

BALDURAN'S GUIDE TO KINGDOM BUILDING



Everything you need to build and rule a sprawling kingdom
in the world's greatest roleplaying game

CREDITS

Writer: Adam Hancock (@AdamDMsGuild)

Editor: Ryan Langr (@RealmWarpM)

Layout: Adam Hancock (@AdamDMsGuild)

Cartographer: Anne Gregersen (@AnnesFlashBack)

Readers: Cam Day, Bryan Holmes, Amit Sarkar, Micah Watt, Jos Wijchgel

Cover Art: Thomas Cole, "Consummation of Empire"

Interior Art: Albert Bierstadt, Gabriel Bouret, Pieter Bruegel the Elder, Frederic Edwin Church, Thomas Cole, Thomas Daniell, "DMs Guild Creator Resource Art," Pieter Cornelius Dommersen, Alexander Duncker, Eugène Fromentin, Thomas Hill, Edmund Leighton, August Wilhelm Leu, Phoebus Levin, Joseph Rusling Meeker, Louise Rayner, Grigoriy Myasoyedov, David Revoy, Colin Rose, Henry Söderlund, Hugh William Williams

ON THE COVER

Depicted on the cover is Thomas Cole's evocative *Consummation of Empire*, the third painting in a five-part series. This painting shows an archetypal kingdom at the height of its grandeur and power.

The other paintings in the series, some of which can be found in the pages of this work, depict that same kingdom's stages, starting with a primal wilderness to an eventual fall to ruin. Given the subject matter of *Balduran's Guide to Kingdom Building*, I can think of no better cover than this work of art.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Adam Hancock and published under the Community Content Agreement for Dungeon Masters Guild.



PREFACE

Credits	2
On the Cover	2
Why Kingdom Building?	3
Colville's <i>Strongholds and Followers</i>	3
Introduction	4
Using These Rules	5
How to Play	5

PART 1

CHAPTER 1: STEP-BY-STEP SETTLEMENTS	7
Beyond the Village	10
CHAPTER 2: TERRAIN	12
Arctic	14
Coast	16
Desert	18
Forest	20
Grassland	22
Hill	24
Mountain	26
Swamp	28
Underdark	30
Underwater	32
CHAPTER 3: STRONGHOLDS	34
Abbey	34
Castle	39
Guildhall	46
Keep	51
Noble Estate	55
Outpost	59
Temple	63
Tower	67
Trading Post	71
CHAPTER 4: HOUSING	75

PART 2

CHAPTER 5: INDUSTRIES	88
Military Buildings	91
Commerce Buildings	101
Health Buildings	112
Lore Buildings	120
Religion Buildings	128
Loyalty Buildings	134
CHAPTER 6: RUNNING A KINGDOM	142
Decrees	142
Mass Combat	143
Damage and Repairs	145
Travel and Exploration	148
APPENDICES	150
Appendix A: Example Settlements	150
Appendix B: Unit Lists	155
Appendix C: List of Buildings	161
City Sheet	167

WHY KINGDOM BUILDING?

The only good reason to add anything to a D&D campaign is to enhance it, make it more compelling, more engaging, more fun. Kingdom building can do that. It motivates party members, expands the scope of play, raises the stakes of the campaign, and spawns thousands of new story ideas (over 800 of which are right here in this book).

From the beginning, I had very strong feelings about *Balduran's Guide to Kingdom Building*, what I wanted it to be and what I didn't want it to be.

I did *not* want a game-within-a-game experience. As many of you know, the *Pathfinder RPG* took a stab at kingdom building rules. They had some amazing ideas, but Paizo's system of complex rules and new mechanics feels detached from its core RPG game. The result was players jumping back and forth between two very different rule sets.

Also, I did not want kingdom building to be something that faded into the background, with strongholds and kingdoms reduced to mere passive income for the party. I hate the pay-a-visit-and-collect-the-gold model, especially since detracts from adventuring. That kind of kingdom is divorced from the story and, frankly, outright boring.

I wanted kingdom building to be an immersive experience, not an afterthought. I wanted it to be a catalyst to epic storytelling, not tangential. I wanted to have kingdom-building rules that felt integral to D&D, not separate or slapped-on. In short, I wanted to feel excited about, challenged by, and invested in my kingdom. That's what this title promises.

To go about fulfilling my goals, I decided two things early on. First, the rules for kingdom building would be based on existing D&D rules. No need to reinvent the wheel. Don't get me wrong, what I've done here is more than reskinning. But you'll soon discover that *Balduran's Guide to Kingdom Building* feels very fifth edition. It is built in the spirit of D&D's simplicity. In that vein, the pieces that comprise a settlement and kingdom are roughly analogous to building a player character.

Terrain is a bit like a settlement's background, building a stronghold is like choosing a settlement's class, industry scores are obviously analogous to ability scores, and units are like the weapons settlements wield.

Second, these rules suppose that the kingdom the players fashion is central to the campaign. So, at every turn, this supplement provides story seeds that together can form a campaign arc with the kingdom at its heart.

I hope you enjoy this supplement and that it breathes new life into your campaigns. It's been a tremendous amount of work, but a joy to write it. Now, let's get building!

Adam Hancock

COLVILLE'S *Strongholds and Followers*

It's completely possible to use this ruleset together with those found in Matthew Colville's [*Strongholds and Followers*](#).

S&F grants benefits to characters who choose to build and maintain a stronghold. Keeps raise armies. Towers grant access to modified spells. Temples conjure servitors. And establishments make money and gather information.

None of these functions replace, supplant, or disrupt the ruleset found here in *Balduran's Guide to Kingdom Building*. In fact, if we plotted *Balduran's Guide* and *S&F* on a Venn diagram, there would be almost no overlap.

That's because *S&F* is a player-facing rules supplement meant to reward characters for building strongholds, while *Balduran's Guide* is a DM-facing rules supplement meant to expand the scope and shift the focus of the campaign. Indeed, the two rules supplements can be used hand in hand.

One of the small adjustments DMs have to make if they want to use *Balduran's Guide* and *S&F* together has to do with the number and function of possible strongholds. *Balduran's Guide* assumes there are nine strongholds, as listed in the *Dungeon Master's Guide*. Meanwhile, Colville reduced the number of strongholds from nine to just four (five if you include the castle, which Colville reimagines as multiple strongholds in one).

The solution is to use the following table to determine the benefit each stronghold offers:

Stronghold	Benefits of a...
Abbey	4th-level Temple
Guildhall	1st-level Establishment
Keep or small castle	4th-level Keep
Noble estate or manor	5th-level Establishment
Outpost or fort	2nd-level Keep
Palace or large castle	Castle (multiple strongholds)
Temple	5th-level Temple
Tower, fortified	3rd-level Tower
Trading post	1st-level Establishment

INTRODUCTION

Balduran's Guide to Kingdom Building is an expansion to the Building a Stronghold rules found in chapter 4 of the *Dungeon Masters Guide* and the Mass Combat rules from *Unearthed Arcana*. Here you will find new buildings, new units, and new rules for building and running a kingdom.

Like the rules found in the core D&D hardcovers, kingdom-building is driven by imagination. It's still about confronting challenges and tasting the sweetness of success or the bitterness of defeat.

Dungeon Master (DM): You come to a lazy river about half a mile wide. There are large fish breaking the surface as they migrate upstream. You spot a small herd of deer on the opposite shore. Large trees shade either bank.

Phillip (playing Gareth): This looks like a great place to build our first settlement.

Amy (playing Riva): Agreed, but let's scout the region first. I wonder if anyone else is living here.

DM: You can explore this entire region in about a day. Since this is uncharted territory, I'm going to have you roll percentile dice to see if there's already a settlement here. Phil?

Phillip: (rolls) I got a thirty-seven.

DM: You climb the highest hill to get a better vantage point. It turns out there are no villages or cities here. But you do see—(rolls dice)—a cyclops emerge from a cave down by the river, a tribe of winged kobolds taking flight, and, of course, those three hags that hurled obscenities at you when you passed by earlier. You'll need to take care of those threats before any buildings go up.

Melissa (playing Balduran) I heft my greataxe and say, "Well, what are we waiting for?"

Building a kingdom does not detract from adventuring, but encourages it. In fact, constructing and ruling a kingdom leads to all three pillars of D&D: exploration, combat, and social interaction. As a ruler, you explore uncharted territory, expand your kingdom, defeat threats, negotiate with other kingdoms, and interact with your own citizens.

Dungeon Master (DM): You've slain the cyclops, sent the sea hags to hell, and tricked the kobolds into fleeing. Do you want to construct a stronghold now?

Melissa: Yeah, our characters want to build a keep here.

DM: Okay, a keep costs 50,000 gold pieces and takes 400 days to complete construction.

Amy: That's fine. We can hang out for a year. Plenty of adventuring to do. And I think Riva wants to go talk to that beautiful sea elf we met anyway.

The party members make decisions together and jointly rule their kingdom. Like every other game of D&D, kingdom building is about working together.

Literally hundreds of story seeds herein encourage players to continue to solve puzzles, talk with other characters, battle fantastic monsters, and discover fabulous magic items and other treasure.

Dungeon Master (DM): It's taken longer than you thought, since you went on a few adventures away from the construction site—

Phillip: Yeah, and Riva got married!

DM: —right. But the keep is finally finished. Now people keep showing up there looking for work. They'll stay if they can find housing.

Amy: Let's build houses! I also want to construct an inn to make this a regular way station for travelers.

DM: Sounds good. Your houses are attracting humans and their kin. And the inn will be completed by Highharvestide. You officially have a village full of citizens with a towering keep in its center. But, look out, a host of goblinoids is gathering in the north woods. Looks like they want your keep.

Balduran's Guide has enough material to run numberless kingdom-building campaigns. Since time is measured in seasons, you may even go through decades of rule or even multiple generations. True to D&D, there is no real end.

USING THESE RULES

Balduran's Guide to Kingdom Building is divided into two parts.

Part 1 (chapters 1–4) is about creating a settlement, providing the rules and guidance you need to make the settlement that starts your kingdom. It includes information on the various terrains, strongholds, and housings that you can choose from. Many of the rules in part 1 rely on material in part 2. If you come across a game concept in part 1 that you don't understand, consult the book's table of contents.

Part 2 (chapters 5–6) details the rules of how to grow a settlement and run a kingdom, beyond the overview described in chapter 1. That part covers the kinds of die rolls you make to determine success or failure at the tasks your settlements attempt, and describes the two broad categories of activity in running a kingdom: exploration and warfare.

HOW TO PLAY

Time in kingdom building is measured in seasons. A season unfolds according to a pattern very familiar to those who play D&D fifth edition.

1. The DM describes the environment.

The DM announces any news to the players, such as foreign kingdom activity or new threats in the regions where they have settlements. In secret, the DM determines any actions foreign kingdoms and wandering monster units will take.

2. The players describe what they want to do.

After talking with their fellow players, one player speaks for the whole party, saying, "We'll build a smithy," for example. These pronouncements are called decrees. Later on, when settlements can make multiple decrees, different adventurers might issue different decrees: one adventurer might construct a building while a second raises a military unit to conduct a siege and a third oversees the harvesting of lumber. In that case, the players don't need to take turns announcing their decrees, and their decrees are all carried out simultaneously in-game, along with the foreign kingdom's decrees as determined by the DM. Players can even carve out roles for themselves and assign themselves responsibilities and titles. Encourage this kind of roleplaying.

Sometimes, carrying out a decree is easy. If an adventurer wants to send a military unit to guard a nearby region, the DM might just say that the army guards that place all season without incident. But a wandering monster unit might attack it, an enemy unit might already be concealed there triggering a clash between armies, or some other circumstance might make it challenging for a decree to be filled. In those cases, the DM decides what happens, often relying on the roll of a die to determine the results of an action or decree.

3. The DM narrates the results of the party's decrees.

Describing the results often leads to another decision point, which brings the flow of the game right back to step 1 the next season or sends the party on an adventure to safeguard or expand their kingdom.

This pattern holds whether the adventurers are sending scouts to explore new regions, waging war on a devil-ruled kingdom, or constructing an indomitable citadel. When running a kingdom, the action is more structured and the players (and DM) take turns issuing and resolving decrees. But player characters are still the heroes and central to a kingdom-building campaign. Running a kingdom often prompts players to leap back into scenarios of exploration, interaction, or combat.

Often the action of an kingdom-building campaign takes place in the imagination of the players and DM, relying on the DM's verbal descriptions to set the scene. Some DMs like to use maps of everything from individual buildings to entire continents. It is entirely possible, however, to build and run your kingdom with nothing more than a copy of this book, a city sheet or five, and your imagination.

RELATED TERMS

This rules supplement probably feels intuitive to those familiar with *DUNGEONS & DRAGONS* fifth edition. That's because it is built on a similar framework. While there are no one-to-one analogues, this reference table might help you see the connections.

<i>PHB</i>	<i>BGtKB</i>
Ability Score	Industry Score
Action	Decree
Background	Terrain
Class at 1st Level	Stronghold
Class at Higher Levels	Buildings
Race	Housing
Round	Season
Weapons	Units

USING THIS SUPPLEMENT

To use this rules supplement, you need the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Before you sit down with your players, familiarize yourself with *Balduran's Guide to Kingdom Building*, perhaps making notes about terrains the characters will likely visit, the buildings they'll likely construct, and the encounters you especially want to use.

