Stronghold Rules

Mechanics

For the purposes of these rules, a stronghold can be a citadel, settlement, or any other property that can provide benefits. These are the essential mechanics of stronghold administration:

- **Downtime Activities** – Every week, you get three downtime actions to spend on activities. There are several types:
  - *Essential* – These are basic activities that need to be done to keep your stronghold functioning. They include administration and hiring aid (only necessary if you need a workforce). In addition, these activities could allow for smoother functioning in the future, like training a workforce or befriending a local NPC.
  - *Preparation* – These need to be performed before the stronghold's benefits can be enjoyed. They could involve repairs for ruins or site prep for land.
  - *Improvement* – These allow you to build or upgrade facilities, which can provide specific benefits to stronghold owners.
  - *Benefit* – These activities are used to secure the benefits available from the stronghold's current level and facilities. The simplest is touring the stronghold, but there are others more specific to the stronghold's characteristics.
- **Resources** – There are several key resources used to operate the stronghold.
  - *Time* – Measured in weeks, this is how you spend your downtime actions.
  - *Gold* – Required to hire workers and NPCs, as well as maintain the stronghold as it improves.
- **Benefits** – A stronghold has a level based on its facilities—the combined tiers of all its facilities divided by four. Based on its level, the stronghold costs upkeep and provides bonuses to its owners. There are two kinds of bonuses:
  - *Character* – These bonuses are provided to each character individually, and only once. They include skill training and proficiencies, and skill and general feats.
  - *Stronghold* – These benefits can be gained at any time, and deal with the skills associated with the stronghold's facilities. Beyond a certain level, these benefits can even persist outside the stronghold.
- **Facilities** – These are the rooms, buildings, or other valuable features that can be added to your stronghold. Each facility has the following characteristics:
  - *Dependencies* – Some facilities may require others in order to be built. For example, an alchemy lab has to be built on an existing workshop.
  - *Skill* – Many facilities have a skill associated with them. A foreperson in charge of building or upgrading the facility needs to pass a check on this skill, and checks in the facility using this skill will have a bonus (once upgraded enough). Lastly, a stronghold that is upgraded enough can provide skill feats associated with its facilities' skills.
  - *Lore* – Once the stronghold has been upgraded enough, residents can become proficient in some of the lore skills provided by its facilities.

- ○ *General Feat* – Access to the facility's general feats can be gained as part of character bonuses.
  - ○ *Starting Tier* – Some facilities may already exist once preparatory activities are completed.
  - ○ *Max Tier* – This is the highest tier that a facility can be updated to.
- **Upkeep** – The stronghold costs a certain amount per week based on its level. A specific income-producing facility can cover this cost if upgraded enough. If a stronghold is in a trade-accessible location, this could be a trading post, but other possibilities exist.

Activities

This lists all possible stronghold activities, including the number of actions used.

Essential Activities

Administer provides basic operation, while others secure important resources (workforces, NPCs, gold).

- **Administer – 1**
  - ○ *Summary* – Applies the Administered condition to the stronghold, without which the stronghold operates poorly. If no one attempts to administer, the result is an automatic critical failure. An NPC can administer (a mayor, seneschal, castellan, etc), which will produce a success each week.
  - ○ *Check* – Society DC (stronghold level + 15 OR 20, whichever is higher)
  - ○ *Results*
    - ■ Critical Success – Stronghold is Administered for one month. +2 to Amy preparatory or improvement activities during that time, and up to 4 workforces can be hired.
    - ■ Success – Administered for one week. +1 to preparatory or improvement activities. 3 hireable workforces.
    - ■ Failure – Not Administered for the week. No bonuses, and only 2 hireable workforces.
    - ■ Critical Failure – Not Administered for the week. 20% cost increase, and only 2 hireable workforces.
- **Hire Workers – Free**
  - ○ *Summary* – Hire a workforce for the week. The cost is dependent on the workforce type. Hired NPC specialists don't count towards the workforce limit. A workforce or NPC can only be part of one activity at a time. Preparatory or improvement activities have additional costs for supplies in addition to workforce wages.
    - ■ Untrained – 2g/week
    - ■ Trained – 10g/week
    - ■ Specialist/foreperson – 5g/week or 20% Facility upgrade cost, whichever is more
- **Befriend a Local – 1**

