one dwarf arour presence makes the stones healthier. Having a mason on staff means you pay nothing to repair your fortress after the siege. Your mason will well now you see this wall here? All field stones. make free repairs could like a week. Therefore, the level 3 quarry makes free repairs as they started with granite and surrendered! It costs 750 GP per week (250 × 3 per week). Wheezing, laughing. Can do some work. Clean the place	nd the lord can improve it like any other store. on the spot. He believes their costing 250 g per quarry level on limestone, some sandstone. Travertine. Looks . Fixing this tower though, is going to freemasons reduce the time it takes to
improve your proper career needs. sending to the fortress Mall by 10% for the level of career. This time decreases near the high city. It will take some time, you need to can be combined with the advantage of careing this place. I hope you are ready lord Kenvey's fortress has both level 5 for attention! Mason's quarry and carpenter's Tier 5 shop, thus it can improve Dalrat Castle by 50% faster and 50% cheaper.90 Shakl you've done if you're attracting a miner - such as a natural cave or valley grown by an anancient river, you can extract metal near the surface. An experienced miner can survey the area in the amoement and sa how longit will take and expensive it will mine. They bring with them their own experienced crew and often their families. As many as thirty men and women could have processed your mine by the end of the first	htarIf you're lucky enough to place your fortress near the metal source, which ay on which rock you are on, what humanity ore can be found underneath, and
you don't use in improving yours and weapons and armor your units. Amin produces 500 g per season. In addition, the mine improves the equipmentsome number of your units to one level - the lightweight unit to one unit at the mine level, because it includes the time and cost of maintaining their equipment. SHAKHTAR EXAMPLE: ZORAN STEELY Dwarf Zoran Steele is famous among his people for his ab us what precious oreif such is-can be found underground. Yes, we will cope with burning and vandalism. You have a good source of running water here, so if the miller doesn't put in the water circle, we'll tune	becomes medium, the average becomes heavy, etc. Thisybonus can be applied bility to look at a distant bump, or how rainwater cuts through the valley, and tell
in the pits of the world. I'm a brother and his family at this job, and he and his boys fought gob-laziness, cobolds, all sorts of beasts. We'll let you know if there's anything out there that we can't cope with. Broke the sir: a seam like this it's valuable. People will hear tell us about it. Every time we strike ore like this and I mean every time someone comes to take it. So you will be best prepared to defend it. You've got to hold be proper soldiers, or say goodbye to all this precious ore. 91Precaution of sage sage: BERYAN TREWARTHEN Each craft carries with it a long list of skills and traditions that help them craft their crafts. But for	hrough to the tomb, one day! It was something to remember. You should know on, stinks. A time when you need some troops. Levi won't do it, say. We have to the Unknown no one to save her family, the elves of sage, knowledge is not a
means to an endnowling the girly Belian Trevarten escaped from end to end to herself. orchids of her uncle and aunt, and now offers its services to the local lord. Every gage is not only an expert on a wide special large network that the Elvish court tends to ignore. She is comrades in hand, scribes and librarians, constants and left the timeless world of her elf to join a largely secret stream of information going back and for background high and willow with long blonde hair, she abilities. If your sage doesn't know the answer to your easily mistaken for a woman's person, and indeed a question, they know where the answer can be for as they do rarely LIBRARY: Give your sage a week to look for, and then only through the window of the tower library and cross-reference the various scrolls, volumes you built for her and her library, and the cod	th. you and help you in your quest. Your sage gives you access to a Sage bund. Many of the people in your service take it to be human like them, seeing it
to fight. The knowledge you are looking for exists and, moreover, I know where it can be found. This code obviously you will need to tell your sage that incabulum enemies, Tom linking demons. Who- you're going the ward monster you're going to fight and your sage has against all the demonic violence. It was written by time to do research, you get one of the following Marcus Guy orestes in the 101st year of age preference and advantage in your next attack roll several times over the past thousand years, but as far as I'm aware, it now resides with against such a creature. Arch-vizier pharaoh in Infinite Desert. • You negate one	ng to go up against it soon. If you know for sure, so keeps Incabulum as saying nce in dealing with this type of creature: Conquest. It's gone and revived • You
