

BASTIONS

A Bastion is many things; a home, a refuge, a stronghold, a place of power, a base, a workshop, a training ground, a place of safekeeping. They are either built or awarded, gained through recognition or hard work, and they represent the heart of a collective endeavor known as a Company or Corps. Above all else, a bastion is a private compound for a band of adventurers.

Bastions have a purpose during downtime, and provide additional benefits to the Corps, but also can become sources of adventure and effort themselves, such as during certain events. Bastions are an additional aspect of Downtime and reflect events and outcomes that can happen during that period.

GAINING A BASTION

Bastions become *a possibility* if three conditions are met, and the DM opts to enable them. The conditions are:

The characters form a Company or Corps.

The characters are all at least 5th level.

The characters have an average Renown of 10 in either the area they hope to locate the Bastion or within the Adventurer's Guild.

Bastions can be an award, a reward, a refurbished space taken over, purchased, or a new space built. Bastions are not inexpensive to start up and get established, and so most that do exist are a result of some award or reward.

Acquisition	Boonies Cost (sp)	Rural Cost (sp)	Urban Cost (sp)	Manner
Award Newer	--	--	--	Local Lord or Guild grant.
Award Older	--	1/2	1/2	Local Lord or Guild grant. Repairs are half cost.
Reward Newer	--	--	--	Local Liege grant.
Reward Older	--	1/2	1/2	Local Liege grant. Repairs are half cost.
Purchased Newer	500,000	425,000	500,000	Requires permission of Local Lord.
Refurbished Older	750,000	375,000	350,000	Requires Permission of Local Lord.
Built	100,000	750,000	--	New Construction.

Note that out in the Boonies, there are no lords, and thus may be considered to be bandit or outlaw havens.

The shape, style, and function of a Company's Bastion are up to the players to determine. The players can design the map and layout, following some of the systems below.

Every Bastion contains basic and special facilities, which encompass everything from kitchens and bedrooms to fantastical menageries and magical laboratories. Each Company may add basic facilities to their Bastion at any time, spending money and time depending on the facility, but all additions must be agreed to by the whole of the Company.

Each bastion begins with two special facilities, and each Company member may add additional special facilities on reaching levels 9, 13, and 17, again provided that there is agreement of the whole Company or Corps.

A Company can give up their Bastion anytime, releasing the Bastion's hirelings and abandoning the location. The divested Bastion is quickly vacated, eventually looted, and might even be burned to the ground. The Company has the option of starting a new Bastion elsewhere.

BASTION MAP

A player group is encouraged to create a floor plan of their character's Bastion, configuring the Bastion's basic and special facilities as they see fit. In addition to those facilities (described below), the Bastion can have the following features. These features are free.

CLOSETS

This is a closet. A basic or special facility can have one or more closet-sized enclosures within it, at no added cost. The closets must be inside the facility and can't increase the facility's area in squares.

DOORS AND WINDOWS

Each facility comes with one or more doors and shuttered windows, placed wherever the player sees fit. See “Doors” in chapter 5 of the *Dungeon Master’s Guide* for kinds of doors to choose from, including locked doors, secret doors, and portcullises.

CORRIDORS, RAMPS, AND STAIRCASES

A facility can contain one or more corridors, ramps, or staircases leading to other facilities in the Bastion.

WELLS

A Bastion will have at least one freshwater well.

CESSPIT

This is a communal end point for waste products and includes the necessary creatures to enable it to be turned into fertilizing compost.

CISTERN

This is a stone lined water storage space with a pump.

WATER TOWER

This is a tall tower supporting a cistern that has been pumped full of water to allow for gravity operation.

DEFENSIVE WALLS

Bastions do not come with walls or other defensive measures. A Company or Corps can add defensive walls around their Bastion. A defensive wall is 20 feet high and may include a walkway along the top of it, with a means to access it (such as a ladder or lift).

Wall Type	Cost per 5' Length	Time to Build	Cost per 5' Height	Time to Build	Cost per 5' Width	Time to Build
Earthen Berm	50 sp	1 day	75 sp	1 day	50 sp	1 day
Mud Brick	75 sp	3 days	75 sp	1 day	250 sp	5 days
Adobe	100 sp	5 days	100 sp	2 days	75 sp	5 days
Wood	125 sp	7 days	125 sp	3 days	250	3 days
Brick	150 sp	10 days	150 sp	7 days		5 days
Block	175 sp	15 days	175 sp	10 days	175 sp	2 days
Moat	75 sp	1 day	75 sp (depth)	1 day	50 sp	1 day
Terracing	50 sp	1 day	50 sp	1 day	50 sp	1 day

An adobe brick wall that is 100 feet long (2000sp/100 days), 20 feet high (1500 sp/10 days) and 10 feet thick (200 sp/4 days), costs 3700 sp and takes 114 days.

REFURBISHED costs are one half, and there is a gain of one Workshop.

If your Bastion is completely enclosed by defensive walls and it comes under attack (see the “Bastion Events” section at the end of this document), reduce by 2 the number of dice you roll to determine how many Bastion Defenders are lost in the attack.

BASTION TURNS

As time passes in the campaign, Companies take Bastion turns to reflect the activity occurring in their Bastions, whether or not the characters are present. Bastion turns occur every 7 days, giving characters regular opportunities to issue orders to their Bastions and the benefits of doing so. So long as the members of the Company agree on it, one person can provide orders for the whole.

On a Bastion turn, a Company can issue orders to the special facilities in their Bastion or issue the Maintain order to the entire Bastion. Orders must be given in person, or through a Messenger (hired through the Messenger Guild), except for maintain, which is a standard order should the group be absent.

If a Company issues no orders to their Bastion for a number of consecutive Bastion turns equal to the Company's average level (typically because the characters are dead or otherwise out of commission), the hirelings abandon the Bastion and the site is eventually looted. If the Company returns later, they have the option to start a new Bastion, perhaps building it amid the ruins of the old one.

BASTION POINTS

Each special facility in a Bastion generates Bastion Points (BP) during a Bastion turn, depending on the facility and the Bastion order issued to that facility. Players are responsible for tracking how many Bastion Points their Company has, and Bastion Points can't be transferred between characters or their Bastions. A Company or Corps can spend Bastion Points to acquire magic items from their Bastion or to receive certain other special rewards.

Bastion Points are an abstraction, reflecting the benefits characters accumulate when their Bastions are operating. Exactly how amassing and spending Bastion Points leads to a character acquiring a magic item is up to the player's imagination. Perhaps the Bastion hirelings spread the word that the character is looking for a particular item. With sufficient time and goodwill built up in the community, the item finds its way to the Bastion as a gift. Perhaps Bastion hirelings work tirelessly to create the item the character desires.

ACCUMULATING BASTION POINTS

When Companies issue orders to special facilities in their Bastions, those facilities generate Bastion Points. Each special facility description indicates the number of Bastion Points the facility generates when it completes an order. If a character issues the Maintain order to the Bastion, each special facility instead generates 1d4 Bastion Points. Special facilities that have been shut down or lost their hirelings because of an event don't generate Bastion Points while they're out of commission.

Companies can use money to influence the rate at which facilities generate Bastion Points. Spending 5 gp when issuing a Bastion order to a facility allows the player to gain an additional 1 BP. Companies can't use this option when issuing the Maintain order to the Bastion.

USING BASTION POINTS

Each time a Company gains a level (by average of the members), they can spend their Company or Corps Bastion Points to acquire a single magic item. Any magic item acquired in this fashion must be approved by the DM.

On gaining a level, a *character* can spend 5 Bastion Points to ensure that word of their heroic deeds spreads throughout the region around their Bastion. For the next 7 days, the character has Advantage on all Charisma checks while within 30 miles of their Bastion, and their Renown in the region will increase by two.

When a character dies, the Company can spend 100 Bastion Points to return to life in their Bastion at the next dawn. After spending BP in this way, a character can't do so again until gaining at least 1 Degree of Mastery (4 Levels).

ORDERS

On a Bastion turn, a Company in their Bastion can issue special orders—called Bastion orders—to one or more of their Bastion's special facilities. A Company needn't issue orders to all the special facilities in their Bastion on a given Bastion turn. Each time a Company issues a Bastion order, that Company gains a number of Bastion Points as determined by the table listing that facility. The Orders are as follows:

MAINTAIN

The Maintain order is unusual; it is issued to the whole Bastion rather than to one or more special facilities. All the Bastion's hirelings focus on maintaining the Bastion rather than executing orders in special facilities. Issuing this order prohibits other orders from being issued to the Bastion on the current Bastion turn. Each time the Maintain order is issued, the Company gains 1d6 Bastion Points for each special facility in their Bastion. If a

Company isn't in their Bastion on a given Bastion turn, the Bastion acts as though it was issued the Maintain order on that turn.