- ○ *Summary* – Spend time with a local NPC, potentially gaining the Cooperative condition, making them more willing to aid stronghold owners. A Cooperative merchant provides a 10% discount, and a Cooperative specialist or foreperson works for half-wage.
  - ○ *Check* – DC 20 Diplomacy or local's specialty skill
  - ○ *Results*
    - ■ Critical Success – Permanently Cooperative.
    - ■ Success – Cooperative for Charisma + 1 weeks (or 2 if that's higher).
    - ■ Failure – Not Cooperative.
    - ■ Critical Failure – Not Cooperative, and future Befriend DCs + 5.
- **Train Followers – 2**
  - ○ *Summary* – If the PCs have at least 10 followers or similar allies, they can be treated as a free workforce. Without this activity, they count as an untrained workforce. This activity allows them to be trained in a skill needed, and can be repeated to change the trained skill.
  - ○ *Time* – 4 consecutive total weeks
  - ○ *Check* – DC 20 in training skill, or AC 25 if combat training
  - ○ *Results*
    - ■ Critical Success – 2 weeks of progress
    - ■ Success – 1 week of progress
    - ■ Failure – No weeks of progress
    - ■ Critical Failure – Lose 1 week of progress, up to 4
- **Earn Income – 2**
  - ○ *Summary* – Operates as normal, except that 7 days are performed at once.

Preparation Activities

These need to be completed before any improvement or benefit activities can be performed. All preparation activities use the following degrees of success:
- Critical Success – Complete 2 weeks of repairs. If there's less than 2 weeks left, complete it at half cost.
- Success – Complete 1 week of repairs.
- Failure – Complete 1 week of repairs at +20% cost.
- Critical Failure – No progress, but full costs.

Every preparation (and improvement) activity requires a PC or NPC leader, called a foreperson, and a workforce.

These are the required preparation activities:
- **Preparation Activity – 2-3**
  - ○ *Summary* –
  - ○ *Foreperson* – Proficiencies
  - ○ *Workforce* – Trained, untrained, or none
  - ○ *Time* – # weeks

- ○ *Supplies* – gp total, gp weekly
- ○ *Check* – Crafting (and/or other skill) DC
- **Preparation Activity – 2-3**
  - ○ *Summary* –
  - ○ *Foreperson* – Proficiencies
  - ○ *Workforce* – Trained, untrained, or none
  - ○ *Time* – # weeks
  - ○ *Supplies* – gp total, gp weekly
  - ○ *Check* – Crafting (and/or other skill) DC
- **Preparation Activity – 2-3**
  - ○ *Summary* –
  - ○ *Foreperson* – Proficiencies
  - ○ *Workforce* – Trained, untrained, or none
  - ○ *Time* – # weeks
  - ○ *Supplies* – gp total, gp weekly
  - ○ *Check* – Crafting (and/or other skill) DC

Improvement Activities

These involve the construction or upgrading of stronghold facilities. A list of facilities and their characteristics is at the end of this document. Note that the income facility is unique and has its own characteristics, described after the facility list. See that entry for guidance on building or improving the income facility.

All improvement activities have the following statistics based on the desired facility tier:

Tier	DC	Total Cost	Weeks	Req. Proficiency
1	20	20	1	Trained
2	25	50	1	Expert
3	30	150	2	Expert
4	35	300	2	Master

- **Build or Upgrade Facility – 2**
  - ○ *Summary* – Construct or upgrade a facility. If the facility has an associated skill, make a check with that skill; if not, use Crafting. If the facility skill uses an ability other than Intelligence or Wisdom, use the higher—Intelligence or Wisdom—instead.
  - ○ *Check* – Tier DC, facility skill or Crafting (see summary)
  - ○ *Results*
    - ■ Critical Success – Complete the improvement, regardless of number of weeks remaining, and at -20% cost.
    - ■ Success – 1 week of progress.