A number of the story hooks reference monsters outside the core rulebooks, so also having a copy of *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes* is recommended to get the most use out of this supplement. References to monsters from other hardcovers are given in parentheses.

PART 1

Starting a Settlement



CHAPTER 1: STEP-BY-STEP SETTLEMENTS

Mighty armies and powerful cities. Towering walls and swinging trebuchets. Holy sites and vast libraries. Rich trade and hidden intrigue. Occult lore and loyal subjects. These wonders and more await you in this guide. The pages that follow will show you how to set up and run your party's very own kingdom.

Your kingdom is a collection of settlements jointly ruled by your adventuring party. A kingdom begins with founding or conquering your very first settlement. If you've ever made a character for the fifth edition of *DUNGEONS & DRAGONS*, building a kingdom using this guide should feel intuitive and familiar. That's because this guide is built on the framework of fifth edition, a reworking of familiar concepts.

Your first step in building a kingdom is to found your first settlement. You choose a location (such as coast or mountain), construct a stronghold (such as a trading post or a tower), and build housing (such as houses or huts). Once completed, your stronghold serves as the center of a fledgling village, one destined to become the capital of your sprawling kingdom.

Before you begin step 1 below, think about the kind of kingdom you want to rule. It might be an expansionist empire, a hub of trade, a domain of intrigue, a theocratic society, or even a monument to your greatness. It might provide refuge, preserve a mythic location, or create a buffer between warring kingdoms.

Once you have a kingdom in mind, follow these steps in order, making your first settlement reflect the kind of kingdom you want. Your idea of your kingdom might evolve with each settlement you build or even with each building. What's important is that you feel excited.

BUILDING BALDUR'S GATE

Each step of settlement building includes an example of that step, with a character named Balduran building his first settlement: Baldur's Gate.

1. CHOOSE TERRAIN

Every kingdom has a beginning. Rome was built on seven hills. Ancient Egypt was founded in a fertile floodplain. Machu Picchu stands high in the mountains. Waterdeep is a coastal city. The location where a settlement is built falls into one of ten **terrains**: arctic, coast, desert, forest, grassland, hill, mountain, swamp, Underdark, or underwater. The next chapter provides more information about each of these terrains.

Your settlement's terrain gives no specific bonuses or benefits, but it does shape the options available to you as your settlement expands. Record the terrain type on your city sheet.

BUILDING BALDUR'S GATE, STEP 1

Balduran wants to build a settlement. He decides to build his settlement at the mouth of the river Chionthar. Because of its proximity to water, Balduran's player records the terrain of the settlement as *coast*. She notes the terrain type on her city sheet.

2. BUILD A STRONGHOLD

Every settlement is comprised of buildings. The first building erected in a new settlement is called a **stronghold**. Your chosen stronghold lays the foundation for the settlement's first **industries**. Strongholds, along with their features, are described in chapter 3.



BUILDING A STRONGHOLD

Stronghold	Construction Cost	Construction Time	Industry Score Bonuses
Abbey	50,000 gp	400 days	+3 Lore, +3 Religion
Castle	500,000 gp	1,200 days	+3 to each industry score
Guildhall	5,000 gp	60 days	+1 Commerce
Keep	50,000 gp	400 days	+3 Military, +1 to three other industry scores
Noble estate	25,000 gp	150 days	+2 Loyalty, +1 Lore
Outpost	15,000 gp	100 days	+2 Military
Temple	50,000 gp	400 days	+3 Health, +3 Religion
Tower	15,000 gp	100 days	+1 Military, +1 Lore
Trading post	5,000 gp	60 days	+1 Commerce

Building a stronghold is an investment of time and money for your character. Follow the Building a Stronghold rules as described in the "Downtime Activities" section of chapter 6 in the *Dungeon Master's Guide*.

Once your chosen stronghold is built, your settlement benefits from a feature, as listed in chapter 3 of this book. Your stronghold also grants bonuses to one or more **industry scores**.

On your city sheet, record the feature that your stronghold gives you and record the increase to one or more industry scores.

BEYOND THE STRONGHOLD

Typically, a settlement starts with a single stronghold and grows by constructing additional buildings. Buildings, including strongholds, attract workers and their families, thus increasing the settlement's overall population. Most buildings grant your settlement one additional feature.

Starting off with a stronghold puts your new settlement on the map. If you conquer, inherit, or swindle someone out of an existing settlement, your DM might decide that the gained settlement already has several buildings. Your DM will tell you which buildings already exist, possibly using one of the example settlements at the end of this guide.

*Minus the scurvy, the expedition
went better than I ever imagined.
Now how to spend all this wealth?*

- B.

Record your stronghold on your city sheet. If your DM tells you that you're starting with more than one building, record the additional buildings as well. Also record your tier (village, town, city, or metropolis). A settlement that only has a stronghold is usually, but not always, a village.

BUILDING BALDUR'S GATE, STEP 2

Knowing the dangers of pirates and coastal raids, Balduran decides to build a keep as his stronghold. With his adventuring loot, he pays the requisite 50,000 gp. He personally oversees the work, so his keep is completed in 400 days. Balduran's player writes the keep's feature on her city sheet and the increase to her settlement's Military score and three other industry scores.

3. BUILD HOUSING

People are the lifeblood of every settlement. Without people, a settlement remains a ghost town, a collection of empty buildings and nothing more. To attract settlers to your new settlement, you must build housing for them.

Housing is an umbrella term for any type of residence designed to house a particular kind of race. You choose one of various kinds of housing, depending on which race you would like to live in your settlement. In addition to the conventional houses typical of humans and their kin, there are treehouses for elves, burrows for gnomes, caves for dwarves, and even rookeries for aarakocra. Chapter 4 provides more information about various types of housing and the different kinds of races they attract to your settlement.

Your DM might restrict which types of housing are available, perhaps based on the racial makeup of your adventuring party. For example, if you want to build orc lairs, but there are no orcs or half-orcs in your party, the DM might disallow it for story purposes.

Housing is a shorthand description of the people who live in your settlement. Accordingly, your choice of housing, along with its characteristics and flaws, establishes a general culture and societal tendencies. This is expressed mechanically through bonuses to industry scores.

Housing bonuses sometimes dovetail with the capabilities of certain settlement industries (see step 2). For example, goblinoid quarters grant a bonus to Military and Religion. High elf housing offers a bonus to Lore, evidence of elves' long life and well-rounded education. Sometimes diversifying a settlement's industries can be good too. For example, gnome burrows grant bonuses to Commerce and Lore, but the settlement can turn out to be quite militant with the right buildings.

Your housing increases one or more of your industry scores. Note these increases on your city sheet.

Later on, you can diversify your settlement by building other types of housing. But these additional races are considered minority races and don't grant as big of bonuses to industry scores.

BUILDING BALDUR'S GATE, STEP 3

After completing his keep, Balduran wants to attract people to work as servants, staff, and soldiers in his new stronghold. To do this, he builds housing. Balduran goes with what's familiar and builds conventional houses. Before long, humans and their kin—half-elves, half-orcs, and a smattering of other races—move in. Balduran now has a thriving village.

4. TALLY INDUSTRY SCORES

Much of what your settlement can do in the game depends on its six industries: **Military**, **Commerce**, **Health**, **Lore**, **Religion**, and **Loyalty**. Each industry has a score, which is a number you record on your city sheet.

The six industry scores and their use in the game are described in chapter 4. The Industry Score Summary table on the next page provides a quick reference regarding which qualities are measured by each industry and what housing increases which industries.

Each of the settlement's industry scores begins by default at 1, with an accompanying -5 modifier.

BUILDING BALDUR'S GATE, STEP 4

Balduran records a 1 for each of his village's industry scores. After applying housing bonuses (increasing each ability score by 1) and stronghold bonuses (increasing its Military score by 3 and three other industry scores by 1 each), Baldur's Gate has ability scores and modifiers that look like this: **Military** 5 (-3), **Commerce** 3 (-4), **Health** 3 (-4), **Lore** 2 (-4), **Religion** 2 (-4), **Loyalty** 3 (-4).

5. ADDITIONAL SETTLEMENTS

Most kingdoms are composed of more than a single settlement. Each time you wish to start a new settlement, follow the preceding steps and record them on a new city sheet. After completing your second settlement, you're on your way to building a mighty kingdom!



INDUSTRY SCORE SUMMARY

Military

Measures: Armed forces, walls and towers, valor

Improved by: Dragonborn spires (+2), firbolg holds (+2), goblinoid quarters (+2), goliath cabins (+2), lizardfolk shacks (+2), orc lairs (+2), aarakocra rookeries (+1), triton reefs (+1)

Commerce

Measures: Economy, trade, wealth

Improved by: Dwarven caves (+2), tabaxi yurts (+2), gnomish burrows (+1), halfling hill-holes (+1)

Health

Measures: Life expectancy, nutrition, sanitation

Improved by: Turtle compounds (+2), goliath cabins (+1), lizardfolk shacks (+1), orc lairs (+1)

Lore

Measures: Collective knowledge, education, intrigue

Improved by: Elven treehouses (+2), gnomish burrows (+2), kobold tunnels (+2), tabaxi yurts (+1)

Religion

Measures: Faith, the gods' favor

Improved by: Yuan-ti ziggurats (+2), goblinoid quarters (+1), kobold tunnels (+1), turtle compounds (+1)

Loyalty

Measures: Culture, patriotism, tradition, fealty

Improved by: Aarakocra rookeries (+2), halfling hill-holes (+2), triton reefs (+2), dragonborn spires (+1), dwarven caves (+1), elven treehouses (+1), firbolg holds (+1), yuan-ti ziggurats (+1)

BEYOND THE VILLAGE

As your settlement constructs new buildings, it grows. If a settlement were a player character, completing construction of a new building would be like gaining a level.

*It's a great comfort to me that
my harbor will soon be
protected by great walls . . .
if those wretched farmers
don't screw it up.
- B.*

When your settlement adds a building, its relevant Industry Score Increases, usually by 1. In addition, each building grants a building feature—some special ability, a military unit, or another boon to your settlement.

TIERS OF SETTLEMENT

The Settlement Tiers table shows the four settlement tiers: village, town, city, and metropolis. In the table, industry score refers to the settlement's highest out of its six scores. The tiers have very few rules associated with them; they are a general description of how the play experience changes as settlements grow.

Villages (highest industry score 4 or lower) In the first tier, settlements are called villages and have up to 1,000 inhabitants. They are still in their infant stage and are often surrounded by large tracts of rural or empty land. The few people who live there are farmers, adventurers, refugees, pioneers, and frontierspeople. Villages don't pose a threat or hold much interest to towns or cities, so they mostly go unnoticed. Villages can make one decree per season.

Towns (highest industry score 10 or lower) In the second tier, settlements are called towns and have up to 6,000 inhabitants. You can build additional housing to attract your first minority race, if desired. Towns start to develop a unique culture and prize their specialties and characteristics. They may have a few allied villages around them that grow most of their food. Trade with other settlements begins to take off. A merchant class with its various guilds begins to appear. Towns can make two decrees per season.

Cities (highest industry score 20 or lower) In the third tier, settlements become cities and begin to dominate the region. You can have up to two minority races, if desired. Most settlements never make it to this size, so cities are few and far between, perhaps only a few dozen on an entire continent. Unless checks are in place to stop it, society in cities becomes stratified into various socioeconomic classes. An aristocracy rises and tries to gain favor with the rulers of the kingdom. Not only does a city have a unique culture, but its influence is felt in neighboring towns and villages throughout the region. Cities can make three decrees per season.



Metropolises (highest industry score 21 or higher) At the fourth tier, settlements become metropolises. You can have up to three minority races, if desired. These centers of population are so rare that there may be only a handful of them in the world. They attract the attention of celestials, fiends, and demigods. Metropolises usually have subterranean levels beneath them as vast as cities themselves. Anything can be bought or sold in a metropolis. Its influence can be felt throughout the continent and beyond. Metropolises can make four decrees per season.

SETTLEMENT TIERS

Tier	Industry Score	Population	Decrees per Season
Village	1-4	< 1,000	1
Town	5-10	< 6,000	2
City	11-20	< 25,000	3
Metropolis 21+		> 25,000	4

The irony, of course, is that Balduran was a terrible kingdom builder. All he did was make a wall and then disappear on another damned adventure!

- Volo

I just hope they remember my name....

- B.

CHAPTER 2: TERRAIN

Waterdeep was built next to a deep natural harbor on the Sword Coast. Ten Towns of Icewind Dale lies in arctic lands. Calimport sits on the edge of the desert. Each settlement was built on a particular type of terrain and that terrain influenced its development and characteristics. The

varied terrains of D&D lands fall into ten categories: arctic, coast, desert, forest, grassland, hill, mountain, swamp, Underdark, and underwater. When you found a settlement, you choose one.

CHOOSING A TERRAIN

The terrain on which your settlement is built affects it in many ways. Terrain establishes fundamental qualities that exist from your settlement's founding and throughout its expansion. Your terrain options may be limited by the types found in the campaign. Ask your DM what is available in the world you're playing in.