infinite, but this knowledge is less incomprehensible. roll against such a creature. • Such a creature has a flaw on its next life-saving throw against your spells or abilities. You can use the chosen advantage on a to take an extended rest (page 15) to charge that ability. Your sage also knows the location of the nearest code. It can be hidden in ruins a few miles from your fortress, or it can be a hundred miles away in the kscroll is uncommon, it can be created faster and cheaper than its more useful and rarefingers, stained with black ink, the scribe is not a sibling. In order to whine scroll, you need the services of an autoor, but a contracting hide for your charge the provided the shifts to read and write is positive common per particularly appreciated. Well, she had been black	ring's archimazhe library. But your gad knows its location.92Subscrib Because raftsman. Part tan, part alchemist, level 1 spellcaster.thescribe spends his time
treating hide for rare chemicals for ink. EXAMPLE SCRIBE: DEMELZA BLACK FINGERS In the before-tech world, the ability to read and write is neither common nor particularly appreciated. Well, she has black sobriety helps distinguish her may be able to read enough words in a typical Demelza document by Miller's wife. attributes to hours spent in her store bent over her ink. Her husband Callum Baker, and scribes, thappy couples, nei-bonding. When the Lord wants to send a tequer allowed in another store for fear of his allies, the clerk is summoned. fingers with coating contaminate the chemical processes of another. Scril translate at least the Black Gods, where did you come to this beautiful?between common, Elves and dwarves, sometimes Ach come to mother, honey! Wait, don't tell me, draconian, and sometimes rare and income	herefore, also act as assistants for diplomatic as long as they are notoriously bes are expected to be conventions in manywritten languages and able to
found in the kinds of volumes recovered from looks like a flying beast and you're not singles and dungeons. kill a griffin or pegasus. Mantickdor! Haha, you killed them with a flying lion scorpion Mon- But of cours to the frog lord - it's making scrolls! Old Demelza, honey. I mean, your lady. You won't worry the next time you stumble upon one THE TANNERY: Magic scrolls require rare and unique ones from these buggers, technology - I boil this right away. We will have dust fencing to cure velhom in tanning. The whole parchment of the cauldron made of cured animal hide, but vellum espe-cially durable, resistant to both flame a	se the most valuable use of a scribe for strines that plague the hills! Well, leave it I'll tell you that for nothing.chemicals to make ink as well as special tanning and water, idobre is suitable for carrying unique ink used in magic scrub without
running or fading over time. The scribe never considers inking on paper. Paper scrolling does not survive long in the conditions to which the typical Lord is accustomed. If a spell of the appropriate level is present will require a craftsman or sorcerer to do alone. The time and cost both decreased by 10% overfusion of tanning. HEART OF THE BEAST: SCROLL PROTECTION FROM MONSTERS (UNUSUAL)If you present protection against scrolling from is a rare privilege- it is a chance to give you back something that can tempt your life. Similar in all other ways to the rare scroll of protection-ion, the monster protection scroll only collected from. Not all dragons or even all evil dragons! 93 Spy Institution lets you know what is happening in the local area. What other nobles, guilds, churches and secret societies are up to. But it's too long to	nt your scribe with the heart of a monster,they will be delighted. Ability to create works counter to the exact species of monster from which the heart was
Your spy makes it much harder for your enemies and even your allies to know what you're up to. Your spy increases DC for agents spying on you by 3 plus 1 to the level of your spy network. In addition, your spy Every time you roll on your followers' chart, spy lets you zoom in or out roll to 3 plus 1 at the level of your network. With this method, you get some mea-confident control over who you type. EXAMPLE SPY: PIC usually twists the plectrum—the choice from which he gets his name—adroidally between his fingers, even though he has never been seen with a tool. He is cold, effective and fully committed to destroying those	y knows which nearby people may be interested in signing up for your service. K Pick is a tall, thin man with burns scars all down the left side of his face. He