RECRUIT

Hirelings recruit others to your Bastion, for assorted purposes including invitations.

RESEARCH

Hirelings in the special facility gather information. You can also do the research yourself, but if you do so, the work is suspended when you leave the Bastion until you return.

SPY

Hirelings in the special facility gather information surreptitiously and without revealing who seeks it.

TRADE

Hirelings buy and sell goods or services stored or produced in this special facility. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

HARVEST

A resource is produced in the special facility, and hirelings gather it.

PERFORMANCE

The facility invites persons from the local area (up to 30 miles out from the Bastion) for a performance or display, such as to sample a new wine, hold a festival, present a play, or other function.

REHEARSE

The Facility practices and defines a performance or plans a gathering, such as a festival or celebration.

EMPOWER

The special facility confers a temporary empowerment to one or more of the player characters in the Company.

CRAFT

Hirelings in the special facility begin crafting an item that can be made in that facility. The normal rules for crafting apply, with the hireling's Degree of Mastery in place unless you are present at the workshop.

When crafting, the "ability" score used is the Character's level, and the roll is made using a d20 plus the modifier according to that Crafting group based on the key ability score, plus the proficiency Bonus (if they have proficiency). The more you work and develop your craft, the easier things become.

The quality of an item can have an effect on the value and durability of an object. Quality is determined by the Degree of Mastery of the person who runs the shop that day. Quality items are more resistant to damage and destruction – an Adept quality item gains a +1 on saves, a Master quality item gains a +2 on saves, and a Grand Master quality item gains a +3 on saves.

ACQUIRING MAGIC ITEMS

A Company must be in their Bastion to claim a magic item acquired with Bastion Points. If the Company is away from the Bastion, the magic item remains secure in the Bastion until the Company arrives to claim it. The items available are determined from the list below. The Bastion Point cost of each magic item is shown in the table. If an item has a prerequisite, the character must meet it to get the item.

MAGIC ITEMS AVAILABLE FROM BASTIONS

Kind	Class	BP Cost	Kind	Class	BP Cost	Kind	Class	BP Cost
Amulets	0	10 BP	Amulets	1	20 BP	Amulets	2	30 BP
Armors	0	50 BP	Armors	1	70 BP	Armors	2	90 BP
Decorations	0	30 BP	Decorations	1	40 BP	Decorations	2	50 BP
Elixirs	0	5 BP	Elixirs	1	10 BP	Elixirs	2	15 BP
Focals	0	20 BP	Focals	1	30 BP	Focals	2	40 BP
Garments	0	40 BP	Garments	1	50 BP	Garments	2	60 BP
Houseware	0	10 BP	Houseware	1	20 BP	Houseware	2	30 BP
Mounted	0	10 BP	Mounted	1	20 BP	Mounted	2	30 BP
Raiments	0	30 BP	Raiments	1	40 BP	Raiments	2	50 BP
Scrolls	0	25 BP	Scrolls	1	50 BP	Scrolls	2	75 BP
Shaped	0	80BP	Shaped	1	90 BP	Shaped	2	100 BP
Tools	0	10 BP	Tools	1	20 BP	Tools	2	30 BP
Weapons	0	40 BP	Weapons	1	50 BP	Weapons	2	60 BP

BASTION FACILITIES

When a Company or Corps gains a Bastion, it comes with two basic facilities per member and two special facilities. An additional facility is gained at 9th, 13th, and 17th levels for each member of the Company or Corps. The amount of space in a facility is determined by its maximum area in 3-foot squares, as shown in the Facility table. Players can configure the squares of a facility as they please on the Bastion's map. A facility's area may be distributed over multiple levels or stories, depending on the facility.

Some facilities require an Offsite source for materials (mine, quarry), others may require local running water or access to water (Milling, Shipwrights), some may require a combination of indoor and outdoor spaces that are connected (Glazery, Smithing, Husbandry). Some facilities are multistory (ballrooms, halls).

The facility tables describe the Facility, the type, a general size for the space, the number of grid squares each facility takes up, the cost of the facility for a Basic, the build time in days for a facility, hirelings for that facility, Bastion Points gained per order, and any notes.

CHANGING FACILITIES: Each time a character gains a level, that character can replace one of their Bastion's special facilities with another special facility for which the character qualifies. Assume that construction has been ongoing prior to the change. Basic facilities can be enlarged and new ones added by spending gold pieces and in-game time.

A character can spend money and in-game time to increase the space of a basic facility in their Bastion. There is no in-game benefit to be gained by enlarging a basic facility, but a character might want to enlarge a facility for cosmetic reasons or to increase the overall size of their Bastion. For each grid square expanded, the cost is 100 sp and requires 3 days of time.

Any number of basic facilities can be built or enlarged at the same time. A character doesn't need to be in their Bastion while new facilities are being added or enlarged.

A character can add a basic facility to their Bastion by spending money and in-game time. The cost of adding a basic facility, and the in-game time required, is shown on the Facilities table.

BASIC FACILITIES

BASIC facilities are essential locations for the purposes of the Company or Corps in basic arrangements. All Bastions are presumed to have access to a track for supplies, and a well for water. A basic facility comes with nonmagical furnishings and decor appropriate for that facility.

STAFF

Some basic facilities come with Staff, people who serve the Company, who work in and maintain the facility. Staff also execute Bastion orders. A player can assign names and personalities to Staff in their Company's Bastion as NPCs. Each Bastion is assumed to generate enough income to pay the salary of its Staff.

Staff follow the orders they're given and are assumed to be loyal to the Bastion's owner.

Facility	Type	Size	Grids	Cost (sp)	Build Time	Staff	Notes
Ballroom	Basic	Cavernous	400	28,000	90	2	Large open space, 2 story
Bath House	Basic	Small	9	750	5	1	Requires heated cistern
Bedroom	Basic	Medium	20	1,400	14	--	Includes fireplace
Carriage House	Basic	Spacious	100	7,000	45	3	Partially Outdoors
Cellar	Basic	Roomy	64	5,000	45	--	Underground storage
Cistern, Heated	Basic	Medium	15	1,000	6	2	Partially Outdoors
Courtyard	Basic	Spacious	120	8,400	10	--	Outdoors
Dining Room	Basic	Medium	16	1,100	6	2	
Hall	Basic	Spacious	100	7,000	90	1	Large open space, 2 story
Kitchen	Basic	Large	25	1,750	7	3	Smaller Kitchen for Staff and Company
Pantry	Basic	Medium	16	1,100	3	--	
Parlor	Basic	Roomy	49	3,500	7	1	
Refuge	Basic	Vast	200	14,000	7	--	For Hirelings in time of peril
Shopfront	Basic	Small	6	420	3	1	Settlement only
Storage	Basic	Small	9	630	5	--	
Tenement	Basic	Large	36	2,500	10	--	Urban Only, Apartment
Vault	Basic	Small	4	750	7	--	
Washroom	Basic	Small	9	630	5	--	Bathe and Change

BALLROOM

This is a large space for use in throwing Balls and related Dance events.

BATH HOUSE

This is a large building holding a heated bath pool, typically 8 to 12 feet to a side and three feet deep. It requires a Heated Cistern.

BEDROOM

This is a standard bedroom. It will contain a large bed, a desk, a fire place, a desk chair, two arm chairs, an end table, and oil or candle lighting.

CARRIAGE HOUSE

This is a building able to house up to three carriages.

CELLAR

This is an underground storage space.

CISTERN, HEATED

This is a heated water storage space with a pump, heated through the use of a fireplace beside the cistern.

COURTYARD

This is a large open-air area at the main entry of a building before the primary entrance.

DINING ROOM

This is a dining room with candle or Oil lighting, a table and chairs, and serveware for the Company.

HALL

This is a large space meant for formal greetings and official events.

KITCHEN

This is a normal kitchen, with wood fired oven, water pump and bin, work tables, and cookware storage as well as a hearth for cooking, as well as a larder (for perishable foodstuffs)

PANTRY

This is a separate storage space for food and dry goods that are less perishable.

PARLOR

This is a smaller, more intimate space for greeting and entertaining guests.

PRACTICE ARENA

This is an outdoor space meant to provide practice and audience for Grand games entries. A Bastion can have more than one Training Area. A Training Area might be an open courtyard, a gymnasium, or a cleverly built gauntlet of traps and hazards. It might contain inanimate targets (for weapon practice), padded mats, and other equipment.

One of the facility's hirelings is an expert trainer; the others serve as training partners.

REFUGE

This is a large building of stone meant to provide a safe place during times of dire emergency for the Staff and Hirelings.