When deciding on a terrain, keep in mind the kind of settlement you want to play. For example, swamp could be a good choice for a lizardfolk town, desert makes a good yuan-ti settlement, and forest is ideal for elves.

Your settlement's terrain provides a backdrop for your settlement's story. Each terrain's description in this section includes information to help you imagine the region and have your characters explore and settle that terrain type. The description includes flora and fauna, physical appearance, typical inhabitants, unique buildings, and story seeds. These details are suggestions to help you think about your settlement; players can go against the grain, placing a halfling town in the Underdark, for example. But it's worthwhile to consider why and how your settlement is different than the norm.

FOREIGN SETTLEMENTS

Once you've chosen a terrain, the DM announces whether or not the region you wish to settle is already inhabited. (If you're playing in an established setting, the party might already know.) The DM can either roll on the tables below or simply choose from the available options.

SETTLEMENT SIZE

d100	Settlement Size
1-75	No settlement
76-90	Village
91-96	Town
97-99	City
00	Metropolis

If a settlement is present, roll on the Settlement Attitude table to determine its attitude toward the party or their kingdom. These attitudes correspond to those found in the "Social Interaction" section in chapter 8 of the *Dungeon Master's Guide*. Note that these take time to change because they involve hundreds, if not thousands, of people.

SETTLEMENT ATTITUDE

d6* Attitude

0-3 Hostile

4-5 Indifferent

6 Friendly

* Reduce the die roll by 1 if the settlement's inhabitants are evil.

To determine the racial composition of a foreign settlement, roll on the race table listed under each terrain.

TERRAIN TRAITS

Each section in this chapter details traits that are common to specific terrain types.

TERRAIN RACES

Most races prefer certain terrains over others. For example, goliaths favor mountains because they can endure temperatures that most other races would find positively freezing and altitudes that would make others sick. Yuan-ti love a warm climate to compensate for their cold-bloodedness. And elves tend to live in forests. See chapter 4 for terrain prerequisites for each type of housing.

In addition, a table is provided for this trait for determining the racial makeup of foreign settlements.

TERRAIN BUILDINGS

Some buildings are exclusive to a specific terrain type and cannot be built or effectively used anywhere else. For example, a dock is useless in any terrain except the coast.

TERRAIN THREATS

Before a new settlement is founded, the party must rid the land of anything that might threaten a fledgling village. In addition to foreign settlements, characters might face monsters, natural catastrophes, or strange phenomena. Even after initial threats are routed, new threats might arise later.

When a party declares their intention to begin a new settlement in a specific place, the DM rolls, or simply chooses, a number of times between one and three (DM's choice) on the threat table appropriate to the characters' level. The results of these rolls are the threats in the area that the heroes must deal with before constructing a stronghold.

Afterward, every season after a settlement is founded (or whenever the DM wants to start a new story thread), roll on the table below to determine if any new threats arise.

NEW THREATS

d20 Number of New Threats

1-16	No new threat
17-19	Roll once on the threat table
20	Roll twice on the threat table

Threats are not designed to be resolved in a single encounter. In fact, most of the threats would prove fatal taken all at once. Rather, DMs should use threats as story seeds to create side quests and mini-campaigns.

EXAMPLE OF PLAY

Gertrude is the DM of a campaign whose players have expressed interest in kingdom building. Their 7th-level characters want to found a kingdom in a region of rolling grassland.

First off, Gertrude rolls to determine whether there is a settlement already present there and how large it might be. To do this, she'll roll on the Settlement Size table. (Note that even if her result is 'No Settlement,' the region is not necessarily uninhabited; there still might be roving thieves, skulking goblins, and migrant clans, to name a few.)

Gertrude rolls an 86 on the Settlement Size table, indicating that there is indeed a village in the region. Then she rolls on the Grassland Races table and discovers that the village is filled with gnolls. Next, she rolls a 4 on the Settlement Attitude table. Normally, the village would have been Indifferent to the heroes, but gnolls are evil. So Gertrude reduces the die roll by 1, as directed by the table, and sees that the gnolls are actually Hostile. The adventurers have their work cut out for them!

Finally, Gertrude has to determine what other threats are in the area. She rolls three times on the Grassland Threats table appropriate to the party's level. Once Gertrude finishes rolling, she has several campaign ideas. Mysterious crop circles are found in the grass every morning, a young gold dragon lives behind a nearby waterfall, and an eroded clay golem guards an ancient treasure. Those threats and adventure hooks, along with the warmongering gnoll village, mean the party has a lot to do before they can claim the region as their own. Gertrude is excited for the heroes to get started!





ARCTIC

A long-legged arctic hare bounds from the cover of a boreal forest and out onto the moon-bathed snowscape. A human explorer on snowshoes trudges heavily through powdery snow while his elf guide easily treads atop the icy crust. The herd trumpets in alarm as a bird of prey with an impossible wingspan swoops down from the frigid sky, carrying away a mammoth in each of its taloned feet. A frost giant clan lumbers across a frozen taiga, a freshly-killed young white dragon in tow.

Tundra, boreal forests, taiga, glaciers, ice sheets, and mammoth steppe are a few of the names for arctic terrain. Winters are long and bitter cold; summers are mild and short with impossibly long days. Little grows in the poor, permanently frozen soil. There one can see mammoth herds, giant owls, polar bears, winter wolves, abominable yeti, remorhazes, frost giants, saber-tooth tigers, ice mephits, white dragons, and immense rocs.

Most arctic settlements are mere villages. Towns and cities are almost unheard of. A metropolis would be legendary!

ARCTIC RACES

People who live in arctic terrain are survivalists. Their diet consists mostly of meat as they hunt seals, migratory birds, fish, and even mammoth herds.

ARCTIC RACES

d20 Race

1 Dragonborn, silver or white

2-4 Dwarf

5-6 Elf (uldra)

7 Goliath

8-17 Human

18-20 Orc

- Arctic dwarves are squatter than their kin, with pale eyes and white hair. They often ride bears.
- Wood elves who live in boreal forests are called snow elves, ghost elves, or uldras. They have a wintry appearance, with pale skin and thick, white hair.
- Arctic humans are usually vikings or seal hunters.

ARCTIC BUILDINGS

Some buildings are exclusive to settlements built in arctic terrain.

Building	Industry
Smokehouse	Health
Snow Cave	Health

ARCTIC THREATS

ARCTIC THREATS (LEVELS 1–4)

d8 Threat

- 1 Living in a system of tunnels beneath the permafrost, an albino **winged kobold** named Taklak leads a tribe of 3d6 white **kobolds**
A dwarven warrior (**veteran**) went mad and murdered his entire clan in their cave and the voices telling him to kill still haven't stopped
- 2 A pack of 2d4+1 awakened sled dogs (**mastiffs** that speak Common and have an Intelligence score of 10) are causing all kinds of mischief
There is an ice cave nearby that mystically answers questions, but a mated pair of **yeti** live there and attack any who go inside
- 3 An **orc eye of Gruumsh** and 1d6 **orcs** summer here and are outraged to return to find people trespassing on "their" land
- 4 2d4 **ice mephits** are hellbent on making mischief for any "warm bloods" in the area
- 5 Frozen bodies litter an ancient battlefield and rise as 4d4 **zombies** every night to resume their eternal contest
- 6 Extreme threat! Roll on the next table

ARCTIC THREATS (LEVELS 5–10)

d8 Threat

- 1 A **commoner**, frozen in ice for centuries, has thawed out now and grants advantage on Intelligence (History) checks about the region
- 2 A **young white dragon** named Chrysophylax prowls these wintry lands
- 3 A family of 1d4+1 **frost giants** have discovered the hallucinogenic effect of ice toads, but their drug use makes them wantonly violent
A doorway to the Astral Plane is barraging the land with a constant psychic wind (see chapter 2 of the *Dungeon Master's Guide*)
- 4 A wrecked viking longship, nowhere near water, holds an ancient mariner who curses any who do not listen to his tale
- 5 An **archmage** called Lavena pulls power from the northern lights and has summoned monsters to kill any who disturb her incantations
- 6 A pack of 2d4 **winter wolves** have decided their next meal will be humanoid flesh
- 7 Extreme threat! Roll on the next table

ARCTIC THREATS (LEVELS 11–16)

d8 Threat

- 1 A den of 2d6 **werewolves**, looking for easy prey, infiltrates any nearby settlement or group
- 2 A mated pair of **remorhazes** are building a nest nearby and protect it from any threats
In a snowbound monastery on a nearby mountain, a **hobgoblin iron shadow** called End of Days leads a group of 2d6 **martial arts adepts**
- 3 A pair of mated **abominable yeti** known together as Hoarfrost attack without warning and disappear into the howling wind
- 4 A **frost giant everlasting one** and her minions (1d4 **frost giants**) come against the humanoids, driven by Vaprak's madness
- 5 A feral **weretiger** leads a band of 2d6+1 **saber-toothed tigers** on hunts
- 6 A spaceship lies half buried in snow and ice; within is an alien **atropal** (*ToA*) muttering its obscenities and ready to attack any who enter
- 7 Extreme threat! Roll on the next table

ARCTIC THREATS (LEVELS 17–20)

d8 Threat

- 1 A herd of 2d6 **mammoths** is led by a half-mad silverback (a **mammoth** with 154 hit points) that harbors a grudge against humanoids
Air cultists moved here, drawn by the winter winds: 1d4 **skyweavers** (*PotA*), 1d6 **hurricanes** (*PotA*), 2d4 **howling hatred priests** (*PotA*), and 2d12 **howling hatred initiates** (*PotA*)
- 2 Under a frozen lake, a portal to hell awaits; as soon as someone breaks through the thin ice, **ice devils** begin to surface
- 3 A coven of **bheur hags** unleashes deadly cold on any settlement or party in the region
- 4 A **solar** was cast from heaven to this frozen wasteland to which he is bound; the gods never expected anyone to settle here
- 5 A steaming cave leads underground to a humid jungle full of dinosaurs: 1d12 **deinonychuses**, 1d4 **triceratops**, and a **tyrannosaurus rex**
- 6 Azoliatha, the Terror of the North, is an **ancient white dragon** who rules the skies and tundra as a self-declared ice queen
- 7 Extreme threat! Roll twice on this table



COAST

A crab skitters sideways, leaving a pinprick trail in the sand. Two fisherwomen cast a wide net from their boat bobbing in the sparkling waves. Resting on rocks that jut from the water, merfolk preen their scales as waves crash around them. A storm giant stands in the surf, its eyes scanning a horizon full of thunderheads.

Coastlines form the border between land and sea. Some rivers or lakes are so wide that their banks might also be considered coasts. Because of their proximity to water, most coastal settlements are temperate. Along coasts, one can find merfolk, sahuagin, merrow, pteranodons, sea hags, harpies, cyclopes, manticores, griffons, bronze or blue dragons, and storm giants.

Coastal settlements often grow into cities or metropolises, like Waterdeep, rich from trade or plunder.

COASTAL RACES

People who live along the coast are fishermen, traders, sailors, and pirates. Nearly all races can live on coasts:

COASTAL RACES

d20	Race
1	Aarakocra
2-4	Dwarf (saltbeard)
5-7	Elf, sea
8-18	Human
19	Turtle
20	Triton

- Aarakocra live in tall, seaside cliffs.
- Human coastal settlements have aquatic half-elves and water genasi living among them.
- Turtle settlements are both small and temporary.

COASTAL BUILDINGS

Some buildings are exclusively built on coasts.

