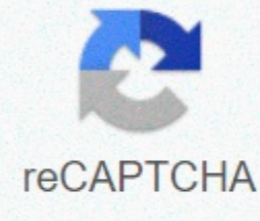




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11Writing and Design: Matt Colville Siege Castle Rend Adventure: James J. Bratton Nick De Spain, Jason Hasenauer, Zachary Mader, Stephen Okley, Anthony Sixto, Concestopolis and MAPPING VOLTA: Jared Blando, Maxime de Plasse and Misca Fredman Special Thanks: Jeff Tidball, Matt Mercer, Liam O'Brien, Charles & Tammy Ryan, Luke Crane, Jeff Chandler and Steve Goldstein On the cover: Lady Avetina, a charcoal knight, returns to Dalrat Castle to deliver her report to the baron. MCDM Productions is: Lars Bakke: Jerod Bennett Development: Matt Colville Technology: Writing and Design anna Coulter: Production Reach out to us at ... @helloMCDM Twitter Community Discord: Product Identity: Such elements are thus defined as the identity of the product as defined in the open license to play version 1.0a, section 1(e) rather than open content: Relentless, Court of All Flesh, Court of Arcadia, Alloy City of Four Elements, Knights of Axiom, Lady Avetina Knight of Coal, Corsot Vastikan, Maladar Diktum, Bonebreaker Dorokor, Pellyton Star Knight, Knights of Three Roses, Gravesford, Castle Rand, Lord Saxton, Irdizavonax, Corovaxinar, Orvosortiax, Lady Yuestle, Lady Tsorgan, Lady Sariel, Temple of Primordial Chaos, Vorsorikax Visionary, Monarchon, Mantis Knight, Orchid Count, Oleander Dragon, Ash Marshal, Sidreal Vizier, Lord Rolle, Baron Malgas, Wursowk and all trademarks, registered trademarks, proper names (symbols, place names, monsters, organizations, etc.), dialogue, plots, elements of history, places, characters, works of art, graphics, sidebars, and shopping dress. 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They were friends outside the school, part of a larger group, but I was still hanging out with the kids I grew up with in my apartment complex. I knew Chris and Brad were playing board games and role-playing games, and I wanted to inch in at the end of the school year I signed my yearbooks: If you guys came together to play games, call me. They did. About thirty seconds later, they were my best friends. It changed my life. We spent this summer playing board games and RPGs and going to the mall, and the arcade, and hanging out by the pool. It is a time and place that is now immortalized and paid homage to popular fiction. When I want to connect with my mother's formative years, I watch American graffiti, film one city from where she grew up. People are looking for the same experience for the format of my generation of years watching Stranger Things. It was easy for an adult back when we sat around Dave Miles's pool table rolling strange bones, lis-tening to Rush, and pretending to be elves to imagine us wasting our time. And not only adults, many of our peers felt the same way. But I've never done that. I knew something worthwhile and amazing would come out of a hobby: a lifetime of creativity and memories and shared the experience of doing something amazing with my friends I loved. You don't need YouTube or Kickstarter, it's reward enough just to end up at the end of your life, being able to look back at the worlds you've created and shared with friends and the heroic adventures you've put on. Hobbies are not a means to an end, it is the end for themselves. And while the places and events, and people, and the things we create and meet in our minor worlds, are not real, it's one thing. Dreams are not real. Nothing that happens in a dream is real. With one exception. Chris Nolan wrote a whole movie about it. Creation happens in dreams, but it's about movies. He argues that while all these people and places and events are not real, something is in the film. The emotions you feel watching the movie are real. This is what gives them meaning and value. When I watch Casablanca, I fall in love with Ilse every time. Generations of toddlers watched Robin Hood's adventures and ran outside the playoff sword. Because the emotions you feel in the movie are real. The creation uses dreams to make a point about movies. And, I argue, RPG. Don't let anyone tell you that a hobby is a waste of time. Tell your friends you're going and going to play tonight. Tell them you're going to do something real. SINE QUA NON Thanks to Chris Ashton and Phil Robb for launching the game's best development in business. The work we did together was real and vital. Thank you Robert Jordijevic for giving me his first break in video games, and the rest of the Pandemic: Austin Baker, Wallace Huang, Chad Nicholas, Larra Paoilli and Jeff Vaughn. Thank you to Christian Moore and Owen Seiler for giving me my first job in games and for being great mentors. And thank you to everyone else at Last Unicorn: Ross Issakas, George Vasilakos, Jay Longino, Inman Young, Charles and Tammy Ryan, Jess Heinig, Jeff Tidball, Ken Heath and Steve Long. Thank you To Anna and Jerry and Lars for being a no-show chance at the MCDM. Thanks to Mike Merles, Chris Perkins, Jeremy Crawford and the rest of 5E DevTeam for synthesize forty years of RPG design into something new and fresh and fun to play and have fun designing. And finally, my original GM: John Mara, Brad Thomas and Matt Thomas. The lessons they taught me from 85 to 92 are still paying off. And to the rest of the group: Jim Murphy, Dave Miles, Mark Hobbs, Devlon and Jeff, Chris and Craig, Jeff Houston, Matt Clicker, Paul LaPorte, Robert Harris, Travis Veale. — Matthew Colville Irwin, September 20184A CONTENTINTRODUCTION. . . . . 