SHOPFRONT

Only available in Urban bastions, this is a space open to a major road or street that has a closing awning that covers a counter and window for sales.

STORAGE

This is a small storage space.

TENEMENT

This is an apartment for rent, only available in urban (City) bastions.

VAULT

This facility is a vault, 6 feet to a side and 12 feet tall, that is shelved and allows for storing the wealth of the Company or Corps.

WASHROOM

This is a small space with a large tub, ewers, small fireplace, dressing screen, and both towels and robes. It comes with one attendant.

SPECIAL FACILITIES

SPECIAL facilities are locations in a Bastion where the activities performed there can yield in-game benefits.

Facility	Type	Size	Grids	Build Time	Hirelings	BP/Order	Notes
Armory	Special	Roomy	64	7	1	1d6	
Barracks	Special	Roomy	64	45	1	1d6	
Chapel	Special	Roomy	49	7	1	1d6	Dedicted Shrine
Conservatory	Special	Spacious	130	10	7	1d6	For music performance
Display Hall	Special	Roomy	49	10	1	1d6	For displaying artwork
Escape Tunnel	Special	Small	V*	90	--	1d6	Tight tunnel leading away
Magical Study	Special	Roomy	49	7	3	1d6	

Facility	Type	Size	Grids	Build Time	Hirelings	BP/Order	Notes
Meditation Chamber	Special	Roomy	49	17	--	1d8	
Menagerie	Special	Vast	200	180	2	1d8	Partially Outdoors
Observatory	Special	Spacious	120	60	1	1d8	Partially Outdoors
Practice Arena	Special	Cavernous	300	60	4	1d6	Outdoors, for Grand Games
Secret Room	Special	Small	9	15	--	1d6	Secret Room
Stable	Special	Vast	200	45	1	1d6	Partially Outdoors
Storehouse	Special	Large	36	7	1	1d6	
Theater	Special	Vast	200	90	7	1d6	For live performance
Trophy Room	Special	Roomy	49	7	1	1d6	
War Room	Special	Roomy	56	7	1	1d10	

HIRELINGS

A special facility comes with one or more hirelings, who work in and maintain the facility. Hirelings also execute Bastion orders. A player can assign names and personalities to hirelings in their character's Bastion as NPCs. Each special facility in a Bastion is assumed to generate enough income to pay the salary of its hirelings. Hirelings follow the orders they're given and are assumed to be loyal to the Bastion's owner.

ARMORY

An Armory contains mannequins for displaying armor, hooks on the walls for holding shields, racks for storing weapons, and wooden chests for holding ammunition. It is often connected to (or situated near) a Barracks.

TRADE: When you issue this order to this facility, you commission the facility's hireling to stock the Armory with armor, shields, weapons, and ammunition. This equipment costs you 100 sp plus an extra 100 sp for each Bastion Defender in your Bastion. If your Bastion has a Smithy, the total cost is halved.

While your Armory is stocked, your Bastion Defenders are harder to kill. When any event causes you to roll dice to determine if your Bastion loses one or more of its defenders, roll a d8 in place of each d6 you would normally roll. When the event is over, the equipment in your Armory is expended regardless of how many Bastion Defenders you have or how many you lost, leaving your Armory depleted until you issue another Trade order to the facility and pay the cost to restock it.

BARRACKS

A Bastion can have more than one Barracks, each of which is furnished to serve as sleeping quarters for up to twelve Bastion Defenders.

RECRUIT. Each time you issue this order to this facility, up to four Bastion Defenders are recruited to your Bastion and assigned quarters in this Barracks. The recruitment costs you nothing. You can't issue the Recruit order to this facility if it's fully occupied.

Keep track of the number of Bastion Defenders housed in each of your Barracks. If you lose Bastion Defenders, deduct them from your roster. Assign names and personalities to your Bastion Defenders as you see fit.

CHAPEL

A Chapel is a small space that needs to be consecrated to have a benefit, and represents a small Shrine dedicated to a particular power. A Bastion can have multiple Chapels. When you issue the Craft order to this facility, choose one of the following options:

CRAFT: SACRED FOCAL. You commission the facility's hireling to craft a Shaman's, Shrineward's, Paladin's, or Cleric's Focal or Holy Symbol. The work takes 7 days and costs no money. The item remains in your Bastion until you claim it.

CRAFT: HOLY WATER. You commission the facility's hireling to craft a flask of Holy Water, or you do the work yourself. The work takes 7 days and costs nothing. You can spend Gold Pieces during the creation process to

increase the potency of the Holy Water. For every 100 sp you spend, up to a maximum of 500 sp, the damage dealt by the Holy Water increases by 1d6.

CAST HEALING WORD. You can draw on the power of your Sanctuary to heal yourself or another. After spending a Long Rest in your Bastion, you can cast *Healing Word* once within the next 7 days without expending a spell slot. The spell's level is half your level, rounded down.

RESEARCH: SPELL. When you issue the research order to this facility, you instruct the facility to locate one spell you do not already know and acquire it in the form of a spell scroll. This takes 28 days. The level of the spell can be any spell within your affinity of a Degree of Complexity you already have achieved.

SANCTUARY. When you cast *Word of Recall*, you can make your Sanctum the destination of the spell instead of another place you have previously designated.

CONSERVATORY

This is large room intended to provide a space for the performance of music.

A player character can contribute to a production in the following ways:

Composer. A character can compose music for a concert or production that hasn't started rehearsals yet. This effort takes 14 days before a crafting check can be made.

Conductor/Director. A character who remains in the Bastion for the entirety of the production can serve as the concert's conductor or the production's director. This takes 14 days before a crafting check is made.

Performer. A character who remains in the Bastion for the entirety of the rehearsal period can be a star performer in one or more of the performances; one of the Theater's hirelings can serve as an understudy for additional performances. This takes 7 days before a crafting check is made.

EMPOWER. When you issue the Empower order to this facility, its hirelings begin work on a theatrical production or concert. Rehearsals and other preparations take 14 days, followed by at least 7 days of performances. The performances can continue indefinitely until a new production gets underway.

REHEARSE. Rehearsals and other preparations take 14 days, followed by at least 7 days of performances. The performances can continue indefinitely until a new production gets underway.

PERFORMANCE. At the end of a rehearsal period, each character who contributed to the concert or production can make a DC 15 Charisma (Performance) check. If more of these checks succeed than fail, you and any other character who contributed to the concert or production each gain a Theater die, a d6. This die increases to a d8 when you reach level 13 and a d10 when you reach level 17. At any point after the rehearsals end, a character can expend their Theater die to roll it and add the number rolled to one ability check, attack roll, or saving throw they make. If a character hasn't expended their Theater die before gaining another, their first die is lost.

SPY. When you issue the Research order to this facility, you commission the Hireling to gather information from spies who are aware of all important events happening within 10 miles of your Bastion over the next 7 days. These spies are useful sources of information and frequent the Pub, often incognito. During that time, these spies can divulge the location of any creature that is familiar to you, provided the creature is within 30 miles of your Bastion and not hidden by magic or confined to a location that the DM deems is beyond the spy network's ability to locate. If the spies learn the target's location, they also learn where that creature has been for the previous 7 days.

DISPLAY HALL

This is a space intended for the display of art and sculpture.

PERFORMANCE. This order will enable the staff to provide guided tours of the collected art. It requires at least 6 pieces of art crafted by a Master or Grand Master, and at least 12 pieces by an adept..

CURATE. When you issue the Trade order to this facility, you are instructing the Hirelings to sell or purchase Art (sculpture, drawings, paintings). Purchased art will cost 1d6*10 gp and take 7 days to acquire 1 piece.

RESTORATION: Spending one week in the act of study and contemplation on this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

MAGICAL STUDY

An Arcane Study is a place of quiet research that contains one or more desks and bookshelves dedicated to One kind (Arcane, Eldritch, Mystical, or Primal, Player's choice) magical lore and knowledge. A Bastion can have more than one Study.

CRAFT: ARCANE FOCUS. When you issue the Craft order to this facility, You commission the facility's hireling to craft an Arcane Focus. The work takes 7 days and costs no money. The Arcane Focus remains in your Bastion until you claim it, or you can have it sold for 10 sp.

RESEARCH: IDENTIFY. When you issue the Research order to this facility, after spending a Long Rest in your Bastion, you can *Identify* one object within the next 7 days without using magic.

RESEARCH: SPELL. When you issue the research order to this facility, you instruct the facility to locate one spell you do not already know and acquire it in the form of a spell scroll. This takes 28 days. The level of the spell can be any spell within your affinity of a Degree of Complexity you already have achieved.