Building	Industry
Dock	Commerce
Ferry	Commerce
Fishery	Health
Fish Market	Commerce
Lighthouse	Military
Harbor	Commerce
Port	Commerce
Shipyard	Military
Watermill	Commerce

COASTAL THREATS

COASTAL THREATS (LEVELS 1–4)

d8 Threat

- 1 A **cyclops** has taken up residence in a cave by the beach and will not be moved; she steals livestock from neighboring flocks and herds
- 2 4d4 **merfolk** surface and demand an audience; they claim exclusive fishing rights in the area, under threat of violence
- 3 A school of 1d4+1 **merrow** are attacking fishermen and women, harpooning them and taking their corpses underwater to feed
- 4 A tribe of 4d4 **winged kobolds** take flight every night just after dusk to terrorize any who stray outside at night
- 5 A **kraken priest** arrives to prophesy doom
- 6 A colony of 4d4 hungry **pteranodons** roost in the seaside cliffs near here; they aren't above hunting people should the opportunity arise
- 7 A **water elemental** walks onto the beach and begins attacking anything that moves
- 8 Extreme threat! Roll on the next table

COASTAL THREATS (LEVELS 5–10)

d8 Threat

- 1 A **marid** has decided to flood this region to make way for his summer home, and he won't consider alternatives
- 2 A raiding party of one **sahuagin baron**, one **sahuagin priestess** and 3d4 **sahuagin** make their home in the waters just off shore
- 3 A coven of **sea hags** deface anything of beauty in the region, whether priceless work of art or person
- 4 A large sand dune is really a hibernating **storm giant** due to wake any day now; any settlement built there or nearby could be damaged
- 5 A **young blue dragon** named Xerenothor prowls these beaches; vain and territorial, he attacks the adventurers on sight
- 6 Dozens of loved ones and old acquaintances lost at sea reappear as **sea spawn**
- 7 A **djinni** appears out of the blue; he offers the promise of reward for undertaking a dangerous quest, and a threat should the heroes refuse
- 8 Extreme threat! Roll on the next table

COASTAL THREATS (LEVELS 11–16)

d8 Threat

- 1 A **dragon turtle** known as Behmot has begun attacking any ships in the area, taking their treasures to its underwater lair
- 2 A large sand dune is really a hibernating **storm giant quintessent** set to wake any day now; any settlement built nearby will be damaged
- 3 3d4 **sirens** sing among the jagged rocks and lure sailors to their doom
- 4 A pirate ship with a crew of 3d4+5 **swashbucklers** terrorizes the coast, seizing treasure, killing innocent folk, and razing towns
- 5 A ship with tattered black sails anchors just offshore and 2d6 **ghosts** wander ashore, not aware that they're dead
- 6 An **adult blue dragon** known as Thunderer exiled her mate and now tends to her brood of 1d4 **blue dragon wyrmlings** hungry for humanoid meat
- 7 Divers discover a shipwreck just off shore with what appears to be a vast treasure hold
- 8 Extreme threat! Roll on the next table

COASTAL THREATS (LEVELS 17–20)

d8 Threat

- 1 The ancient evil being known as **Olhydra** (*PotA*) has been spotted in the area, along with members of the Crushing Wave cult
- 2 A sahuagin **archmage** called Grex has summoned 1d4+1 **water elemental myrmidons** to perform her evil bidding
- 3 One day the ocean begins to recede, for miles. Could it be the mother of all tsunamis or something far worse?
- 4 An **ancient bronze dragon** named Melabraxinor takes the shape of a human and sets out to test the worthiness of the party
- 5 A gargantuan squid lies rotting on the beach; it attracts countless dangerous scavengers
- 6 A whirlpool develops in the water nearby, swallowing ships; it's a portal to another plane
- 7 Bryxthaslus, the Monarch of the Seas, is an **ancient blue dragon** who rules the skies, waves, and beach with tyrannical might
- 8 Extreme threat! Roll twice on this table



DESERT

A caravan of camels walks single-file between two enormous sand dunes, unaware of the gnoll ambush awaiting them. An air elemental whips the sand into a fury. A mummy treads a well-worn path in its inner sanctum, mumbling its plots with dust-dry lips. A blue dragon races after a brass, screeching across the sky.

Deserts are defined by their lack of precipitation and moisture. Though these dry places can be hot or cold, here we refer to those of warmer climes. Vegetation is scarce and what grows is decorated with barbs, needles, or tough bark. The few places with water are called oases. In deserts, one can find flying snakes, hyenas, giant vultures, caravaners, bandits, mummies, jackalweres, gnolls, lamia, cyclopes, yuan-ti, sphinxes, efreet, and blue and brass dragons.

Most desert settlements are mere villages. Towns and cities are rare. A metropolis would need to be built on an enormous aquifer or on the banks of a great river.

DESERT RACES

The extremely dry conditions of deserts are not inviting to most races. People who live in desert terrain are survivalists who value water above all. Water is life.

DESERT RACES

d20	Race
1-2	Dragonborn, blue or brass
3-5	Dwarf
6-8	Elf
9-10	Goblinoid
11	Kobold
12-18	Human
19	Orc
20	Yuan-ti

- Dragonborn can live in deserts, such as the Blade Desert of Eberron.
- Both the dwarves of Maztica and the muls of the Dark Sun setting live in deserts.
- Elves, such as the Taer Valaestas of Eberron, have migrated to deserts.
- Kobolds survive by burrowing beneath the sands.

DESERT BUILDINGS

Some buildings are exclusive to desert settlements.

Building	Industry
Cistern	Health
Granary	Health

DESERT THREATS

DESERT THREATS (LEVELS 1–4)

d8 Threat

- 1 A **cyclops** has taken up residence in a desert cave and will not be moved; she steals livestock from neighboring flocks and herds
- 2 Whirlwinds that ravage this region are stirred by an **air elemental** sent by an insane mage
- 3 A pair of mated **couatl** savagely guard their gem-like egg, attacking any who draw close
- 4 Every night, a cabal of 2d6 **dust mephits** begin their dance, entering every home to leave a layer of dust and suffocate any who breathe
- 5 A battle-weary contingent of **firenewt warriors** searches for a new place to lay their eggs and have claimed the only fresh water in the region
- 6 A troop of 2d4 **thri-kreen** are hunting for their next meal, and prize humanoid flesh above all
- 7 A group of overgrown scavengers, such as 1d4 **giant hyenas** or 1d4 **giant vultures**, have grown bold and begun attacking humanoids
- 8 Extreme threat! Roll on the next table.

DESERT THREATS (LEVELS 5–10)

d8 Threat

- 1 An **adult brass dragon** descends from the sky and starts frantically constructing a lair nearby, and it is, surprisingly, in no mood to talk
- 2 An ancient crypt nearby is continually guarded by a gruff **gynosphinx**
- 3 An **efreeti** has been captured and her husband has vowed to burn the desert sand until it turns to glass if she is not returned
- 4 A **war priest** and 1d4+1 **acolytes** have built a temple to a local god of war and have vowed to attack the nearest worthy opponent
- 5 A **young blue dragon** named Rxyzarnoc prowls these deserts; vain and territorial, he attacks the party on sight
- 6 A local uncovered a **tlincalli** nest nearby; now people are starting to go missing, no doubt paralyzed and carried off to feed the young
- 7 Legend tells of a temple, sometimes covered by the shifting dunes, where lives a former demigoddess now turned **medusa**
- 8 Extreme threat! Roll on the next table.

DESERT THREATS (LEVELS 11–16)

d8 Threat

- 1 An **androsphinx** has a dozen quests and offers a legendary artifact for their completion
- 2 A tribe of 2d4+1 **lamia** call this desert home and attack any who settle here
- 3 This region was once the seat of a sprawling empire; its emperor is now a **mummy lord**
- 4 A **phoenix** from the Elemental Plane of Fire will not stop until the desert resembles its homeland
- 5 Last century, three warring kingdoms completely destroyed each other; the gods punished the old kings, making of them a single **skull lord**
- 6 An **adult blue dragon** known as Blue Bolt murdered her mate and now tends to her brood of 1d4 **blue dragon wyrmlings** hungry for humanoid meat
- 7 Blue Bolt's mate was a wise dragon who'd prepared himself for her treachery; with the dark arts he has risen as an **adult blue dracolich**
- 8 Extreme threat! Roll on the next table.

DESERT THREATS (LEVELS 17–20)

d8 Threat

- 1 A yuan-ti **archmage** called Sisava has summoned 1d4+1 **fire elemental myrmidons** to perform her evil bidding
- 2 A city-wide cult led by a **yuan-ti anathema** has declared war on your band of "heretics" to forcibly "convert" you
- 3 For one minute every night at the stroke of midnight, a **nightwalker** appears and annihilates anyone that crosses its path
- 4 A mysterious sand blowing in from the east begins erasing people's memories, the most cherished ones first
- 5 A local gnoll tribe has received the most supernal blessing, a personal visit from the demon lord **Yeenoghu** (*OotA*)
- 6 A nearby hill is actually a partly-buried gargantuan **zaratan**
- 7 Chryxulamus, Lord of the Dunes, is an **ancient blue dragon** who rules the skies and sands with tyrannical might
- 8 Extreme threat! Roll twice on this table



FOREST

A waking owl hoots in the canopy. A badger sniffs the air as it emerges from its burrow. An ape pounds its chest and screams to ward off intruders. A pack of dire wolves leap and snap at a giant elk, trying to bring the beast down. The mighty brontosaurus reaches its long neck for another bite. A council of treants meets in a small meadow, creaking and groaning in their strange language. A green dragon whispers promises to a wood elf king, slowly poisoning his mind.

Any area dominated by trees is considered a forest. There's more than temperate, seasonal woodlands. In warm, wet places it might be called a rainforest or jungle. In colder climes, it might be a coniferous or evergreen forest. In forests, one can find wild cats, baboons, bears, tigers, dire trolls, bandits, dinosaurs, and gold and green dragons.

Most forest settlements are villages or towns. Usually only elves have the conservation wherewithal to build cities or metropolises while still preserving the trees.

FOREST RACES

Life is abundant in most forests, which attract all manner of beasts. Humanoids also make their home here, with these races being the most common:

FOREST RACES

d20	Race
1-6	Elf
7	Firbolg
8-9	Gnome
10	Goblinoid
11	Halfling, ghostwise
12-17	Human
18	Orc
19	Tabaxi
20	Yuan-ti

- All elves, except the dark elves, love forests best of all.
- Goblinoids live in the foulest parts of the forest.
- The yuan-ti live in wet, tropical forests.

FOREST BUILDINGS

Some buildings are exclusive to forest settlements.

Building	Industry
Hunting Lodge	Health
Sawmill	Commerce
Woodcutter's Lodge	Commerce

FOREST THREATS

FOREST THREATS (LEVELS 1–4)

d8 Threat

- 1 A camp of 1d8+1 **bandits** led by a **bandit captain** named Klave claim these woods and don't take kindly to meddling in their highway robbery
- 2 A nearby glade is home to 1d4+1 **dryads**, who avenge any harm to their forest home
- 3 Two mated **giant boars** are menaces to these woods, wantonly attacking those walking among the trees
- 4 A tribe of 3d8 **goblins** make their home in a cave deep in the woods; they are waiting for a great leader to show them the path to conquest
- 5 A **wood woad** protects these lands and could become a powerful ally or terrible enemy
- 6 On the banks of a forest pool live a tribe of 1d4+2 **grung**, a **grung elite warrior**, and a **grung wildling** looking to expand its roster of slaves
- 7 A **satyr** is keeping a zoo for his own amusement and filling it with dangerous woodland beasts: an **owlbear**, a **dire wolf**, a **giant badger**, and a **tiger**
- 8 Extreme threat! Roll on the next table

FOREST THREATS (LEVELS 5–10)

d8 Threat

- 1 A powerful necromancer died of natural causes and a **corpse flower** bloomed at her grave
- 2 2d4 **redcaps**, hungry for fresh blood, see your party or settlement as a target to slake their rampant bloodlust
- 3 A local woodcutter is actually a fearsome **oni** with a taste for children and youth; he uses his disguise to gain people's trust
- 4 A **young green dragon** named Rezznar prowls these woodlands; vain and territorial, he tracks the heroes, looking for the upper hand
- 5 Many trees in the forest are dying of some necrotic disease; a **rot troll** is responsible
- 6 A **treant** protects this forest from greedy woodcutters and hunters and any who are careless with fire or pollutants
- 7 An albino **giant ape** is legendary here, but don't draw near: he has been known to lob boulders at your head before you even spot him
- 8 Extreme threat! Roll on the next table

FOREST THREATS (LEVELS 11–16)

d8 Threat

- 1 A lone **nagpa** is combing the forest in search of some ancient relic, and it ventures ever nearer
- 2 A **retriever** bursts out of the forest floor and hauls away the nearest person, disappearing as quickly as it appeared
- 3 When a few trolls went missing, everyone felt glad about it, but fears are swirling about an abominable **dire troll** that grows with each kill
- 4 A cabal of 1d4 evil **druids** led by **archdruid** Soren stops at nothing to prevent civilization from encroaching on their primitive wilderness
- 5 A **gray render** emerges from the undergrowth, warbling a strange song, and wanting to bond with the nearest intelligent humanoid
- 6 An **adult green dragon** known as Wyrwood murdered her mate and now tends to her brood of 1d4 **green dragon wyrmlings** hungry for humanoid meat
- 7 A coven of **green hags** has convened and covenanted to destroy your ambition and then everything else you love
- 8 Extreme threat! Roll on the next table

FOREST THREATS (LEVELS 17–20)

d8 Threat

- 1 The mighty **Ogrémoch** (*PotA*) slumbers beneath the ground in this region but awakens should anyone mine gems or precious metals here
- 2 A resident ancient gold dragon has finally died of natural causes, and now it's a race to find her hoard first and claim it as their own
- 3 2d4 carnivorous **tree blights** (*CoS*) are looking for a feeding ground
- 4 A **warlord** and her seven dwarf **gladiators** live in a cottage in the woods, with the heads of their enemies on pikes all around
- 5 The oldest tree in the forest towers above all others, and climbing it teleports you to the Celestial Plane
- 6 The entire forest uproots itself and starts converging on you; each is an **awakened tree**
- 7 An **ancient green dragon** known as Methuselah seeks to turn your allies against you
- 8 Extreme threat! Roll twice on this table



GRASSLAND

An axe beak leaves a plume of dust as it thunders across the plain. A giant hyena pack yip and cackle as they arrive to feed on an elephant corpse. A deinonychus crouches in the long grass, its scaly feet impatiently clawing the ground. A pair of falconers release their trained birds to hunt down tonight's dinner. A clan of ogres make their way to a stream, their giant clubs leaving furrows as they drag them behind them.