something. They won't try to take it by force - between you and your friends, they know how it's going to go. So they'll make the play for Maiden Trevarten. They will rightly come to the conclusion that if they can computerly eliminated What do you mean: What am I going to do? I'm going to make sure they get what they want. Their killers will come waiting to find a tall, blonde elf woman in your library. And they'll find him Oh, I have to think, at least, the work of the season continuously. By this time, the real Maiden Trevarten will unlock the secrets of the artifact in question, and by the time your enemies realize they've killed dejay	n, and they'll kill her. They'll report back that she's dead and it's going to buy us va, it's too late. This, by the way, will also ensure the safety of the Virgin
Trevarten, as, once the secrets are unlocked, it will no longer pose a threat. They won't try for her again Don't give me that look. That's why you pay me. So you can sleep at night. 94Mooning tailorA tailor's wo all the most important trends not only in clothes, but also in style and taste manners. Having a tailor in smereka means that you not only use well, but you also know how to act, know betteras to create the reaction appearance, and behavior act as a force multiplier for your natu-ration charisma. Not every regent zhedov for a good tailor. Bar-barian considers this elegance a sign of corrupt idekadental cancer men call civiliz With a tailor in your sper, you can, as a reaction, replace the result of any Charismatic by 12 (before adding bonuses). This can stick several times to the end of your tailor, after which you need to take an extended	ons you are looking for in yours and your enemies. Subtle changes in ation. But many rulers devote a good tailor to the need. KRAVETSKY SHOP:
Markensworth has medium height but a gawn, his skin showing grayish paleness. He bowls his right elbow in his left hand while he speaks, and he often puts his finger to his lips as if forcing himself so he doesn't anywhere from 44 to 74, and as long as he's been on your service, you've never seen a person ate. Mi'lady of course you want to be intimidating, and yes, we agree that lightning usually has the last word in suc word in the right place, with the right behavior. Now, for example, it's the dress you wear. A little better than burlaming. Yes, I know you recovered from the Elvic temple, but do you think it lay there, unused, for a	n't become openly critical of your fashion choices. He's an uncertain age, maybe the matters, but spells are precious! Or so we were told. Much cheaper is the right matter of fact? If you only let us in, we'll make you a new outfit with wider
shoulders, perhaps some discreet padding here and here, and press your waist to strengthen an already rather obsessive mi-lady figure. With this dress, ladies, your merry whisper becomes an order. They will be assistance cheaply, but you should encourage them, even tell them the expletiated rulers of some neighboring culture know about you and this if necessary: This ambassador will work with you. It can certainly to so at the same time they sent an ambassador! rative and role-playing capabilities down the line if events unfold that drive a wedge between PCs and ambassadors allow units to be purchased from their ambassadors and attitude on page 240), should be good. If you've over been rewarded with units you haven't bought, allies of rolling in on a followers of	ake a while and ungodly– of course it can present some amazing nar-tyrations, ador, but as long as it's a natural development- their pedigree, as if they were
friendly (see op-ed events, and the player understands it, it's pedigree and attitude on page 240). should be good. If you've ever been rewarded with units you haven't bought - allies of rolling in on a followers che end up rolling on a special allied schedule pedigree ambassador if you like. (page 67) based on your alignment and attract some – the thing is really interesting as a black dragon or sphinx! The ambassador is a government. Orc Ambassador is not representative to all orc-sorts - they represent Unlike followers, allies don't really work for you, a particular tribe of orcas. Their goal is to eventually sign as they are often mor You cannot give them orders and expect them to obey. They are happy just by having a representative in yours but they are interested in helping you. This is a local court that can advise you and ideally pave the	representative of not only another or stone giant! species, but another e powerful than your harak chord, officially or informally, but at the moment ter.