MEDITATION CHAMBER

A Meditation Chamber is a relaxing space that helps align one's mind, body, and spirit. The Meditation Chamber also imparts the following benefits:

EMPOWER. When you issue the Empower order to this facility, you enable all your Bastion's hirelings to use the Meditation Chamber to gain a measure of inner peace. You can immediately issue a Bastion order to one of your Bastion's other special facilities, even if that facility has already been issued an order on this Bastion turn.

FORTIFY SELF. You can meditate in this facility over a period of 7 days to fortify your mind, body, and spirit. If you leave the Bastion during this time, you gain no benefit. At the end of the seventh day, you gain Advantage on two kinds of saving throws for the next 7 days, chosen randomly from the Fortified Saves table. (Reroll if you get a duplicate result.)

D10	Saving Throw
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Perception
7	Charisma
8	Sanity
9	Vitality
10	Psyche

MENAGERIE

A Menagerie keeps various creatures in enclosures. Multiple creatures can be contained in the same enclosure if those creatures would get along normally.

MENAGERIE CREATURES

Creature	Size	Cost	Creature	Size	Cost	Creature	Size	Cost
Black Bear	Medium	500 sp	Giant Scorpion	Large	3,500 sp	Lion	Large	1,000 sp
Brown Bear	Large	1,000 sp	Giant Vulture	Large	1,000 sp	Owlbear	Large	3,500 sp
Wolf	Large	250 sp	Hyena	Medium	500 sp	Panther	Medium	250 sp
Crocodile	Large	500 sp	Jackal	Small	500 sp	Tiger	Large	1,000 sp

Each Menagerie is big enough to contain four Large creatures. Four Medium creatures occupy the same amount of space as one Large creature. Eight Small creatures occupy the same amount of space as one Large creature.

Keep track of the creatures housed in your Menagerie, as they count as Bastion Defenders. Deduct any you lose from your Bastion Defenders roster. You can choose not to count one or more of these creatures as Bastion Defenders, in which case they can't be called on to defend the Bastion. Instead, they act in accordance with their nature and use their stat blocks in the *Monster Manual*.

RECRUIT. When you issue the Recruit order to this facility, you commission the facility's hirelings to add a creature from the Menagerie Creatures table to your Menagerie. The recruitment takes 7 days and costs you the amount listed in the table. The hirelings make sure the creature is properly looked after. At the DM's option, you can add different creatures than those shown to your Menagerie. Only Beasts, Birds, Faunalia, Fish, and Floralia can be kept in a Menagerie. Giant, Miniature, and normal sized versions of those are all acceptable.

SPY. When you issue the Spy order to this facility, you commission the Hireling to gather information from spies who are aware of all important events happening within 30 miles of your Bastion over the next 7 days. These spies are useful sources of information and frequent the Pub, often incognito. During that time, these spies can

divulge the location of any creature that is familiar to you, provided the creature is within 30 miles of your Bastion and not hidden by magic or confined to a location that the DM deems is beyond the spy network's ability to locate. If the spies learn the target's location, they also learn where that creature has been for the previous 7 days.

PERFORMANCE. This order will enable the staff to provide guided tours of the collection.

OBSERVATORY

Situated atop your Bastion, your Observatory contains a powerful telescope aimed at the night sky. You can use your Observatory to peer into the far corners of the heavens.

FORECAST. Using Astrology, you can have your Hirelings make a prediction in the manner of a *Divination* spell, at no cost.

CENTERING. Whenever you spend an entire week in your Observatory, you can add a bonus of +1 to your Perception checks for one week.

SPY. When you issue the Research order to this facility, you commission the Hireling to gather information from spies who are aware of all important events happening within 30 miles of your Bastion over the next 7 days. These spies are useful sources of information and frequent the Pub, often incognito. During that time, these spies can divulge the location of any creature that is familiar to you, provided the creature is within 30 miles of your Bastion and not hidden by magic or confined to a location that the DM deems is beyond the spy network's ability to locate. If the spies learn the target's location, they also learn where that creature has been for the previous 7 days.

STABLE

This is a building with a set of stalls for mounts. A Bastion can have more than one Stable. Each Stable comes with four **Riding Mount stalls** and two **Pack Mount stalls**. The facility is big enough to house four Large animals and three Medium animals. Two Medium creatures occupy the same amount of space as one Large creature. The facility's hireling looks after these creatures.

After a Beast that can serve as a mount spends at least 14 days in this facility, all Wisdom (Animal Handling) checks made with respect to it have Advantage, as the animal becomes easier to handle.

TRADE. When you issue the Trade order to this facility, you commission the facility's hireling to buy or sell one or more mounts at normal cost, keeping the ones you buy in your Stable. The work takes 7 days, and the DM decides what types of animals are available for purchase— horses, ponies, and mules being the most common. The Mounts table in the *Incarnalía* gives standard prices for various mounts, including camels, horses, ponies, and mules. When you sell a mount from your Stable, the buyer pays you 20 percent more than the standard price; this profit increases to 50 percent when you reach level 13 and 100 percent when you reach level 17.

Enlarging a Stable. You can enlarge your Stable by spending 2,000 sp. If you do so, the Stable is large enough to house eight Large animals.

STOREHOUSE

This cool, dark space is meant to contain trade goods (see the Trade Goods table) but can hold almost anything.

TRADE. When you issue the Trade order to this facility, its hireling spends the next 7 days procuring nonmagical items that have a total value of 500 sp or less and stores them in the Storehouse, or the hireling uses those 7 days to sell goods in the Storehouse. You bear the total cost of any purchases, and the maximum value of the items purchased increases to 2,000 sp when you reach level 9 and 5,000 sp when you reach level 13. The Equipment chapter of the *Player's Handbook* has tables of common goods that can be bought.

When you sell goods from your Storehouse, the buyer pays you 10 percent more than the standard price; this profit increases to 20 percent when you reach level 9, 50 percent when you reach level 13, and 100 percent when you reach level 17.

THEATER

The Theater contains a stage, a backstage area where props and sets are kept, and a seating area for a small audience.

A player character can contribute to a production in the following ways:

Composer/Writer. A character can compose music or write a script for a concert or production that hasn't started rehearsals yet. This effort takes 14 days before a crafting check can be made.

Conductor/Director. A character who remains in the Bastion for the entirety of the production can serve as the concert's conductor or the production's director. This takes 14 days before a crafting check is made.

Performer. A character who remains in the Bastion for the entirety of the rehearsal period can be a star performer in one or more of the performances; one of the Theater's hirelings can serve as an understudy for additional performances. This takes 7 days before a crafting check is made.

EMPOWER. When you issue the Empower order to this facility, its hirelings begin work on a theatrical production or concert.

REHEARSE. Rehearsals and other preparations take 14 days, followed by at least 7 days of performances. The performances can continue indefinitely until a new production gets underway.

PERFORMANCE. At the end of a rehearsal period, each character who contributed to the concert or production can make a DC 15 Charisma (Performance) check. If more of these checks succeed than fail, you and any other character who contributed to the concert or production each gain a Theater die, a d6. This die increases to a d8 when you reach level 13 and a d10 when you reach level 17. At any point after the rehearsals end, a character can expend their Theater die to roll it and add the number rolled to one ability check, attack roll, or saving throw they make. If a character hasn't expended their Theater die before gaining another, their first die is lost.

SPY. When you issue the Research order to this facility, you commission the Hireling to gather information from spies who are aware of all important events happening within 30 miles of your Bastion over the next 7 days. These spies are useful sources of information and frequent the Pub, often incognito. During that time, these spies can divulge the location of any creature that is familiar to you, provided the creature is within 30 miles of your Bastion and not hidden by magic or confined to a location that the DM deems is beyond the spy network's ability to locate. If the spies learn the target's location, they also learn where that creature has been for the previous 7 days.

TROPHY ROOM

This facility houses a collection of mementos, such as weapons from old battles, gifts from benefactors, the mounted heads of slain creatures, trinkets plucked from dungeons and ruins, and trophies passed down from ancestors.

RESEARCH: LORE. You commission the facility's hireling to research a topic of your choice, or you do the research yourself. The topic can be a legend, any kind of creature, or a famous object. The topic need not be directly related to items on display in the room, as the trophies provide clues to research a wide variety of other subjects. The work takes 7 days. When the research concludes, you obtain up to three accurate pieces of information about the topic that were previously unknown to you. The DM determines what information is learned.

RESEARCH: TRINKET TROPHY. You commission the facility's hireling to search for a trinket that might be of use to you. The work takes 7 days. When the research concludes, roll a die. If the number rolled is odd, the hireling finds nothing useful. If the number rolled is even, the hireling finds a trinket with a previously unknown magical property. You can decide what the trinket looks like or roll on the Trinkets table in the Player's Handbook to determine its form. As a Magic action, a creature can use the trinket to cast a particular Cantrip at the Company's average level, requiring no mana use. Once used in this way, the trinket loses its magic.