Plains, prairies, savannas, pastures, meadows, shrublands, and steppe are a few of the names for grasslands. They can be mild to hot all year round. Trees are scarce because of poor soil or aggressive grazing. In grassland terrain, one can see dinosaurs, herd mammals, lions, hyenas, hawks, deer, elephants, wild horses, rhinoceroses, gnolls, goblinoids, leucrottas, gold dragons, and manticores.

Because of their abundant harvests, grasslands make ideal places for burgeoning cities. Settlements of any size can be found in this kind of terrain.

GRASSLAND RACES

Nearly any race can be found living in grasslands, eating grains or hunting herd beasts. These are the most common ones.

GRASSLAND RACES

d20	Race
1	Gnoll
2-3	Goblinoid
4-9	Halfling
10-17	Human
18	Kobold
19-20	Orc

- Gnolls almost always live in sweltering savannas.
- Halflings build straw-roof cottages or dwell just below the surface.
- Humans cultivate great swaths of grassland, planting and harvesting grains for their growing settlements.
- Orcs are opportunists and often take up living in the ruins of the cities they conquer.

GRASSLAND BUILDINGS

Some buildings are exclusive to settlements built in grassland terrain.

Building	Industry
Silo	Health
Windmill	Commerce

GRASSLAND THREATS

GRASSLAND THREATS (LEVELS 1–4)

d8 Threat

- 1 A colony of 3d4 **giant wasps** make their home in the skull and ribcage of a long dead giant; some say there's treasure in them bones
- 2 An old farmer wants you to investigate the 1d4+2 **scarecrows** in her field; they're not hers
- 3 A tribe of centaurs is being slaughtered and their chieftain suspects you; she confronts you with 1d4 other **centaurs**
- 4 Two mated **giant boars** are menaces to this prairie, wantonly attacking those walking through the underbrush
- 5 Two **manticores** have made an alliance to hunt together; they are picking off the weak first
- 6 People keep wandering out into the grasslands and vanishing without a trace as soon as the grasses cover them from view
- 7 A rook of 1d4 **griffons** nests nearby; they might be servicable mounts, if you can catch them
- 8 Extreme threat! Roll on the next table

GRASSLAND THREATS (LEVELS 5–10)

d8 Threat

- 1 Someone or something is leaving crop circles in the grass and fields every night
- 2 There is a vast circle out on the plains where nothing grows; an **oinoloth** is responsible
- 3 A **cadaver collector** lumbers over an old battlefield picking through the scattered corpses, but growing tired of the same old
- 4 A war band of 3d4 **gnolls** led by a **flind** believe Yeenoghu himself wants you and your followers wiped from the face of the planet
- 5 A **young gold dragon** named Glisten hides her wealth behind a nearby waterfall; she is away often but has set wards to protect her hoard
- 6 A small copse of trees is actually 1d4 **tree blights** that always hunger for warm blood to slake their roots' thirst
- 7 A **clay golem** was left to guard an ancient treasure, but time has eroded and defaced it; today the golem looks like a vaguely humanoid mound of dirt, but it's still as deadly as ever
- 8 Extreme threat! Roll on the next table

GRASSLAND THREATS (LEVELS 11–16)

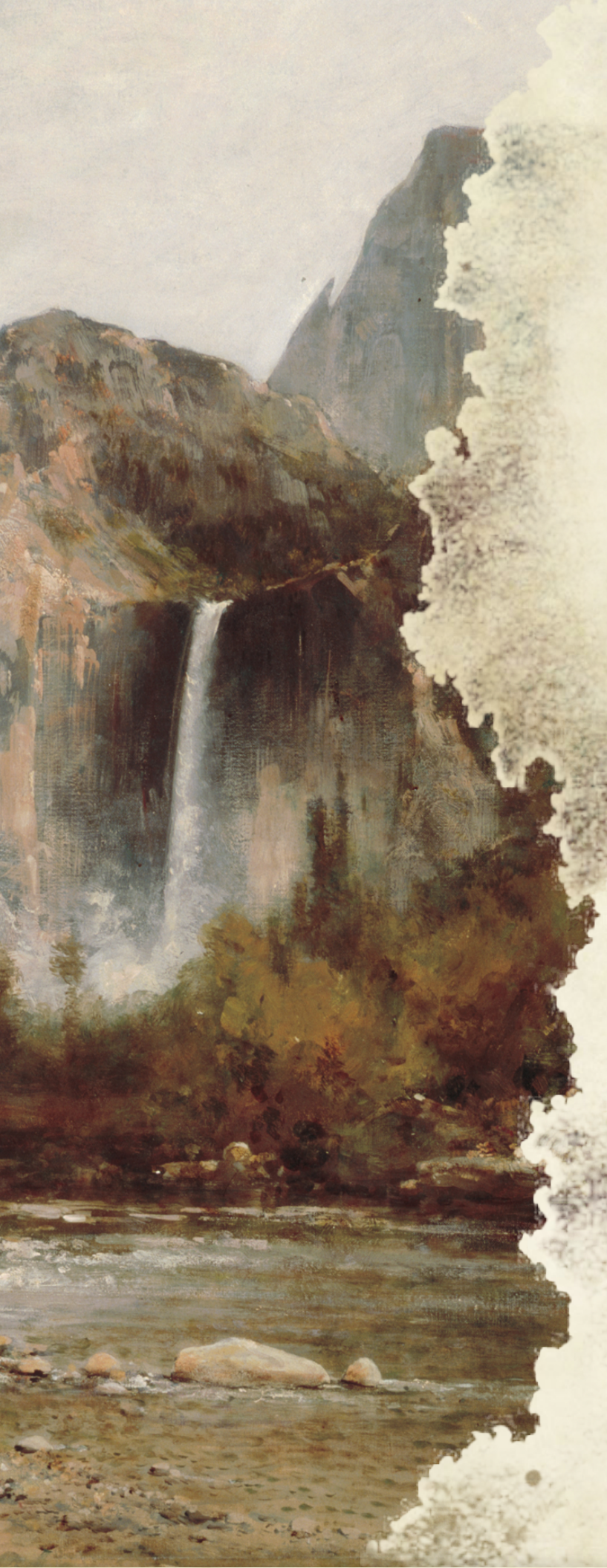
d8 Threat

- 1 A few broken columns are all that remains of a centuries-old noble manor; the resident is still at home though, preserved as a **demilich**
- 2 A pair of **stone giant dreamwalkers** have been spotted in the region, slowly going mad and becoming more and more dangerous
- 3 Yeenoghu has blessed the local gnoll tribe with not one, but three **shoosuva**. Hail Yeenoghu!
- 4 1d4 **sword wraith commanders** haunt ancient battlefields; only honorary ballads appease them
- 5 Refugees are pouring into the region, fleeing a front of the Blood War that's broken through to the material plane
- 6 An **adult gold dragon** known as Thesselonix is looking for her clutch of eggs, which was stolen a few days ago, and she's getting desperate
- 7 2d4 **chimeras** have started terrorizing the countryside, but unlike most chimera, these monstrosities are recent mutants
- 8 Extreme threat! Roll on the next table

GRASSLAND THREATS (LEVELS 17–20)

d8 Threat

- 1 The manic sacrifices of thousands of gnoll faithfuls have attracted **Yeenoghu** (*OotA*) to this region, and he might stay awhile
- 2 A fallen **empyrean** was cast out of heaven, and, unfortunately, landed just miles from your location or settlement
- 3 A **lich** haunts a nearby ruined tower jutting from the plain floor, and she plots world conquest, beginning with your kingdom
- 4 The mighty **Ogrémoch** (*PotA*) slumbers under the surface in this region but awakens enraged should anyone dig too deep into the ground
- 5 Strange mists that lead to one of the Domains of Dread begin to steal across the grasslands
- 6 A magic sword tore the fabric of reality that separates the Material Plane and the Negative Energy Plane, and two **death slaadi** stepped through
- 7 A **tarrasque** corpse lies nearby, its bones bleached white; will it stay dead?
- 8 Extreme threat! Roll twice on this table



HILL

A cataract spills over the side of a cliff, sending up a spray of mist. A brown bear lumbers over the hilltop to graze on berry bushes on the other side. A hill giant topples an ancient tree to fashion a new greatclub. A tall, hideous hag ensorcells herself to look like a kind granny. The shadow of a red dragon skims the hillside below. What looked like a hillside extends its great leathery neck from a gargantuan shell before this zaratan lumbers off.

Hills share some of the attributes of grasslands and some of mountains. While any terrain may have a distinct summit or two, hills here mean an entire region dominated by hills. Hills are prized for the security they provide. While a settlement built on a hill cannot be hidden, neither can one sneak up on it. In hilly lands, one can find bears, hawks, elk, mountain lions, wolves, bandits, goblinoids, annis hags, trolls, wyverns, hill giants, and copper and red dragons.

Most hill settlements are fortified towns and cities with villages in the valleys and depressions between hilltops. Some metropolises, like ancient Rome, are built on several adjoining hills.

HILL RACES

People who live in hill terrain are as varied as the elevation. Folk here know that life is unpredictable, like a sunny day atop a hillside pasture turning into a dangerous storm.

HILL RACES

d20	Race
-----	------

1	Dragonborn, copper or red
---	---------------------------

2-5	Dwarf, hill
-----	-------------

6-7	Gnome
-----	-------

8-9	Goblinoid
-----	-----------

10-18	Human
-------	-------

19-20	Orc
-------	-----

- Hill dwarves are generally shorter than their mountain kin, with brown skin and dark hair.
- Gnomes live in burrows dug into wooded hillsides.
- Goblinoids and orcs love the hills, as they can always find a shadowy vale or labyrinth of caves.

HILL BUILDINGS

Some buildings are exclusive to settlements built in hill terrain.

Building	Industry
----------	----------

Dam	Health
-----	--------

HILL THREATS

HILL THREATS (LEVELS 1–4)

d8 Threat

- 1 A clan of 3d8 raider **goblins** live in a cave in one of these hills
A married male human **commoner** and female **ogre** are raising a brood of a dozen strapping **half-ogre** children here
- 2 An old tree on a hilltop here is home to 3d4 **harpies** who speak in riddles, see the future, and sometimes attack passersby
- 3 A **wereboar** haunts these hills, its cry echoing across the slopes
- 4 A **hill giant** called the Glutton steals children for easy snacking
There are tales of a gaunt, ghastly **revenant** who mistakes everyone it meets for the one who murdered it decades ago
- 5 The undulating hills and valleys here are cursed, and those who get lost in them always find themselves standing before a twisted castle
- 6 Extreme threat! Roll on the next table

HILL THREATS (LEVELS 5–10)

d8 Threat

- 1 A pair of **annis hag** sisters are looking for another hag to complete their coven
1d4 + 1 **trolls** were dismembered and scattered by a passing hero; now the green creatures are piecing themselves back together
- 2 After being exposed to a blast of arcane energy, an entire colony of kobolds have become **kobold scale sorcerers**, 5d4 of them, all told
The local orc tribe exiled 2d4 **orogs**; now those intelligent orcs are looking to found their own settlement, or take one by force
- 3 Four hairy goblins living out in the hills are actually **barghests** doing Maglubiyet's bidding
- 4 A local pair of **ettin** are full of self-loathing and really wish they could swap heads
- 5 A **young red dragon** prowls these hills; arrogant and territorial, he tracks the party, looking for an ambush opportunity
- 6 Extreme threat! Roll on the next table

HILL THREATS (LEVELS 11–16)

d8 Threat

- 1 An **adult red dragon** known as Bloodlust murdered her mate and now tends to her brood of 1d4 **red dragon wyrmlings** hungry for humanoid meat
A **flind** mounted on a **shoosuva** and accompanied by 1d6 + 1 **gnolls** is on an unholy quest to recover an artifact of Yeenoghu
- 2 A pair of **rocs** has run out of larger game and have begun to prey on people
A pair of **stone giant dreamwalkers** have been spotted in the region, slowly going mad and becoming more and more dangerous
- 3 A party of 1d4 + 1 **hill giants** is in pursuit of an escaped **mouth of Grolantor**
- 4 1d4 **chimera** prowl the region, the only sign that a mad **archmage** lives nearby
- 5 A minor earthquake has uncovered the bones of a truly gargantuan creature
- 6 Extreme threat! Roll on the next table

HILL THREATS (LEVELS 17–20)

d8 Threat

- 1 A **lich** living under a hill has just woken from a millennium of sleep
What everyone thought was a neighboring hill turns out to be a **zaratan**
- 2 A cult of nihilists have summoned an **elder tempest** to annihilate all life here
- 3 A coven of **annis hags** hunts children here; the next generation is almost entirely gone
- 4 A pair of **dire trolls** compete for body parts to graft onto their bodies
An **ancient bronze dragon** comes to the party in human form, asking them to complete three quests for a wondrous prize
- 5 Malkiimkrin, the Lord of Flame, is an **ancient red dragon** who rules the skies and hillsides as an undisputed king
- 6 Extreme threat! Roll twice on this table



MOUNTAIN

An eagle soars above an ice-capped peak. Goats scale seemingly sheer cliff faces. A shepherd girl, unaware of circling wolves, watches over her flock. A fire giant hefts its flat-handled greatsword and laughs deeply. Just underground, an immense red dragon curls around its towering pile of gold.