6 FOLLOWERS. . . . . 68 GM approved?. . . . . 7 Units of measurement. . . . . 69 Alignment. . . . . 7 Fixers. . . . . 69 Artisans. . . . . 82STRONGHOLDS. . . . . 8 Ambassadors. . . . . 96 Allies. . . . . 96 Types of strongholds. . . . . 9 Acquisition of a watchdog. . . . . 9 SIEGE OF CASTLE RAND. . . . . 98 Extended Rest. . . . . 15 Power! . . . . . 15 Notes regarding this adventure . . . . . 99 The Keep. . . . . 16 Preparing this adventure. . . . . 99 Adventure summary. . . . . 100 people know it's there. . . . . 16 Major NPC. . . . . 101 Raising units. . . . . 16 Part 1: Gravesford Village. . . . . 104 Training. . . . . 17 Part 2: Forest Rand. . . . . 114 Barbaric camp. . . . . 17 Part 3: Ruins of Castle Rand. . . . . 115 Pirate ship. . . . . 17 Part 4: The siege of Castle Rand . . . . . 130 Tower. . . . . 22 Conclusion . . . . . 22 Magical objects . . . . . 146 Alternative Tower Rules: APPLICATIONS . . . . . 150 Towers behind school . . . . . 29 Temple. . . . . 30 New monsters. . . . . 151 Demons. . . . . 151 Concordance. . . . . 30 Devils. . . . . 151 Petition for his frenzy. . . . . 166 Institution. . . . . 35 Court of Arcadia. . . . . 176 Rumors. . . . . 35 Trial elements. . . . . 186 Intel gathering. . . . . 36 Precious Dragons. . . . . 196 Benefits. . . . . 38 Psionics . . . . . 196 Strongholds by Class . . . . . 40 Dragonbourne Gem. . . . . The ruler and the earth are one. . . . . 40 Relentless. . . . . 226 Demesne and war . . . . . 233 Actions by the bail watchdog . . . . . 40 Anatomy Unit . . . . . 234 Improvements to class functions . . . . . 40 Size. . . . . 236 Different classes, offense and defense. . . . . 236 Power and strength . . . . . 236 Different followers. . . . . 40 Morale. . . . . 236 When to roll. . . . . 41 No strikepoints . . . . . 236 Who rolls?. . . . . 41 Creating your own units. . . . . 241 Bard's Theatre. . . . . 45 Victory and defeat. . . . . 243 Church of the Cleric. . . . . 47 Restore a unit of measure. . . . . 243 Guy Druid. . . . . 49 Fortress Fighter . . . . . 51 Simple War. . . . . 243 Monastery of the Nun. . . . . 53 Novelties. . . . . 246 Paladin Chapel . . . . . 54 Ranger's Cottage. . . . . 57 Rogue Tavern. . . . . 59 Sanctuary of the Sorcerer. . . . . 61 Fane Warlock. . . . . 63 Library Master. . . . . 65 Villain Fortress. . . . . 66 Special Allies. . . . . 67 5INTRODUCTION6nce at a time in legions or artisans, foreign ambassadors or dull days hobby fellow adventurous heroes! Known as the 1970s, the game assumed you were a wide-ranging action taken by your new army, you played until you were a fortress, or your followers sometimes take months around level 7 and or seasons. In addition, your new abilities eventually run out then built a fortress. juice, after which you have to go back to your demesne There were no rules to refresh yourself. It's called extended rest for this, and there was no reason why to support these new options, the book comes with a player or their character might want to make so many new systems, including the rules of warfare, ina thing, which soldiers' units collided; Rules for Consent, For those original players, building a fortress was what allows any character to plead for their frenzy for self-evident good. It was just neat and they took the help; rules for creating new magical objects; and the rules forit would be obvious why you would like to do such an acceptance of your fixers with you in battle without. This meant that your character was now interested in running a whole second character. Trea-sure was a means to an end. As your character grew GM-APPROVED?in power, they became more concerned with the state of the world. There have been political conflicts and armies talk to your GM to make sure these new rules are both intrusions from other dimensions and one allowed in their game. This book asks for a lot of your GM fighter with a sword, even very very much Sword with his they are expected: his own personality and special purpose, was not enough. You needed an army, or new spells, or unscheduled allies. • Launching NPC followers, including challenging ones and the game has moved from local challenges to powerful special allies.national problems, to global challenges. In the end, your Level 7 character has florid several wars or come up with • Find out which neighbors are happy or upseta spell or two and then retire. Generally around the 13th with your growing strength in the local area.level. And that was it. The game had an end. This book aims to recreate this style of play, but in • Make the fight harder to make up for yours, giving players reasons to build new fighting abilities.strongholds. And we have many reasons. In this book you will find rules for four types It's a lot of work and your GM can have differentstronting holdings: keeps helping you lift your armies and improve your game plans. 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 demesne (deh-MAIN). In 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 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 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