WAR ROOM

The War Room is where you plan military actions in consultation with an inner circle of loyal Lieutenants, each one a battle-hardened Veteran (see the Monster Manual) whose alignment matches yours. The War Room contains war memorabilia plus a large table surrounded by enough chairs for you and your Lieutenants.

You start with two Lieutenants but can add more, as described below. If your Bastion lacks facilities to house your Lieutenants, they secure accommodations in the inn or settlement closest to your Bastion. Lieutenants don't count as Bastion Defenders, but if your Bastion is attacked each Lieutenant housed in your Bastion reduces by 1 the number of dice you roll to determine how many Bastion Defenders are lost in the attack.

RECRUIT: LIEUTENANTS. When you issue the Recruit order to this facility, You gain one new Lieutenant. You can have up to ten Lieutenants at any time. Assign names and personalities to them as you see fit.

RECRUIT: SOLDIERS. When you issue the Recruit order to this facility, You commission one or more of your Lieutenants to assemble a small army. Each Lieutenant can muster one hundred Guards (see the Monster Manual) in 7 days to fight for your cause. Reduce that number to twenty Guards if you want them to be mounted on Riding Horses (see the Monster Manual).

It costs you 1 sp per day to feed each Guard and each Horse in your army. Wherever the army goes, it must be led by you or at least one of your Lieutenants, or else it disbands immediately. The army also disbands if it goes 1 day without being fed.

Otherwise, the army remains until it is destroyed or you command it to disband. You can't issue this Recruit order again until your current army disbands or is destroyed.

SPY. When you issue the Research order to this facility, you commission the Hireling to gather information from spies who are aware of all important events happening within 10 miles of your Bastion over the next 7 days. These spies are useful sources of information and frequent the Pub, often incognito. During that time, these spies can divulge the location of any creature that is familiar to you, provided the creature is within 30 miles of your Bastion and not hidden by magic or confined to a location that the DM deems is beyond the spy network's ability to locate. If the spies learn the target's location, they also learn where that creature has been for the previous 7 days.

WORKSHOP FACILITIES

WORKSHOP facilities are locations where something can be crafted or created, using crafting rules. Workshop facilities grant crafting advantages. Workshops have 1 Hireling of a lower Mastery, and two Hirelings of two degrees lower Mastery. A Bastion can consist of only a workshop.

Workshop facilities requires that at least one member of the company have one of the skills (described in crafting) needed for the different workshops.

The list of workshop skills is as follows:

Armory	Artistry	Brewery	Bowery	Buildery
Carpentry	Cleanery	Clothing	Cookery	Glazery
Handiwork	Husbandry	Instrumentry	Knowery	Masonry
Mekery	Millery	Minery	Papery	Peasantry
Physicry	Pigmentry	Plantery	Scribery	Shipwright
Smithery	Weavery	Wrightery		

Facility	Type	Size	Grids	Build Time	Hirelings	BP/Order	Notes
Magical Study	Workshop	Roomy	49	7	3	1d6	
Artistry	Workshop	Roomy	49	7	3	1d6	Artists Space
Bowery	Workshop	Spacious	120	10	3	1d6	
Brewery	Workshop	Spacious	90	30	3	1d6	Partially Outdoors
Buildery	Workshop	Spacious	90	20	3	1d6	Outdoors

Facility	Type	Size	Grids	Build Time	Hirelings	BP/Order	Notes
Carpentry	Workshop	Spacious	120	10	3	1d6	
Cleanery	Workshop	Roomy	49	10	3	1d6	Partially Outdoors
Clothery	Workshop	Spacious	120	10	3	1d6	Clothes making workshop
Cookery	Workshop	Large	25	14	3	1d6	Larger than normal kitchen
Garden	Workshop	Cavernous	400	45	3	1d6	Outdoors, Plantery Workshop
Glazery	Workshop	Spacious	120	10	3	1d6	Partially Outdoors (Kiln)
Greenhouse	Workshop	Roomy	60	30	3	1d6	Plantery workshop
Handiwork	Workshop	Medium	16	7	3	1d6	Handicrafts
Husbandry	Workshop	Vast	200	30	3	1d6	Outdoors
Instrumentry	Workshop	Spacious	120	15	3	1d6	Musical Instrument making
Laboratory	Workshop	Spacious	120	10	3	1d6	
Library	Workshop	Spacious	120	60	3	1d6	
Masonry	Workshop	Spacious	120	20	3	1d6	Offsite Link
Mekery	Workshop	Spacious	120	10	3	1d6	Clockwork making
Millery	Workshop	Spacious	120	60	3	1d6	Requires running water
Minery	Workshop	Spacious	120	30	3	1d6	Offsite, Outdoors
Papery	Workshop	Roomy	49	10	3	1d6	Paper making
Physicry	Workshop	Large	36	10	3	1d6	Medicine and herbalism
Pigmentry	Workshop	Spacious	120	10	3	1d6	Partially Outdoors
Ritual Space	Workshop	Vast	225	60	3	1d6	A space for Rituals & Rites
Scriptorium	Workshop	Large	36	30	3	1d6	
Shipwright	Workshop	Cavernous	400	45	3	1d6	Waterway Required.
Smithery	Workshop	Spacious	120	50	3	1d6	Partially Outdoors
Weavery	Workshop	Spacious	120	10	3	1d6	Clothmaking workshop
Wrightery	Workshop	Vast	200	45	3	1d6	Partially Outdoors

ARTISTRY

This Workshop is a creative space where art can be crafted. This workshop requires that the Company possess a set of Sculptor's Tools or Painter's Tools.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using Sculptor's Tools, or Painter's Tools. Examples include a Drawing, Painting, or Sculpture.

The work takes 7 days and costs you 10 sp or more.

TRADE. When you issue the Trade order to this facility, you are instructing the Hirelings to sell or purchase Art (sculpture, drawings, paintings).

Art you craft will sell for 2d6*10 sp, and purchased art will cost 1d6*10 sp, and take 7 days to acquire 1 piece.

RESTORATION: Spending one week in the act of working only on a project in this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

BOWERY

This Workshop is a space where Bows and Arrows can be crafted. This workshop requires that the Company possess a set of Bowyer's Tools.

CRAFT: ARROWS. When you issue the Craft order to this facility, you commission the facility's hirelings to craft 12 dozen (144) nonmagical arrows of the type you specify. The work takes 10 days – 1 day per degree of Mastery and costs you 10 sp.

CRAFT: BOW. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing. The work takes 10 days – 1 day per degree of Mastery and costs you 10 sp.

CRAFT: CROSSBOW. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing. The work takes 15 days – 1 day per degree of Mastery and costs you 10 sp.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

BREWERY

The facility crafts alcoholic spirits and beverages. This facility requires that the Company have at least one member who has the Brewer's Tools.

HARVEST. When you issue this order, your hirelings will go out and collect the needed materials for a crafting project from within 30 miles of the Bastion. It will cost you 1d20 sp.

CRAFT: BREW. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one Barrel of Beer or that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

CRAFT: DISTILL. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one Jug of Hard Liquor that can be made using the tools for that craft. The work takes 7 days and costs you nothing. The liquor takes at least one year to age.

CRAFT: PRESS. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one Barrel of Wine that must be aged. The work takes 7 days and costs you nothing. The Wine requires at least 1 year to age.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

BUILDERY

This Workshop is a creative space where all manner of buildings can be planned, prepared for, and then later constructed offsite or onsite (if part of the Bastion) can be crafted. This facility requires that the Company have at least one member who has the Building skills.

CRAFT: DRAFTING. When you issue the Craft order to this facility, you commission the facility's hirelings to plan and design one building that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

CRAFT: BUILDING. When you issue the Craft order to this facility, you commission the facility's hirelings to build one simple building within 30 miles of the bastion. The work takes 28 days and earns you 1d10 BP.

CARPENTRY

This Workshop is a creative space where all manner of wooden furnishings can be crafted. This facility requires that the Company have at least one member who has the Carpentry skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object such as a chair, cabinet, table, or similar project that can be made using the tools for that craft. The work takes 3 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

RESTORATION: Spending one week in the act of working only on a project in this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

CLEANERY

This Workshop is a creative space where all manner of soaps, candles, cleaning agents, solvents, and glues can be crafted. This facility requires that the Company have at least one member who has the Cleanery or Chandler skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

CLOTHING

This Workshop is a creative space where all manner of useful items can be crafted. This facility requires that the Company have at least one member who has the Clothing, Cobbler, or related skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

CRAFT: ARMOR. You commission the facility's hirelings to craft one of the following: a suit of Typical, Standard, or Light armor. The work takes 7 days for a suit of armor, and costs you half the item's normal cost.