Mountains, because of their drastic changes in elevation, are home to a dizzying array of animals, plants, and monsters. At the base, sheep and aurochs feed on grassy slopes. Climb past the foothills to find mountain goats and aarakocra sharing cliffs. Glaciers, wind-blasted trees, and a constant gale await those who venture farther. At the mountain peaks, silver dragons lair in ancient human outposts while cloud giants deign to touch solid ground.

Mountain settlements are small for most races, but dwarven empires thrive among and beneath the peaks.

MOUNTAIN RACES

People who live in arctic terrain are tough as the rocks beneath their feet. To survive here, they have to be adept at climbing and finding shelter at the first sign of storm.

MOUNTAIN RACES

d20	Race
1	Aarakocra
2-3	Dragonborn, silver or red
4-7	Dwarf, mountain
8	Goliath
9	Kobold
10-18	Human
19-20	Orc

- Aarakocra carve hollows out of mountainsides in which they make their nests.
- Mountain dwarves are taller than hill dwarves, and they have lighter coloration and greater strength.
- Goliaths prefer mountain peaks to all other terrain.
- Most human settlements in the mountains are small villages that hunker down for the long winters.
- Kobolds and orcs often make their homes in natural stalactite-filled caves.

MOUNTAIN BUILDINGS

Some buildings are exclusive to settlements built in mountainous terrain.

Building	Industry
Ice House	Health

MOUNTAIN THREATS

MOUNTAIN THREATS (LEVELS 1–4)

d8 Threat

- 1 Living in a system of tunnels beneath the permafrost, a **winged kobold** named Kleeket leads a tribe of 3d6 **kobolds**
- 2 A contingent of human guards, now only 5d4 **skeletons** keep eternal watch over a mountaintop ruin
- 3 An advance guard of 1d4+1 **firenewt warriors**, led by a **firenewt warlock of Imix** atop a **giant strider** survey this region for a new colony
- 4 A **yeti** with an Intelligence of 14 has learned to cast *magic missile*
- 5 1d4 **berserkers**, frozen in ice, break free as the glacier melts
- 6 A **cyclops** with a taste for livestock has claimed this peak
- 7 Two **hell hounds** with no master roam the peaks and have decided to give breeding a go
- 8 Extreme threat! Roll on the next table

MOUNTAIN THREATS (LEVELS 5–10)

d8 Threat

- 1 A hive of kruthik burst from the mountainside, consisting of a **kruthik hive lord** and 1d4+1 **kruthik adults** plus 2d12 **young kruthik**
- 2 A **young red dragon** named Saleximon prowls these snow-covered slopes
- 3 A family of 1d4+1 **frost giants** have discovered the hallucinogenic effect of ice toads, but their drug use makes them wantonly violent
- 4 An orc tribe lives in a cavern complex in this region: 2d6 **orcs**, an **orc blade of Ilneval**, 1d4 **orc claws of Luthic**, 1d4 **orc hands of Yurtrus**, an **orc red fang of Shargaas**, and an **orc war chief**
- 5 A wrecked airship is lodged in the side of a mountain with unknown dangers and treasures aboard
- 6 The mountain shakes as sorties of 1d4 **fire giants** and 1d4 **cloud giants** battle each other; which side will win?
- 7 Two **warlocks of the Archfey** have covenanted to destroy anyone foolish enough to build here
- 8 Extreme threat! Roll on the next table

MOUNTAIN THREATS (LEVELS 11–16)

d8 Threat

- 1 An **adult silver dragon** decides to put the party to the test and approaches them asking for lodging, food, and medicine
- 2 A **dire troll** and 1d4 **trolls** mean to eat the heroes and all their friends and followers
- 3 In a snowbound monastery, a **hobgoblin iron shadow** called Beginning of Days leads a group of 2d6 **martial arts adepts**
- 4 A feral **adult red dragon** called Flicker likes to play with her food for days before eating it
- 5 A **fire giant dreadnought** stands outside the settlement gates every day demanding their greatest champions fight it
- 6 A meteorite impact reveals a **star spawn larva mage** who dreams of a worm-filled world
- 7 The **storm giant quintessent** here bears no ill will but her storms and earthquakes make the region nigh uninhabitable
- 8 Extreme threat! Roll on the next table

MOUNTAIN THREATS (LEVELS 17–20)

d8 Threat

- 1 An **empyrean** has been cast out of Celestia and is looking for a land to rule
- 2 By some magic lost to time, a whole mountain has been awakened; it has an Intelligence of 10 and the ability to speak Terran
- 3 One of the peaks in the area is a portal to another plane
- 4 For one minute every night at the stroke of midnight, a **nightwalker** appears and annihilates anyone that crosses its path
- 5 A pair a sorrowsworn—**the lonely** and **the lost**—are all that remains of two lovers who got separated in a fatal blizzard
- 6 A **red abishai** arrives bearing a single message: "Tiamat is coming"
- 7 Molothax, the Mountain Monarch, is an **ancient red dragon** who rules the skies and summits as a self-declared mountain king
- 8 Extreme threat! Roll twice on this table



SWAMP

Frogs croak in the distance. A giant rat silently slips into a brackish pool. A tribe of lizardfolk point spears at pawprints in the wet earth. A dimetrodon turns its sail toward the rising sun. Will-o'-wisps lure unsuspecting travelers off the road while a coven of green hags cackle. Half-submerged in swirling water, a black dragon slumbers.

Swamps refers to any region with poor drainage or inundated coastline and, therefore, saturated ground. Swamps can be freshwater or saltwater and go by many different names. Marshes are filled with reeds and grasses. True swamps can support trees. Bogs get their water from rain and produce peat, a flammable and acidic soil made of decayed plant. Fens get their water from underground and all those nutrients make it rich in life.

Swamp settlements are usually small villages, but lizardfolk may thrive here.

SWAMP RACES

Those who call the swamp home must be adept at swimming and other survival skills. The swamp can be a dangerous place, home to disease, ferocious beasts, and carnivorous plants.

SWAMP RACES

d20	Race
1-2	Elf, wood
3-10	Human
11-12	Kobold
13-16	Lizardfolk
17-18	Orc
19-20	Yuan-ti

- The most feral of wood elves live in swamps.
- Human settlements in swamps have an unusually high concentration of water genasi among them.
- Kobolds cannot dig tunnels in swamps, so swamp kobolds have adapted to living on the surface.
- Yuan-ti live in the hottest swamps where the waters steam all day.

SWAMP BUILDINGS

Some buildings are exclusive to settlements built in swamp terrain. Almost all buildings in swamps are built in trees, or on pontoons or stilts.

Building	Industry
Ditches and Dikes	Health
Canal	Commerce

SWAMP THREATS

SWAMP THREATS (LEVELS 1–4)

d8 Threat

- 1 Living in a system of pontoons, bridges, and treehouses, a **winged kobold** named Kleeket leads a tribe of 3d6 **kobolds**
- 2 A **giant crocodile** locally known as Goldtooth silently patrols these waters looking for prey
- 3 2d4 **ghouls**, attracted to the decay of the swamp, eat those who get lost here
- 4 A family of 1d4+1 **meazels** live here, hating each other almost as much as they hate everyone else
- 5 1d4 **will-o'-wisps** lure people out into the swamps to drown them and consume their life
- 6 A pair of old, decayed shacks are actually the makeshift shells of two **flail snails**
- 7 Two **green hags** named Matilda and Malevolence are looking for their sister to form a coven
- 8 Extreme threat! Roll on the next table

SWAMP THREATS (LEVELS 5–10)

d8 Threat

- 1 A pair of **catoblepas** has wandered into the region, their foul stench polluting the air people breathe
- 2 A **young black dragon** named Brykyrth prowls these dark pools and waterways
- 3 A group of 1d4+1 **redcaps** sprang up under a hangman's tree, and they're out for blood
- 4 A pair of **warlocks of the archfey** have claimed this spot for their patron and don't take kindly to trespassers
- 5 1d4 **shambling mounds** look like dead treants covered in vines, but they have taken to eating people who stray too near
- 6 One part of this region is plagued with quicksand and razorvine (see chapter 5 of the *Dungeon Master's Guide*); scavengers are attracted to it for easy pickings
- 7 A pair of **bodaks** have a habit of clinging to the bottom of rowboats, then flipping them over to drown the people in them
- 8 Extreme threat! Roll on the next table

SWAMP THREATS (LEVELS 11–16)

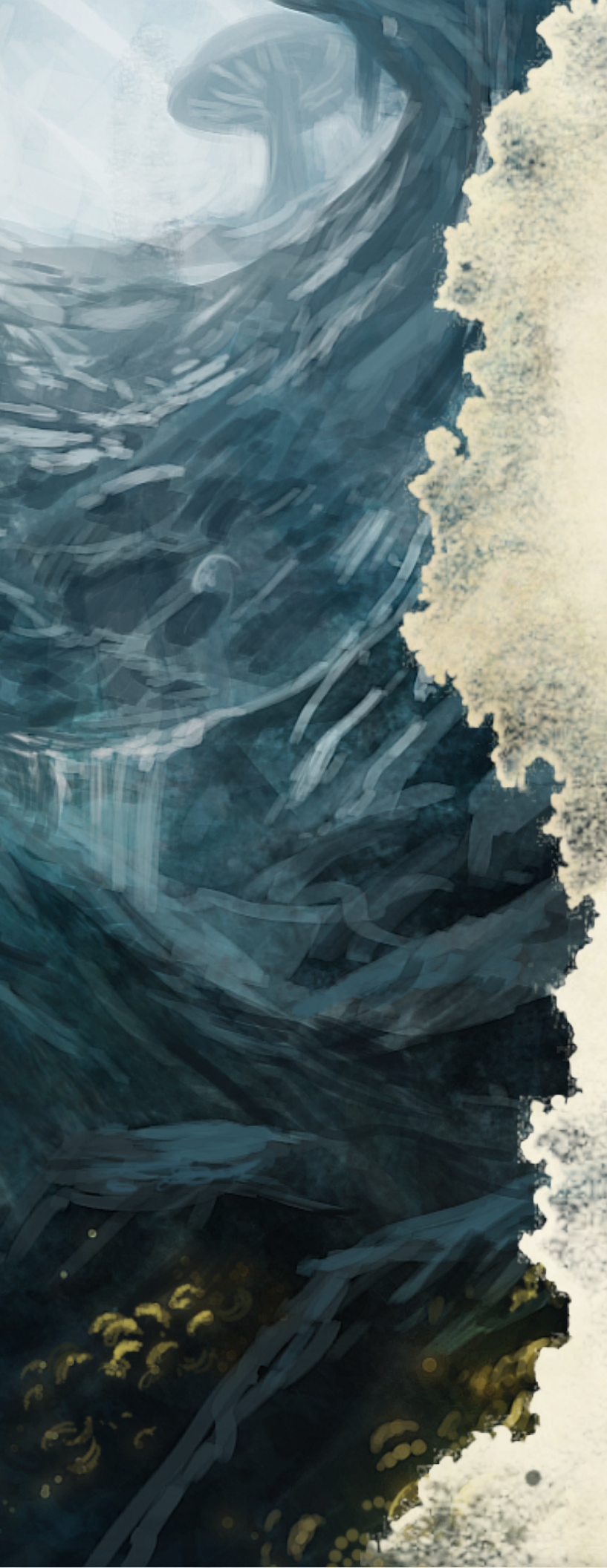
d8 Threat

- 1 An **adult black dragon** named Bogdweller sleeps, for now, under a layer of muck, only its nostrils visible above the surface
- 2 A **dire troll** and 1d4 **trolls** mean to eat the party and all their friends and followers
- 3 What swamp would be complete with a **froghemoth**? Maybe two.
- 4 A nasty **rot troll** commands 1d4 **trolls** like some petty tyrant looking to expand its reach
- 5 Some demons are so vile, not even the Abyss wants them, like the **nabassu** that has taken up residence here
- 6 This swamp was once a verdant paradise, but for three petty wizard-kings—now a single **skull lord**—who spoiled the land in their petty war
- 7 An **archdruid** and her followers love swamps best and are working to expand this one
- 8 Extreme threat! Roll on the next table

SWAMP THREATS (LEVELS 17–20)

d8 Threat

- 1 The mother of all tsunamis left a pirate ship in this swamp a decade ago; now strange lights and organ music come from it each night
- 2 A **nagpa** is excavating different parts of the region, looking for some powerful artifact, no doubt
- 3 An **ancient black dragon** named Styxian is a brooding menace because she can innately cast the *whirlwind* spell four times a day
- 4 For one minute every night at the stroke of midnight, a **nightwalker** appears and annihilates anyone that crosses its path
- 5 A pair a sorrowsworn—the **lonely** and **the lost**—are all that remains of two lovers who got separated in this swamp
- 6 A **star spawn larva mage** arrives on this world, called by a now-dead warlock; with it are 1d4 **star spawn hulks** and 2d4 **star spawn manglers**
- 7 Part of the swamp is an enormous **elder oblex** that has devoured the thoughts of thousands of people over untold centuries
- 8 Extreme threat! Roll twice on this table



UNDERDARK

Bioluminescent fungus light up the tunnel walls with pinks and purples. A giant bat flits through an impossibly wide cavern, dodging stalactites with ease. A drow scout signals to the rest of his party that the way ahead is clear. A mind flayer's tentacles squeeze the illithid's prey until, with a sickening pop, it stops moving. A beholder glides between the petrified remains of those who dared challenge it.