■ Failure – 1 week of progress at +20% cost.
■ Critical Failure – No progress, and wages + 50% of that week's supplies are spent.

Benefit Activities

These allow owners to access the benefits made available by the stronghold and its facilities. These are strongly dependent on the stronghold's level.

- **Tour the Stronghold – 1**
  - *Prerequisites* – All preparation activities complete.
  - *Summary* – Use the facilities to access all unlocked character bonuses.
- **Prepare for a Mission – 1**
  - *Prerequisites* – Stronghold level 3.
  - *Summary* – Choose a facility with a Skill. Gain the Mission Training or Special Mission Training (if unlocked by stronghold level) benefit for that skill. You can have two of these benefits, one each for Mission Training and Special Mission Training.

Stronghold Level

The stronghold's level is the sum of its facilities' tiers, rounded down, minimum 1. This table lists all character and stronghold bonuses, along with the level's weekly upkeep (and the tier of income facility that will cover the upkeep).

Stronghold Level	Character Bonus	Stronghold Bonus	Weekly Upkeep	Income Facility Coverage
1	Skill Training	—	None	—
2	Lore Research	Assistive Resources	None	—
3	Skill Feat (max Trained)	Mission Training (+1)	None	—
4	Skill Increase (max Expert)	—	None	—
5	General Feat	—	50	Tier 1
6	Skill Increase (max Expert)	—	60	Tier 1
7	Skill Feat (max Trained	—	70	Tier 1
8	Lore Research	Assured Assistive	80	Tier 1

		Resources		
9	Skill Feat (max Expert)	—	180	Tier 2
10	Skill Increase (max Expert)	—	200	Tier 2
11	Skill Feat (max Expert)	Mission Training (+2)	220	Tier 2
12	Skill Increase (max Master)	—	240	Tier 2
13	General Feat	—	390	Tier 3
14	Skill Increase (max Master)	—	420	Tier 3
15	—	Special Mission Training	450	Tier 3
16	Lore Research	—	480	Tier 3
17	Skill Feat (max Master)	—	680	Tier 4
18	Skill Increase (max Legendary)	Mission Training (+3)	720	Tier 4
19	Skill Feat (Legendary)	—	760	Tier 4
20	—	—	800	Tier 4

Character Bonuses

- **Skill Training/Increase** – Gain proficiency in a facility skill. For proficiencies beyond Trained, it must meet the requirements of the stronghold level and facility tier as described below:
    - *Trained* – Tier 1
    - *Expert* – Tier 2
    - *Master* – Tier 3
    - *Legendary* – Tier 4
- **Lore Research** – Gain two lore proficiencies per unlocked entry in facility lore skills.
- **Skill Feat** – Gain a skill feat in a facility skill that you are at least trained in. If a skill feat requires a specific proficiency, it must meet the requirements of the stronghold level and facility tier as described below:

- ○ *Trained* – Tier 1
  - ○ *Expert* – Tier 2
  - ○ *Master* – Tier 3
  - ○ *Legendary* – Tier 4
- **General Feat** – Gain a general feat unlocked by a facility.

Stronghold Bonuses

- **Assistive Resources** – Gain +1 circumstance bonus to a facility skill check if in that facility (+2 if tier is 3 or 4). Some facilities also apply this bonus to Craft Magic Item checks.
- **Mission Training** – Gain the listed circumstance bonus to a facility skill if the Prepare for Mission activity is used. This bonus lasts until the end of the next mission. The facility must be tier 2 for a +2 bonus and tier 4 for a +3 bonus.
- **Assured Assistive Resources** – When using Assistive Resources, any critical failure becomes a failure.
- **Special Mission Training** – If an owner Prepares for Mission with a facility of at least tier 3, the skill can be rerolled once a day as a fortune effect.