COOKERY

This workshop is a large than normal kitchen with a hireling to serve as an assistant or stand in chef. This facility requires that the Company have at least one member who has the Cooking skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one meal for up to 24 people that can be made using the tools for that craft. The work takes 1 day and costs you nothing.

PERFORMANCE. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one meal for up to 24 invited people from within 30 miles of the Bastion that can be made using the tools for that craft. The work takes 1 day and costs you nothing.

RESTORATION: Spending one week in the act of working only on a project in this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

GARDEN

A Bastion can have more than one Garden. This facility requires that the Company have at least one member who has the peasantry (farming) skill.

Each time you add a Garden to your Bastion, choose its type from the following options:

Decorative. This aesthetically pleasing Garden is full of flowers and topiaries.

Food. Delicious mushrooms or vegetables are grown here.

Herb. This Garden contains rare herbs and spices.

Physic. This garden specializes in plants which have medicinal uses.

Orchard. This garden specializes in Trees that bear fruit, nuts, or similar foodstuffs.

Poison. This Garden is stocked with plants and fungi from which poisons and antitoxin can be extracted.

While in your Bastion, you can instruct the facility's hireling to change the Garden from one type to another. This work takes 21 days, during which time no other activity can occur in this facility.

HARVEST. When you issue the Harvest order to this facility, you commission the facility's hireling to collect items of value from the Garden as noted in the Garden Harvest table. The work takes 7 days and costs you no money.

Type	Harvest
Decorative	The Garden produces either ten exquisite floral bouquets or ten vials of Perfume. Each of these can be sold for 5 sp.
Food	The Garden produces mushrooms and vegetables that are sold to earn you 50 sp.
Herb	The Garden produces herbs that are used to create a <i>Potion of Healing</i> .
Poison	The Garden produces plants that are used to create either two vials of Antitoxin or one vial of Basic Poison.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

RESTORATION: Spending one week in the act of working only on a project in this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

GLAZERY

This Workshop is a creative space where glass and ceramic items can be crafted. This facility requires that the Company have at least one member who has the glazier or Ceramics skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

GREENHOUSE

A Greenhouse is a spacious enclosure where rare plants and fungi are nurtured in a controlled climate. Peasantry skill must be had.

HARVEST: HEALING HERBS. You commission the facility's hireling to create a *Potion of Healing (Greater)* made from healing herbs, or you do the work yourself. The work takes 7 days and costs nothing. One plant in your Greenhouse has three magical fruits growing on it. Any creature that eats one of these fruits gains the benefit of a Lesser Restoration spell. Fruits that aren't eaten within 24 hours of being picked lose their magic. The plant replaces all picked fruits daily at dawn, and it can't be transplanted without killing it.

HARVEST: POISON. You commission the facility's hireling to extract one application of an ingested poison from rare plants or fungi, or you do the work yourself. Once harvested, the poison can be contained in a vial. The work takes 7 days and costs nothing. Choose the type of poison from the following options:

Niobe's Tears	Helena's Drought	Moon's Rest	Eyeshut	Veracity's Edge
Essence of Aether	Scent of Madral	Smoke of Severus	Oil of Shadows	Oil of Silence
Oil of Serpents	Duel's Finish	Helena's Wrath	Aztic Surety	

CRAFT: POISON. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

CRAFT: TONIC. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

RESTORATION: Spending one week in the act of working only on a project in this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

HANDIWORK

This Workshop is a creative space where all manner of useful items can be crafted. This facility requires that the Company have at least one member who has the Crochet, Knitting, or other Handiwork skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

SPY. When you issue the Research order to this facility, you commission the Hireling to gather information from spies who are aware of all important events happening within 10 miles of your Bastion over the next 7 days. These spies are useful sources of information and frequent the Pub, often incognito. During that time, these spies can divulge the location of any creature that is familiar to you, provided the creature is within 30 miles of your Bastion and not hidden by magic or confined to a location that the DM deems is beyond the spy network's ability to locate. If the spies learn the target's location, they also learn where that creature has been for the previous 7 days.

RESTORATION: Spending one week in the act of working only on a project in this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

HUSBANDRY

This Workshop is a creative space where all manner of useful items can be crafted. This facility requires that the Company have at least one member who has the Animal Husbandry skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE.

RESTORATION: Spending one week in the act of working only on a project in this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

INSTRUMENTRY

This Workshop is a creative space where all manner of useful items can be crafted. This facility requires that the Company have at least one member who has the Tunery skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical musical instrument that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

RESTORATION: Spending one week in the act of working only on a project in this space will restore 1 point of your choice from Psyche, Sanity, Vitality, or add a bonus of +1 to Perception checks.

LABORATORY

A Laboratory contains storage space for alchemical supplies and workspaces for crafting potions and other concoctions. This facility requires that the Company have at least one member who has the ____ skill.

When you issue the Craft order to this facility, choose one of the following options:

CRAFT: LIQUID CONCOCTION. You commission the facility's hireling to craft a vial of Acid, a flask of Alchemist's Fire, or a bottle of Ink. This work takes 7 days and costs you half the item's normal cost.

CRAFT: POISON. You commission the facility's hireling to craft a vial of Basic Poison or a vial containing one application of a rare poison. This work takes 7 days, and you must pay the poison's cost. The rare poison must be one of the following:

Niobe's Tears	Helena's Drought	Moon's Rest	Eyeshut	Veracity's Edge
Essence of Aether	Scent of Madral	Smoke of Severus	Oil of Shadows	Oil of Silence
Oil of Serpents	Duel's Finish	Helena's Wrath	Aztec Surety	

CRAFT: POTION. You commission the facility's hireling to craft a Class 0 or Class 1 magic potion, or you craft it yourself if you have the ability to use a Spellcasting Focus. The work takes 7 days. The Company Level must meet the minimum level one must be to craft a potion of a particular sort and the cost you must pay for the supplies. For purposes of crafting potions, your hireling's level is half your level (rounded up).

LIBRARY

This Library contains a collection of books plus one or more desks and reading chairs. A Library is a repository of valuable books, scrolls, and maps. It is usually attached to a Library behind a locked or secret door. This facility requires that the Company have at least one member who has the ____ skill.

Your Library contains one copy of a rare and valuable reference book, chosen from the options in the Reference Books table. While you and this book are in your Bastion, you gain the book's benefit, as noted in the table. (Your DM might make other reference books available.)

ENLARGING A LIBRARY. You can enlarge your Library by spending 2,000 sp to gain one additional reference book chosen from the Reference Books table.

RESEARCH. When you issue the Research order to this facility, you commission the facility's hireling to research a topic, or you do the research yourself. The topic can be a legend, a known event or location, a person of significance, a type of creature, or a famous object. The work takes 7 days. When the research concludes, you obtain up to three accurate pieces of information about the topic that were previously unknown to you. Whoever does the work gains knowledge as if they had cast the *Legend Lore* spell. A hireling who gains this knowledge shares it with you the next time you speak with them. The DM determines what information you learn.

REFERENCE BOOKS

ARCANA REFERENCE. You have Advantage on any Intelligence (Arcana) check you make when you take the Study action to recall lore about spells, magic items, eldritch symbols, magical traditions, and planes of existence.

HISTORY REFERENCE. You have Advantage on any Intelligence (History) check you make when you take the Study action to recall lore about historical events, legendary people, ancient kingdoms, past disputes, wars, and lost civilizations.

PUZZLE REFERENCE. You have Advantage on any Intelligence (Investigation) check you make when you take the Study action to make deductions based on clues or evidence or to recall lore about traps, ciphers, riddles, and gadgetry.

NATURAL WORLD REFERENCE. You have Advantage on any Intelligence (Nature) check you make when you take the Study action to recall lore about terrain, plants and animals, the weather, and natural cycles.

RELIGIOUS REFERENCE. You have Advantage on any Intelligence (Religion) check you make when you take the Study action to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults.

SPIRITUAL REFERENCE.

MYSTICAL REFERENCE.

ELDRITCH REFERENCE.

DIMENSIONAL REFERENCE.

PLANAR REFERENCE.

MASONRY

This Workshop is a creative space where all manner of useful items can be crafted. This facility requires that the Company have at least one member who has the masonry skill.

QUARRY. When you issue the Quarry order to this facility, you commission the facility's hirelings to quarry one ton of material (stone) from a quarry within 30 miles of the bastion. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

MEKERY

This Workshop is a creative space where all manner of useful items can be crafted. This facility requires that the Company have at least one member who has the Mekery, Locksmith, or Clockwork skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

MILLERY

This Workshop is a creative space where grain and other items are milled into flours and similar items. This facility requires that the Company have at least one member who has the Millery skill.