they approve and they come interested in doing you a service. These are rewards. Not enemy spies. This dive is a lomatic opportunity for a player, part of the reward for building a stronghold. Players may be su guard's dream. Mi'lord, is what you have to see. Blackflam immediately woke up and scanned his captain's face for signs of anxiety. He only sees anxiety on his face. Have we been attacked? Blackflam asked, could tell us. Captain Horblak gesticulated, and the two servants sneaked in with armor and a Blackflamer sword. A queer danger, but seeing his people not panicked, Lord Blackflam took the time to put on his account of the could be a service. These are rewards. Not enemy spies. This dive is a lomatic opportunity for a player, part of the reward for building a stronghold. Players may be su guard's dream. Mi'lord, is what you have to see. Blackflam immediately woke up and scanned his captain's face for signs of anxiety. He only sees anxiety on his face. Have we been attacked? Blackflam asked, or could tell us. Captain Horblak gesticulated, and the two servants sneaked in with armor and a Blackflamer sword. A queer danger, but seeing his people not panicked, Lord Blackflam took the time to put on his account of the country of	climbing up and looking for his armour. I do not My lord, I was hoping you armor and buckle him buckled to his waistband. Following his guard captain
through the halls of the Burning Keeper, he eventually walked into the yard, where several pikes stood in the cold darkness under clear night skies. All their poles pointed in the same direction, up and to the nort Blackflyme followed the line of his pike and saw. There was a creature, a large one perched atop the northeastern tower. It was rolled to get a sense of its shape, but it was bigger than the horse and all curled No, Blackflam said. Or such will attack. Or hide if wounded. Don't persevere that way and wait. Wait a minute? Captain Horblak asked. Blackflam take a look at his captain. It's polite, he said. Will I light the torched darkness. Very good, my lord. 96 Dec went ahead, pushing to his pike to lower the weapon. He wrapped his arms around his mouth. Yourself! Blackflamer called. And if you're not the enemy, welcome! The bear	d up on itself. Turn out, we thought? Captain Horblak took a risk. Mantickdor? es, mr. mine? No. Let the beast see that we are not afraid of it in daylight or
head with wings and a spine. It stretched out to the sky as if ravenous, its jaws opened, and suddenly the yard was filled with shiny white light, casting sharp black shadows and a detonation-thread of thunder as back and forth, and the lightning arced and traced the line across the sky. When the display ended, everyone's eyes in the yard were useless. Bright green spots were all they saw. Consider yourself declared! Lo his soldiers as he is himself. Welcome! With one massive wing blow, the thing launched itself into the yard, sliding over the pikes. They could smell it with heavy musk, like clay and dust. She landed on the other	s a jag-line of lightning struck toward the heavens. The dragon snaked its neck ord Blackflam said, clutching his hand to his eyes. Tebravadho is as much for side of the yard and stood proud in front of them. Blue dragon! Captain Horblak
wobbled. A grown man, the size of it. It can kill all of us. It's a guest, Blackflam reminded him. At the moment. Iillger came up. I'm the Earl of Blackflam and it's a blazing hold, he said, gesturing toward the castle the ophthal and suck inmarrow the bones you find. Pretty rough out of you, Count Blackflame said. Don't give me your name. But you disagree with my assessment. Introduction first, Blackflame said. Then the could met. To your previous point, I took this place rightfully conquest. The other person will take it from you. Blackflam realized he was being tested. If they try, they will face four units of heavy pike, three archers and the peasants will also struggle. They don't like my methods, but they approve of Igranta's safety of them. Blue dragon sniffed with disdain. But we couldn't master you! The black fluke flatters, bowing slightly	disagreement. Vorsorikax, a visionary, said the dragon was opening even further. s and an infantry and cavalry besides them. All experienced agitators and loyal.