The Underdark is made up of hundreds of sunless miles of tunnels and caverns. Strange creatures that have never seen the light slither, tread, and prowl down there. Even stranger societies of fishfolk, psionic people, and the subterranean counterparts to surface-dwelling peoples make their home in the gloom.

Underdark settlements can be anything from tiny villages to huge cities, such as the drow metropolis Menzoberranzan.

UNDERDARK RACES

Only races adapted to living in darkness call the Underdark home, though other races might also adapt given time.

UNDERDARK RACES

d20	Race
1-4	Dwarf, gray
4-8	Elf, dark
9	Gith
10-13	Gnome, deep
14-15	Goblinoid
16-17	Kobold
18-20	Orc

- In many worlds of the multiverse, dark elves are known as drow and gray dwarves are known as duergar.
- Gith live in the Underdark to build creches, but seldom stay long.
- Deep gnomes, or svirfneblin, are an elusive but good-hearted people.

UNDERDARK BUILDINGS

Some buildings are exclusive to settlements built in the Underdark.

Building	Industry
Rift	Military
Tunnel	Commerce

UNDERDARK THREATS

UNDERDARK THREATS (LEVELS 1–4)

d8 Threat

- 1 A swarm of 2d12 **flumphs** congregates near your location, a sign that strong psionic activity is afoot
- 2 The region is infested with **bats** and **rats**; a colony of 3d12 **xvart** seem to be the cause
- 3 A group of 3d6 grimlocks, dimly remembering their human ancestry, is trying to build a settlement of their own
- 4 3d10 mischievous **kobold inventors** are collapsing tunnels and changing the flow of water in the region
- 5 2d6 **rust monsters** descend on this region like a plague of locusts
- 6 A clan of albino goblinoids (2d12 **goblins**, 1d6 **bugbears** and 2d4 **hobgoblins**) pillage this area once a year
- 7 A family of 1d4+1 **meazels** live here, hating each other almost as much as they hate everyone else
- 8 Extreme threat! Roll on the next table

UNDERDARK THREATS (LEVELS 5–10)

d8 Threat

- 1 The ground shakes, the water is befouled; a **frogemoth** lurks in this region
- 2 There have been reports of a pale illithid lurking nearby; perhaps the **alhoon** is lonely or perhaps it intends to murder and devour
- 3 A pair of **driders**, cast off from Lolth's favor, have taken to attacking those in your charge
- 4 An **aboleth** sits in a drying pool of water, but it remains a very dangerous entity
- 5 "Doom!" screams the shrill **kuo-toa archpriest** and its 2d6 **kuo-toa** disciples, following your every step
- 6 A **tanarukk**, created by the demon lord Baphomet, leads the local orc tribe in frenzied attacks
- 7 A pair of **bodaks** can be seen in the reflection of any still water before drowning their victims
- 8 Extreme threat! Roll on the next table

UNDERDARK THREATS (LEVELS 11–16)

d8 Threat

- 1 What's worse than a murderous beholder? An undead murderous beholder. A **death tyrant** makes its lair in this region
- 2 A **young red shadow dragon**, fresh from the Shadowfell, claims this region as its own
- 3 A lone **nagpa** sifts through the ruins of an ancient Underdark city, searching for artifacts
- 4 A drow priestess, a duergar king, and a kuo-toa archpriest were fused in death as a vile **skull lord**
- 5 A dark lake is actually a hibernating nest of dozens of **black puddings**
- 6 The advance party of a single **drow mage**, 1d4 **drow elite warriors** and 2d8 **drow** descends upon you
- 7 A deep gnome **archdruid** and her 1d4 + 1 **druid** followers are displeased with your presence
- 8 Extreme threat! Roll on the next table

UNDERDARK THREATS (LEVELS 17–20)

d8 Threat

- 1 A **drow matron mother**, her lieutenant **drow arachnomancer**, and a sortie of **drow elite warriors** descend upon you
- 2 A **mind flayer lich** intent on conquering the Underdark and then the Astral Plane has set its sights on this region
- 3 An **elder brain** and its colony of 3d12 **mind flayers** infest this region looking for brains
- 4 For one minute every night at the stroke of midnight, a **nightwalker** appears and annihilates anyone that crosses its path
- 5 To your horror, a few newly carved tunnels appear to be the work of a mated pair of **purple worms**
- 6 A clan of 2d4 **fomorians** is mounting a raiding party, and you're their next victim
- 7 An **elder oblex** has developed the ability to enter people's minds through their dreams and use the information it gleans there to trap and deceive
- 8 Extreme threat! Roll twice on this table

UNDERWATER

Schools of colorful fish flit among the coral of a great reef. An octopus flees in a cloud of black ink. Dolphins leap over each other in a mad romp. Merfolk ride on the backs of saddled giant sea horses. A crack in the ocean floor spews quickly-cooling magma. A scaled and slimy sea hag watches the surface from below with lidless eyes. Shark-riding sahuagin battle tritons, the sea dyed red with their blood. A kraken finishes its centuries-long slumber, unsealing its enormous slitted eye.

Whether it's only a wide lake or an entire ocean that spans half the globe, most waters are teeming with life. In the multiverse, settlements of sea elves, tritons, and other underwater folk also live beneath the waves. All ocean-faring free folk fear and hate the sea-devil sahuagin, who prey on all underwater life, just like the shark god they revere. But there are far worse threats beneath the sea.

Most land dwellers imagine underwater settlements, if they exist at all, to be small and primitive. But huge cities and even vast metropolises exist on the ocean floor.

UNDERWATER RACES

The abilities to breathe water and expertly swim separate the underwater races from the land dwellers. As such, underwater is the only place devoid of human-majority settlements. Even so, there are magics and methods of bringing surface dwellers to safely live beneath the waves.

UNDERWATER RACES

d20	Race
1-9	Elf, sea
10-11	Genasi, water
12-20	Triton

- Sea elves look much like any other elf but with blue skin, green hair, webbed fingers and toes, and gills.
- The only type of humankind that naturally lives under the waves is the water genasi. Mechanically speaking, they build human houses. (See chapter 4.)
- Haughty tritons have military outposts beside most deep sea trenches and often take the battle to the sahuagin.

UNDERWATER BUILDINGS

Some buildings are exclusive to settlements built underwater.

Building	Industry
Sphere	Health

UNDERWATER THREATS

UNDERWATER THREATS (LEVELS 1–4)

d8 Threat

- 1 A volcanic trench has started spewing **steam mephits** that already number 3d4 and growing
- 2 A **merfolk** kingdom has lost their adolescent prince, and they fear the absolute worst has happened
- 3 A **giant shark**, locally known as Dead Eye, silently patrols these waters looking for prey
- 4 A raiding party of 2d4 **sahuagin** visits this region monthly to pillage
- 5 A pair of **deep scions** are on a mission of espionage and assassination here
- 6 A pair of old, decayed shacks are actually the makeshift shells of two **flail snails**
- 7 Two **sea hags** named Slara and Solara are looking for their sister to form a coven
- 8 Extreme threat! Roll on the next table

UNDERWATER THREATS (LEVELS 5–10)

d8 Threat

- 1 A pair of **water elementals** has wandered into the region from the Elemental Plane of Water
- 2 A coven of **sea hags** jealously plots to destroy and deface all the beauty you possess
- 3 A young **sea elf** (*SKT*) swims up to you, asking for aid to stop the **sahuagin baron** and 2d6 **sahuagin** lackeys hunting him
- 4 A **marid** intends to build its second home here, a palace of coral and shell, and finds you to be a nuisance
- 5 The island of a **morkoth**, brimming with treasure and knowledge, has floated into the region
- 6 A sunken longship, called the *Startled Mermaid* has sunk to the bottom of the sea; its crew has transformed into 5d8 **ghouls** and their **ghast** captain
- 7 A **storm giant** suffering from a bout of amnesia walks wounded along the ocean floor
- 8 Extreme threat! Roll on the next table

UNDERWATER THREATS (LEVELS 11–16)

d8 Threat

- 1 An undersea cave leads to the Elemental Plane of Water
- 2 An **adult bronze dragon** in the form of a mermaid challenges you to a game of riddles to test your wits and offers you a prize should you win
- 3 6d8 **merrow** are on the war path, and that path goes right through this region
- 4 A nasty **wastrilith** slithers out of the Abyss and starts to befoul the waters with soul-corrupting secretions
- 5 What appears to be a sunken statue is actually an **iron golem** who has been given too many conflicting commands and now reacts violently toward anyone it detects
- 6 The storm that pelts the surface and the whirlpool that dredges the ocean floor is an angry **storm giant quintessent**
- 7 An **archdruid** and her followers love the sea and are working to flood the land to expand this one
- 8 Extreme threat! Roll on the next table

UNDERWATER THREATS (LEVELS 17–20)

d8 Threat

- 1 A monstrous one-eyed **dragon turtle** has gone insane in its old age and has begun indiscriminately attacking settlements and sea creatures
- 2 A magical desert composed entirely of *dust of dryness* begins to blow into the water, threatening to dry up the region
- 3 What looks to be a small island from the surface is actually a **zaratan** adrift in the sea
- 4 An **ancient gold dragon** cursed with a hunger that never dies is going around eating all the treasure in the region
- 5 A pair a sorrowsworn—**the lonely** and **the lost**—are all that remains of two lovers who got separated in this sea
- 6 A **leviathan** threatens to bring about the world's end
- 7 The enormous **kraken** approaches; the first sign is all aquatic beasts in the region grow violently mad
- 8 Extreme threat! Roll twice on this table

CHAPTER 3: STRONGHOLDS

A lofty tower, its spire perpetually sparking St. Elmo's fire, pierces the sky. A fort stocked with provisions and weapons stands as the only bulwark of civilization in a trackless forest. A mounted noblewoman gallops to the defense of her estate and manor. The impregnable castle, bristling with archers and crested with trebuchets, repels the goblinoid horde.

A **stronghold** is a declaration. It says, "I am here. And I intend to stay." Think of it as the proverbial stake driven in the ground, the epicenter of a new settlement. The stronghold conveys a sense of gathering power, whether that power be mercantile, military, religious, intellectual, or otherwise.

Because a stronghold is a territorial claim as much as it is a stone or wood structure, the stronghold attracts a lot of attention in the region. Creatures might be drawn to it, troubled by it, or outright afraid of it. As soon as the stronghold is erected, people from all over come to work there, trade with its inhabitants, or fight against it.

Beasts, elementals, fey, fiends, and other monsters might also take an interest in a new stronghold. Because, if nothing else, a stronghold upsets the status quo. As such, strongholds drive adventure.

ONE OF NINE

Each of the nine strongholds in this chapter has its own small section with an overview, mechanical benefit, interior map, and mini-adventure to play through if doing so appeals to you and your players.

The accompanying adventures give truth to the idea that strongholds attract attention, whether it be from enemies, allies, or outsiders. Like all buildings, each stronghold also grants a building feature unique to it. These features are listed in this chapter as well as in the later Industry Scores chapter.

BUILDING A STRONGHOLD

Stronghold	Construction Cost	Construction Time	Industry Score Bonuses
Abbey	50,000 gp	400 days	+3 Lore, +3 Religion
Castle	500,000 gp	1,200 days	+3 to each industry score
Guildhall	5,000 gp	60 days	+1 Commerce
Keep	50,000 gp	400 days	+3 Military, +1 to three other industry scores
Noble estate	25,000 gp	150 days	+2 Loyalty, +1 Lore
Outpost	15,000 gp	100 days	+2 Military
Temple	50,000 gp	400 days	+3 Health, +3 Religion
Tower	15,000 gp	100 days	+1 Military, +1 Lore
Trading post	5,000 gp	60 days	+1 Commerce

Strongholds come in many sizes, big and small. Some are defensive, some are commercial, some are religious, and some serve multiple functions. But all strongholds have one thing in common:

A stronghold is the first structure built in a new settlement. In fact, going by the rules in this book, you can't build a settlement without one.

INVESTMENT AND PAYOFF

Your stronghold could be anything from a simple trading post to an enormous castle. As a general rule, the bigger your stronghold, the more money it costs and the more time it takes to build. But the bigger the investment, the bigger the payoff. That payoff comes in the form of bonuses to industry scores and building features.

For example, if your pious or studious character decides to build an abbey, you're looking at a major investment of time and resources. An abbey costs 50,000 gold pieces and takes 400 in-game days to construct. But after completion of an abbey, your settlement's Lore and Religion industry scores each increase by 3. That's quite a boon for building a burgeoning village. It's already just two more buildings away from being a town.

EXPANSION AND RENOVATION

Some strongholds can be upgraded, if the party wishes. To do so, the party simply calculates the difference in construction cost and time between the two strongholds and invests that amount of time and money in expansion and renovation. For example, if the party built a keep but wants to upgrade to a castle, they must invest 450,000 gp and 800 days. Once completed, the benefits of the previous stronghold are exchanged for those of the new stronghold.

If an upgrade is possible, you will find that information in each stronghold entry.