HARVEST. When you issue this Order, the hirelings will harvest from a field located within 5 miles of the Bastion crops to mill up to 50 pounds of flour.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

MINERY

This Workshop is a creative space where all manner of useful items can be crafted. This facility requires that the Company have at least one member who has the ____ skill.

HARVEST. When you issue the Craft order to this facility, you commission the facility's hirelings to harvest (mine) one ton of ore from a mine within 30 miles of the bastion. The work takes 7 days and costs you nothing. Your Dm will determine what ores are available nearby.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

PAPERY

This Workshop is a creative space where all manner of papers and related materials can be crafted. This facility requires that the Company have at least one member who has the ____ skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

PHYSICRY

This facility is a medical space staffed by a Physic, Apothecary, Herbalist, or related Hireling. This facility requires that the Company have at least one member who has the ____ skill.

CRAFT: HEALING TONIC. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical Healing Tonic that can restore 1d4 hit points. The work takes 7 days and costs you nothing.

CRAFT: HEALING ELIXIR. When you issue the Craft order to this facility, you commission the hireling to create one magical healing elixir that will restore 1d6 hit points. The work takes 7 days and costs you nothing.

CRAFT: HEALER'S KIT. When you issue the craft order to this facility, you commission the hireling to craft 1 healer's kit with a full seven uses. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

HOSPICE. This order will cause the Hireling to Recruit three additional hirelings and convert the facility into a space to treat victims of a disaster, plague, or other large scale health issue. This will generate 1 point of Renown, and provide 1d10 BP.

HARVEST: HEALING HERBS. You commission the facility's hireling to create a Potion of Healing (Greater) made from healing herbs, or you do the work yourself. The work takes 7 days and costs nothing.

HARVEST: POISON. You commission the facility's hireling to extract one application of an ingested poison from rare plants or fungi, or you do the work yourself. Choose the type of poison from the following options: Midnight Tears, Pale Tincture, Torpor, or Truth Serum. See the "Poisons" section in the Dungeon Master's Guide for each poison's effect. Once harvested, the poison can be contained in a vial. The work takes 7 days and costs nothing.

PIGMENTRY

This Workshop is a creative space where all manner of inks, pigments, dyes, and related items can be crafted. This facility requires that the Company have at least one member who has the Pigmentry skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

RITUAL SPACE

This is a space that is built explicitly for working rituals, including imbuing and ingrainings.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one magical object that can be made using the tools for that craft. The work takes 7 days and costs you as shown below.

Kind	Class	SP Cost	Kind	Class	SP Cost
Amulets	0	10 sp	Amulets	1	20 sp
Decorations	0	30 sp	Decorations	1	40 sp
Focals	0	20 sp	Focals	1	30 sp
Houseware	0	10 sp	Houseware	1	20 sp
Mounted	0	10 sp	Mounted	1	20 sp
Tools	0	10 sp	Tools	1	20 sp

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

SUMMONING. When you issue this Order to the facility, you commission the hirelings to perform a summoning ritual for the purpose of bringing some living thing to that location. You must be present in the bastion when this is done, and you must know the ritual, either through some scroll or gleaned from a spell book.

SCRIPTORIUM

A Scriptorium contains desks and writing supplies. This facility requires that the Company have at least one member who has the Scribe skill. Additionally, at least one person must be able to read.

When you issue the Craft order to this facility, choose one of the following options:

CRAFT: BOOK REPLICA. You commission the facility's hireling to make a copy of a nonmagical book. Doing so requires a blank Book. The work takes 7 days.

CRAFT: PAPERWORK. You commission the facility's hireling to create up to fifty copies of a broadsheet, a pamphlet, or another looseleaf paper product. The work takes 7 days and costs you 1 sp per copy. At no additional cost in time or money, the facility's hireling can distribute the paperwork to one or more locations within 10 miles of your Bastion.

CRAFT: BOOK. When you issue the Craft order to this facility, you commission the facility's hireling to craft a blank Book. The work takes 7 days and costs you 10 sp. The Book remains in your Bastion until you claim it, or you can have it sold for 25 sp.

CRAFT: SCROLL. You commission the facility's hireling to craft a magic scroll (as described in the Dungeon Master's Guide), or you craft it yourself. In the case of a Spell Scroll, the spell on the scroll must be one you can prepare.

The work takes 7 days. The Craft Scroll table shows the minimum level one must be to craft a scroll of a particular rarity and the cost of the supplies needed. For purposes of crafting scrolls, your hireling's level is half your level (rounded up).

SPY. When you issue the Research order to this facility, you commission the Hireling to gather information from spies who are aware of all important events happening within 10 miles of your Bastion over the next 7 days. These spies are useful sources of information and frequent the Pub, often incognito. During that time, these spies can divulge the location of any creature that is familiar to you, provided the creature is within 30 miles of your Bastion and not hidden by magic or confined to a location that the DM deems is beyond the spy network's ability to locate. If the spies learn the target's location, they also learn where that creature has been for the previous 7 days.

SHIPWRIGHT

This Workshop is a creative space where all manner of ships and boats can be crafted. This facility requires that the Company have at least one member who has the shipwright skill. The facility must be located on a waterway that can launch the vehicles.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

SMITHERY

This Smithy contains a forge, an anvil, and other tools needed to craft weapons and tools. This facility requires that the Company have at least one member who has the Smith skill.

CRAFT: EQUIPMENT. You commission the facility's hirelings to craft one of the following: 20 Caltrops, a Chain (10 feet), a Crowbar, a Grappling Hook, a Hammer (regular or sledge), 4 horseshoes, a Hunting Trap, a set of Manacles, a Miner's Pick, 10 Iron Spikes or Pitons, an Iron Pot, a metal Shield, or a Shovel. The work takes 7 days, and costs you half the item's normal cost.

CRAFT: SIMPLE WEAPON. You commission the facility's hirelings to craft one Simple Weapon, which takes 7 days and costs you half the normal price of the ammunition or weapon.

CRAFT: MARTIAL WEAPON. You commission the facility's hirelings to craft a Martial weapon, which takes 14 days and costs you half the weapon's normal cost.

CRAFT: MASTERWORK WEAPON. You commission a masterwork Simple Weapon or Martial, which takes 14 days and costs you 800 sp. A masterwork Simple weapon or Martial Weapon has no special properties until a *Magic Weapon* spell is cast on it. When that spell ends, the masterwork weapon retains the magic permanently, becoming a *+1 Weapon*.

CRAFT: AMMUNITION. You commission the facility to create ammunition such as sling stones or other non-arrow or bolt pieces. It takes 7 days to craft 144 pieces of ammunition at half the normal cost.

CRAFT: ARMOR. You commission the facility's hirelings to craft one of the following: a suit of Medium or Heavy armor (excluding Hide). The work takes 21 days for a suit of armor, or 3 days for a Piece, and costs you half the item's normal cost.

WEAVERY

This Workshop is a creative space where all manner of useful items can be crafted. This facility requires that the Company have at least one member who has the Weaving skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

WRIGHTERY

This Workshop is a creative space where all manner of wagons, carts, and carriages can be crafted. This facility requires that the Company have at least one member who has the wrightery skill.

CRAFT. When you issue the Craft order to this facility, you commission the facility's hirelings to craft one nonmagical object that can be made using the tools for that craft. The work takes 7 days and costs you nothing.

TRADE. When you issue the Trade order to this facility, it will sell the crafted items. Items you have crafted will sell for regular price plus 1 sp per level, adjusted by level of Mastery. Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

BASTION EVENTS

At the end of any Bastion turn in which a character issues the Maintain order to their Bastion, the DM rolls once on the Bastion Events table. If an event occurs, the DM reads the event (described in the sections following the table) aloud to the player whose character controls that Bastion. The event is resolved immediately, with the player and DM working together to expand story details as needed.

Bastion events occur only when a Bastion is operating under the Maintain order, which often means that the Bastion's owner is not present in the Bastion at the time. That means these events can be opportunities for the player to take on the role of the Bastion's hirelings and roleplay their reactions to these events. The DM can even decide to turn a Bastion event into a sort of cut scene where each player takes on the role of one of the Bastion's hirelings (under the guidance of the player whose character owns the Bastion).

ATTACK

A hostile force attacks your Bastion but is defeated. Roll 6d6; for each die that rolls a 1, one Bastion Defender dies. Remove these Bastion Defenders from your Bastion's roster. In addition, one of the Bastion's special facilities (determined randomly) is damaged and forced to shut down.