Facilities

These are some sample facilities, with starting tiers based on a fortress. For this example, the income facility is listed as a Trading Post. Rules for the income facility and other special facilities follow the table.

Facility	Skill	Lore	General Feat	Start Tier	Max Tier	Special
Training Grounds	—	—	—	1	1	N
└ Obstacle Course	Acrobatics	Gladiatorial	Fleet	0	4	N
└ Workout Area	Athletics	Labor	Shield Block	0	4	N
Library	Society	Academia, Legal, Library, Scribing	Untrained Improvisation	1	4	N
└ Arcane Laboratory	Arcana	Dragon	Incredible Initiative	0	4	N
└ Chapel	Religion	(Deity)	Canny Acumen	0	4	Y
└ Garden	Nature	(Biome)	Diehard	0	4	Y
└ Occult Research	Occultism	Darklands	Breath Control	0	4	Y

Room						
Workshop	Crafting	Engineering	Armor Proficiency	0	4	N
∟ Alchemy Lab	—	—	—	0	1	Y
∟ Smithy	—	—	—	0	1	Y
∟ Tinkerer's Bench	—	—	—	0	1	Y
Social Club	Deception	Politics	Keen Follower	0	4	N
Guest Rooms	Diplomacy	(Ancestry)	Adopted Ancestry	0	4	N
Jail	Intimidation	Underworld	Toughness	1	4	N
Medical Ward	Medicine	Surgery	Fast Recovery	0	4	Y
Theater	Performance	Theatre	Hireling Manager	0	4	N
Hallways	Stealth	Architecture	Feather Step	1	4	N
Stables and Kennel	Survival	Stabling	Ride	0	4	N
Vault	Thievery	Accounting	Thorough Search	1	4	N
Armory & Defenses	—	Warfare	Weapon Proficiency	1	2	Y
Hero Quarters	—	Art	Incredible Investiture	1	2	N
Kitchen & Pantry	—	Cooking	Supertaster	1	2	Y
Trading Post	—	Mercantile	Prescient Planner	0	4	Y

Crafting Facilities

Some facilities provide a circumstance bonus equal to the Assistive Resources bonus to Craft Magic Item checks. These are the following:

- *Alchemy Lab* – Any alchemy

- *Arcane Laboratory* – Arcane scrolls
- *Chapel* – Divine scrolls
- *Garden* – Primal scrolls
- *Kitchen and Pantry* – Alchemical food
- *Library* – Fulus
- *Medical Ward* – Healing consumables
- *Occult Research Room* – Occult scrolls
- *Smithy* – Talismans
- *Tinkerer's Bench* – Gadgets

Income Facility

Each stronghold has a facility that allows it to generate income to offset upkeep costs. For strongholds in civilized areas, this is usually a trading post, but it could also be a pirate cove, mining quarry, or similar facility. The income from this facility goes straight to stronghold upkeep and cannot be extracted by the owners; the owners instead generate gold with Earn Income downtime activities.

The income facility has special costs and improvement times:
- *Tier 1* – 2 weeks, 500g total cost
- *Tier 2* – 2 weeks, 1500g total cost
- *Tier 3* – 2 weeks, 4500g total cost
- *Tier 4* – 2 weeks, 13000g total cost

NPC List

The following is a list of potential NPCs that could assist in your stronghold. You can fill in the names and locations to best fit your setting.

Name	Location	Title	Skills
		Animal Keeper	Nature, Survival
		Artisan	Crafting, Medicine
		Artisan	Crafting, Religion
		Artisan	Crafting, Diplomacy
		Bookmaker	Arcana, Society
		Drill Instructor	Acrobatics, Athletics
		Entertainer	Performance, Religion
		Medic	Medicine, Religion

		Merchant	Deception, Thievery
		Mortician	Deception, Occultism
		Seneschal	Diplomacy, Society
		Stonemason	Crafting
		Stonemason	Crafting
		Woodworker	Crafting
		Woodworker	Crafting