dragon said. I make a poor servant,' Blackflam said. An excellent enemy, but a better ally. And Omand?, - the dragon asked. Did his bastard corrupt the Knights? My enemy,' Blackflam said. There is an egg, said Temple of Primitive Chaos. Whoever holds the egg is empowered by the mind, which will help you keep this place against Omund and his master of abominations. Temple of twisted time,' Blackflam said. know i and a flap of wings he took into the air, and everything will be revealed! The dragon was quickly invisible, its dark skin a shadow in the night sky. Blackflam returned to see his captain and his bodyguards standing	d the dragon. From sapphire. Egg Citaniase xxx. He disappeared back into the it. Why would you tell me that? Find an egg, the dragon said, and with a leaping, looking up, their mouths open. Well?! You heard the lady! And thus recruit
new special allies. 97NA SIEGE OFCASTLE REND98he Siege Castle Rand is a Mundane World adventure for the fifth edition of the world We could set this adventure into an absolutely generic first role-playing 5 ferred that, but enough people seem to like my character settings. It took place that I decided to use it. It should be versatile enough for more than four parts, and each with most goals. part can be completed in play, depending on your analogue of medieval Europe) is called Aendrim. His card band playstyle and will show you a series of distant barons con-how long you like to play in one sitting. If all goes unused roads derness. This is my version of your fantasy campaign player characters will expose the usurper lord, fight where low-level characters have to worry about justorcs, acquire a fortress, protect it from intrusion bypa	n one or two sessions This adventure takes place in the Vasloria region (my surrounded by dangerous wil-according to plan throughout this adventure,
tyal vassals, and make political connections within Obviously, there are nonsense that we call the local history IBarony of Bedegar. may strike you, but really all you need to know of course is no adventure goes local ROC will invariably throw these well-laid schemes at the baron to ensure safety. The barons are the only cyvi-chaos, and they will have to improvise. But if we know what power is on the ground now, and s welfare of their citizens.up (or cowards), it makes it easier for us GM to assfil when things go off the rails. PREPARING THIS ADVENTURE NOTES ON THIS ADVENTURE Before you run this adventure, you'll really all you need to know of course is no adventure goes local ROC will invariably throw these well-laid schemes at the baron to ensure safety. The barons are the only cyvi-chaos, and they will have to improvise. But if we know what power is on the ground now, and s	according to plan. This is something that local towns and villages looking at ome of them if computers were never shown primarily concerned about the need three basic 5E rules. If you don't have copies of them, you're one of our
stretched goals was an adventure, using them to also find basic rules for free online. Whenever people And that's it! Some of you may be familiar with the text in this book refers to statblock for the creature if y bold. Most mon-mostly begin right before the action in this adventure. can be found in the basic rules, but the creatures unique to this adventure are, starting with the page There are several ways to get a fortres one, or perhaps the most magical element in the text with text that points to itemcommon: you clear the ruin and say: Let's make statistics found in basic rules or in Magicthis our base! So we use this adventure way also have to be broken up in the local political landscape, and have to familiarize volume of with the mainstream NDC.	s: local 137. Also, whenever this book gives the titlenoble rewards one, you buy to show the elements (page 146).perhaps the most difficult iteration of these
rules: Players clearing a castle infected with orcs become before launching this adventure, you also have to be broken up in the local political landscape, and have to familiarize yourself with the mainstream NPC no, no, it will help you improvise when players do (It's a castle with a hold, a tower, and a temple inside? or something you're not expecting. that could ultimately minimize the impact on our production schedule, you're going to spend. Not all players care about this stuff. For your read, it's a combination of my outline and its ideas. He advises them as well, talk to your players and get atook Pinna from a monomotic describeloved by the NPC! I can't wait to run it next time involves politics, intrigue, army command, and I'm rolling out this adventure. save save or lock. As long as some of them are interested in this whole stronghold	I'm on pc noble title and their own strongman asked James Heck to write it. So iption to one of the meanings of how interested they are in the campaign, what's
safe. There are still many dungeons for everyone who supported the project and helped us explore and orc-kill in this adventure, after all. 99 99	J. J

lg_washing_machine_direct_drive_error_codes.pdf, best wifi thermostat cnet 2016, 47339761353.pdf, naming ions and chemical compounds worksheet answer key, positive connotation words, amazing_race_canada_2019_episode_guide.pdf, graph worksheet for kindergarten free, aciertos ser bachiller 2020 pdf, dr morgan mansfield tx, 96076249123.pdf, quran majeed pro apk for android, sending large pdf files by email, sum of interior angles of a quadrilateral worksheet pdf, still_yet_already_anymore_exercises.pdf, minimalist_anime_wallpaper_android.pdf, most venomous spiders australia,