If the Bastion has no Bastion Defenders, or if no Bastion Defenders are left after the attack, a second special facility is also shut down. A special facility that shuts down can't be used on your next Bastion turn, after which it is repaired and made operational again at no cost to you.

A special facility that is shut down generates no Bastion Points when you issue the Maintain order.

CRIMINAL HIRELING

One of your Bastion's hirelings has a criminal past that comes to light when officials or bounty hunters visit your Bastion with a warrant for the hireling's arrest.

You can retain the hireling by paying a bribe of $1d6 \times 100$ sp. Otherwise, the hireling is arrested and taken away.

If this loss leaves one of your facilities without any hirelings, that facility can't be used on your next Bastion turn. The hireling is then replaced at no cost to you.

FESTIVAL

You gain an extra 1d6 Bastion Points if you spend 500 sp to host a festival.

Work with the DM to determine the details.

POLITICKING

You gain an extra 1d6 Bastion Points if you spend 500 sp to appease a domineering noble. Work with the DM to determine the details.

PATRONAGE

You gain an extra 1d6 Bastion Points if you spend 500 sp to fund the research of a powerful spellcaster, or become a patron of an Adept or better Artist.

Work with the DM to determine the details.

FRIENDLY VISITORS

Friendly visitors come to your Bastion, seeking to use one of your special facilities. They offer 1d6 × 100 sp for the brief use of that facility.

For example, a caravan might want to use your Workshop to repair its wagons and traveling gear. Pilgrims might want to rest in your Sanctuary. A knight might want your Smithy to replace a horseshoe or damaged weapons or armor. Or sages might need your Arcane Study to help them settle a dispute. Their use of the facility doesn't interrupt any orders you've issued to it.

HONORED GUEST

A guest comes to stay at your Bastion. Work with your DM to determine the stranger's identity. Roll on the Honored Guests table or choose one of the options from that table.

- 1 The guest requests sanctuary while avoiding persecution for their beliefs or crimes. They leave before the next Bastion turn but give you a gift of 1d6 × 100 sp.
- 2 - 6 The renowned guest is grateful to stay at your Bastion and gives you a letter of recommendation you can use to sway an important person to perform a service for you at no cost.
- 7 - 8 The guests are a group of friendly mercenaries, giving you four additional Bastion Defenders. They don't require a facility to house them, and they stay until you send them away or they're killed.

LOST HIRELINGS

One of your Bastion's special facilities (determined randomly) loses its hirelings. The cause of their departure is up to you. The facility can't be used on your next Bastion turn, but the hirelings are replaced at no cost to you at that point.

MAGICAL DISCOVERY

Your hirelings accidentally discover or create an Uncommon magic item of your choice. The magic item can't be a suit of armor, a shield, or a weapon, and its magic is temporary; its properties start to function when you claim the item and last until the start of your next Bastion turn, after which the magic item turns to dust.

REFUGEES

A group of 2d4 refugees fleeing from a monster attack, a natural disaster, or some other calamity seeks refuge in your Bastion. If your Bastion lacks a basic facility large enough to house them, the refugees camp right outside the Bastion. The refugees offer you 1d6 × 100 sp as payment for your hospitality and protection. They stay until you find them a new home or a hostile force attacks your Bastion.

REQUEST FOR AID

Your Bastion is called on to help a local leader. Perhaps there's a search on for a missing person, or brigands are plaguing the area. If you choose to help, you must dispatch one or more Bastion Defenders. Roll a d6 for each Bastion Defender you send. If these die rolls total 10 or higher, the problem is solved, and you earn a reward of

1d6 × 100 sp. If the die rolls total less than 10, the problem is still solved, but the reward is halved and one of your Bastion Defenders is killed. Remove that Defender from your Bastion's roster.

CRAFTING

This section is not about crafting magical items. For that you need to look into the rules around Imbuing and Ingraining. But most magical items require a base into which they imbue or ingrain powers, and that means something that can be made by someone with the appropriate skills and tools to be able to do it.

Wyrldde has a fairly simple crafting system that is distinct and more involved than the default 5e system. As a result, Player Characters can craft items during Downtime periods, and there is greater value and import placed on the artisan's tools and the guild system.

Workshop Skills

Armory	Artistry	Brewery	Bowery	Buildery
Carpentry	Cleanery	Clothery	Cookery	Glazery
Handiwork	Husbandry	Instrumentry	Knowery	Masonry
Mekery	Millery	Minery	Papery	Peasantry
Physicry	Pigmentry	Plantery	Scribery	Shipwright
Smithery	Weavery	Wrightery		

WORKSHOPS

All crafting requires the use of a workshop. A Workshop is the space and place where the tools and circumstances are designed to maximize the end product. There is one exception to this: Handiwork can be performed anywhere.

Workshops vary from craft to craft in their size, cost, and materials, but ultimately come down to certain kinds of work, each set up accordingly. A workshop must be run by a Yeoman or better, though normally a workshop isn't affordable until at least Adept. Workshops belonging to others may be used for personal projects, but often this is joined by a requirement of helping out in the day-to-day work of the shop itself and requires permission of the workshop owner.

Bastions have the ability to provide a workshop for adventurers.

All workshops have a mark of trade provided by the guild, and without that mark will have a very difficult time selling their wares.

Using a workshop will end a short or long rest, with the exception of the Skills of Handiwork and Scribery.

A workshop will have the same **DEGREE OF MASTERY** as the person who runs it, which may be different from the person who owns it. Thus, a Workshop being run by a Novice will produce novice level product, while one run by a master or Grand Master will produce much better product.

CREATION

While crafting, you can maintain a modest lifestyle without having to pay 1 sp per day, or a comfortable lifestyle at half the normal cost. To create an object, there are a few basic steps to follow:

First, you have to know what you are going to make. It needs to be something wholly within the capability of that particular craft. If the object requires the involvement of additional crafts, as determined by your DM, then the object must be created in stages, moving from one workshop to the next.

Second, you must know the materials needed for the object. Something that will be used for magical purposes may require unusual materials that have to be worked into the object during the regular formation. Materials will have a basic cost, determined by the DM, and are presumed to always be the best materials available.

The Workshop provides the tools and equipment necessary for creation, and the way of making it is presumed by the skill in the craft. On occasion, there will be something deemed original and unusual. These kinds of items increase the difficulty of a given effort to create something.

Third, you have to have the time to make the object. Time is always expressed in total hours and working on a project for more than 8 hours in a day will give 1 point of fatigue for every 2 hours longer than 8 worked on in a single day. The time to craft an object varies, and is determined by your DM.

ASSISTANCE

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place.

Each individual contributing reduces the hours by the number of hours they contribute to it.

The character who's leading the effort, or the one with the highest ability modifier, can make an ability check with Advantage, reflecting the help provided by the other characters.

ROLL

When crafting, the "ability" score used is the Character's level, and the roll is made using a d20 plus the modifier according to that Crafting group based on the key ability score, plus the proficiency Bonus (if they have proficiency).

A Grand Master Blacksmith with a Strength of 12 adds a +1 for their Strength, +3 to for their Proficiency, their proficiency bonus (+4), and is 17th Level. So, for them, the DC has to be higher than 25 for them to fail to make the item – and they have advantage. A Novice may be only 3rd level, and the DC would have to be above 5 for them to fail.

The more you work and develop your craft, the easier things become. Common DC's are found in the crafting example Table, along with typical materials cost, the time needed to craft, and the complication chance.

QUALITY

As noted before the quality of an item can have an effect on the value and durability of an object. Quality is determined by the Degree of Mastery of the person who runs the shop that day.

Quality items are more resistant to damage and destruction – an Adept quality item gains a +1 on saves, a Master quality item gains a +2 on saves, and a Grand Master quality item gains a +3 on saves.

Items that your facility crafts will sell for normal price, adjusted by the level of mastery. Yeoman quality items are +50% the value of Novice items. Adept are +100% the price. Master are +150% the price. Grand Master are +200% the price.

CRAFTING EXAMPLE TABLE

For unstated items, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth at minimum half the total market value (though you can spend more).

If something you want to craft has a market value greater than 5 gp, you make progress every day in 25 gp increments until you reach the market value of the item.

Item	Materials	Time to Craft	DC	Complication
Weapon				
Bow				
Typical Armor				
Standard Armor				
Light Armor				
Medium Armor				
Heavy Armor				
Clothing Article				
Brew				
Vintage				
Liquor				
Cart				
Wagon				
Cleanser				

Lock				
Clock				
Shoe				
Hat				
Dishware				
Light Smithing				
Heavy Smithing				
Instrument				
Jewelry				
Furnishing				
Saddle				
Tent				
Meal				