ABBEY

An abbey is a religious building, one devoted just as much to study as to faith. Home to one or more libraries or study halls, the abbey is conducive to quiet contemplation, immersive meditation, or focused training of mind and body.

Because the priests, monks, or acolytes who live there are so studious, the abbey can be the birthplace of new doctrine or new schools of thought. Some abbeys work to unravel the mysteries of the multiverse. Others pursue singular devotion to an ideal, philosophy, way of living, or martial arts style.

Another aspect all abbeys share is their separation from the world. The abbey, whether it stands alone or in the middle of a bustling metropolis, is a refuge from mundane life. Some abbey leaders require temporary or lifetime vows of silence. Others require only that visitors leave their worldly cares at the doorway.

But an abbey is not separate only metaphorically. Those who live in abbeys often pride themselves on being self-sufficient, with stores of food and drink and perhaps even a communal livelihood, such as beekeeping or beer brewing, making them financially independent.

The leader of an abbey is known as an abbot or abbess. This ecclesiastical leader sets the rules for the order that lives there, both spiritual and practical. Some abbots and abbesses can be quite lax, while others manage their charges' every waking hour. Either way, the abbey leader is generally wise and a good example of the god, discipline, or cause to which the abbey is dedicated.

Player characters who build abbeys are usually **monks**, **paladins**, **clerics** (especially Knowledge domain), or anyone devoted to faith or learning.

Construction Cost. 50,000 gp

Construction Time. 400 days

ABBEY FEATURES

Industry Score Increase. Your settlement's Religion and Lore scores each increase by 3.

Scriptorium Access. When within the walls of the abbey, you have advantage on Intelligence (History and Religion) checks.

Also, the abbot or abbess can cast either *remove curse* or *mass cure wounds* for you once per day.

ADVENTURE: SLAAD IN THE SACRISTY

"Slaad in the Sacristy" is a short adventure set in an abbey and designed for 7th- to 9th-level characters.

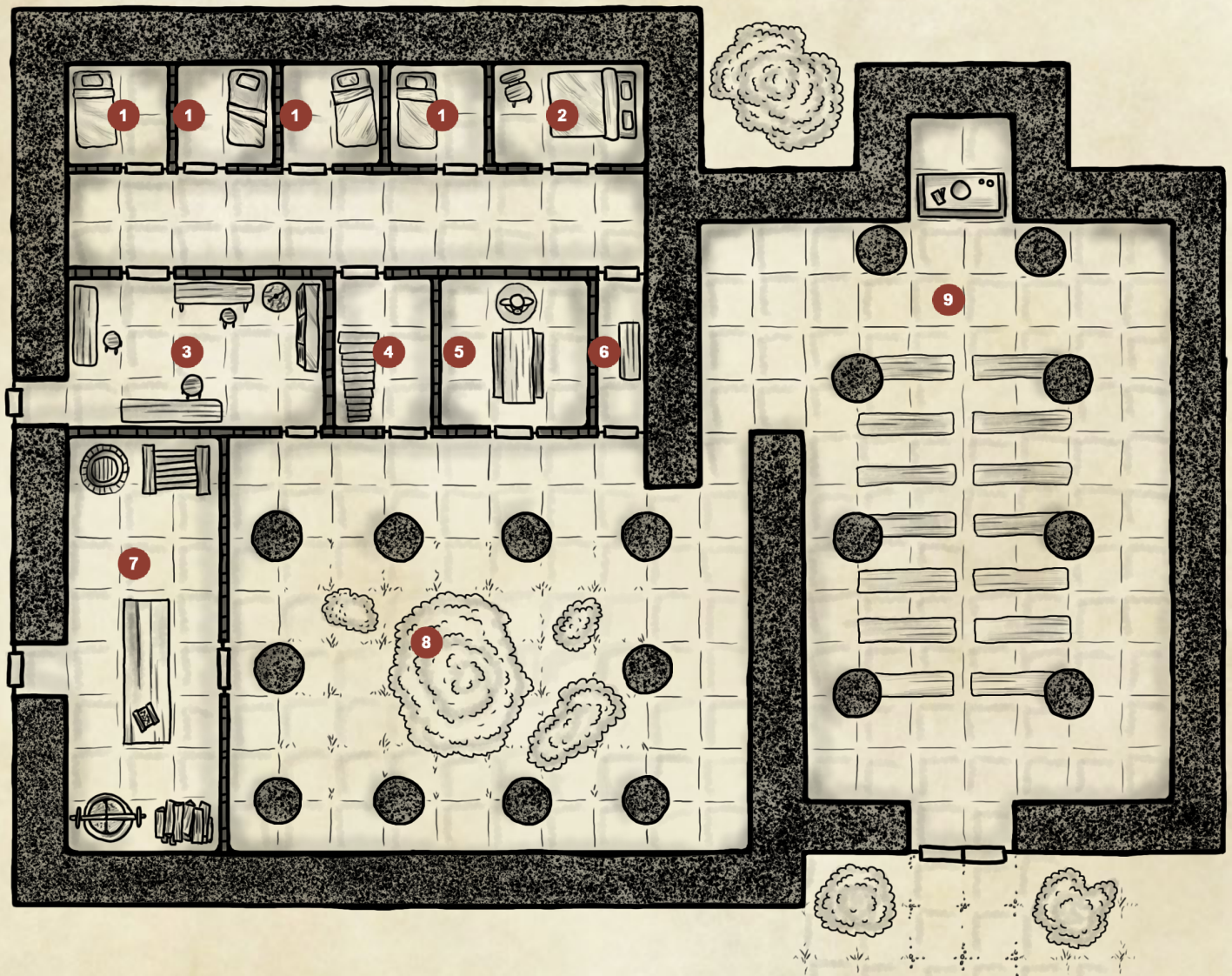
ADVENTURE BACKGROUND

One night, Nikolo, one of the abbey acolytes, stumbled across an ancient scroll that promised a powerful, mindless slave from another plane. Excited at the prospect, Nikolo retired to his room and read the scroll aloud.

The scroll burst into flames even as its spell punched a hole between two planes: the Material Plane and the chaotic Plane of Limbo. A red slaad stepped through just before the portal closed.

The foolish Nikolo looked in vain for the slaad's *control gem*, the one the scroll had mentioned. Little did he know that the gem that could dominate the slaad was firmly implanted in the creature's brain.

The red slaad didn't hesitate. It attacked, clawing the poor acolyte and, while doing so, implanted a tiny slaad egg in Nikolo's body. The slaad then broke down the door, quickly infecting other residents of the abbey.



The next morning, one of the abbey caretakers found a few injured abbey residents, deep red gashes in their arms, backs, or chests. What's more, they all had burning fevers and seemed delirious. One of them kept gibbering about a monster from another world. The caretaker ran to the party to get help.

1. ACOLYTES' ROOMS

A single worn blanket lies on a narrow bed in each of these four spartan rooms. Besides that, only a few meager belongings are here: a prayer mat, a single candlestick, and a few items of sentimental value.

In the first acolyte room the heroes enter, there lies the dead body of Nikolo. In addition to the deep gashes on his arms, his chest has a terrible exit wound, as if something clawed its way out from inside him.

With a successful DC 15 Wisdom (Perception) check, the party can find the ashes of the burned scroll with just one word still legible: "Limbo."

2. ABBESS'S ROOM

A double bed and armchair stand in this room. A single tapestry, depicting a deity in glorious aspect, hangs on the western wall.

There is no sign of the abbess here. The tapestry on the wall is worth 50 gp, if the characters have no qualms about selling their own property.

More importantly, behind the tapestry is a niche in the wall containing an *elixir of health*. This potion can cure any disease, including slaad infection.

3. MANUSCRIPT ROOM

Four wide, sturdy desks with accompanying chairs line three of the walls of this room. Each of the desks has an ink vial and quill pen. A large globe of the world stands next to a bookcase filled with religious texts.

This is the room where Nikolo discovered the scroll that would summon a slaad to the Material Plane. The book he tore it from still rests on Nikolo's desk. A successful DC 12 Intelligence (Arcana or Investigation) check is enough to glean that the book is about conjuring creatures from other planes.

4. CRYPT STAIRS

Doors lead to the north and south while a flight of darkened stairs heads down into the abbey crypts.

Thankfully, the slaadi have so far not discovered the abbey crypts and the dead remain undisturbed.

5. CHAPTER HOUSE

A narrow wooden table spans almost the length of this room, a matching bench on either side of it. At its head, a ten-foot statue looms as if ready to preside over any meetings taking place here.

The only surviving acolyte is here, though unresponsive. The poor man is suffering from slaad infection that manifests as a burning fever. Unless the man is cured of this disease, a **slaad tadpole** erupts from his chest in 1d4 hours. If cured, he can recount what happened to himself.

The statue holds a *potion of greater healing* in each hand.

6. SACRISTY

Items of religious significance rest on a table in this narrow room. Neatly folded vestments lie within the table's single drawer.

A **green slaad** lurks in the sacristy. This slaad was once the abbess but she has transformed as a result of an aggressive strain of chaos phage. Green slaadi have transformative powers, and this particular one has shape shifted to again look like the abbess, dressed in her religious vestments.

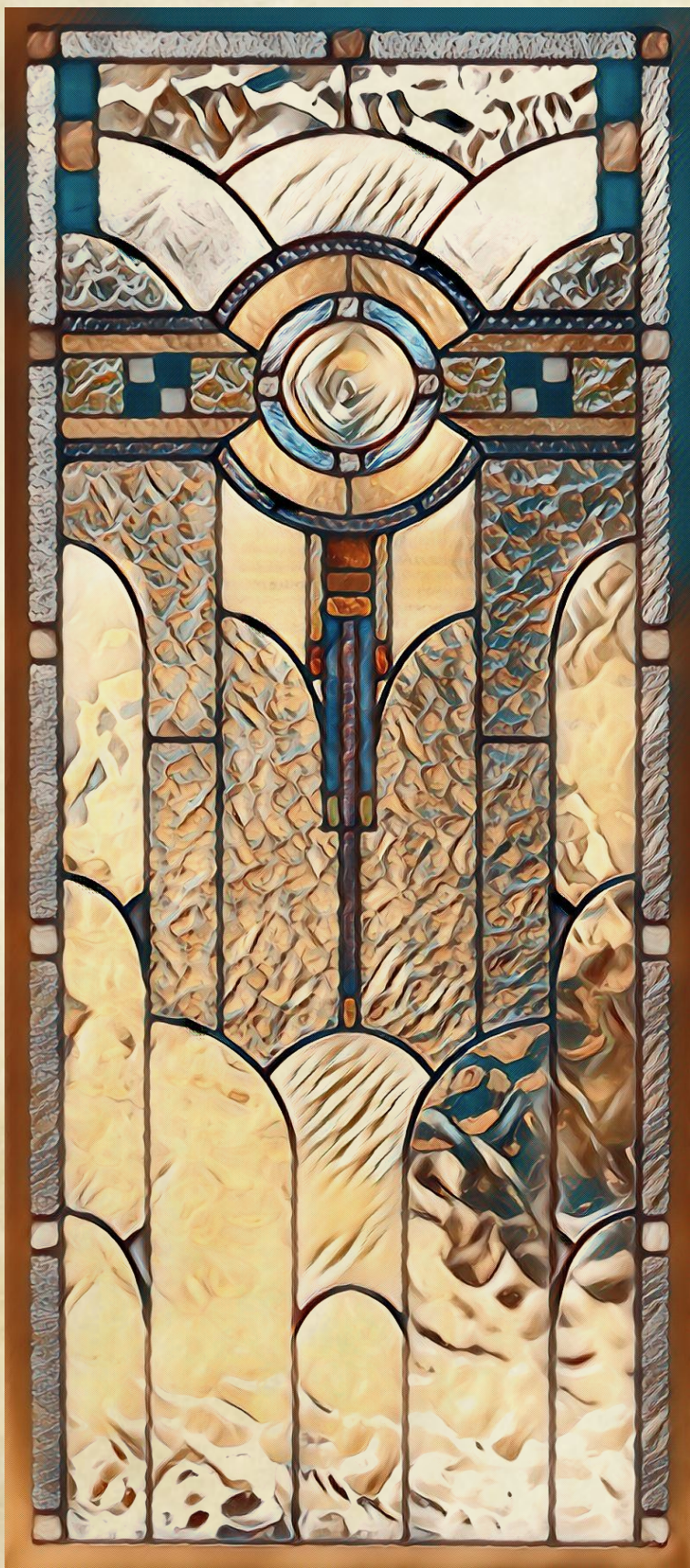
There are a number of ways to discover the true nature of the supposed abbess. One, the green slaad has a number of ticks that the abbess did not have in life. Two, if the "abbess" is injured, her wounds supernaturally regenerate. Three, the "abbess" remembers her former life but often forgets to demonstrate proper respect toward her deity.

Give the players enough clues to discover the truth about the abbess before the end of the adventure. Should the characters voice their suspicions, the green slaad reveals its true form and flees to the church for the final showdown.

7. REFECTORY

A thin soup bubbles on the wood-burning stove in one corner of this room. A crate of live chickens, a keg of beer, and a pile of chopped wood occupy the other three corners. A tray of half-cut herbs and spices lies on the table in the middle of the long room.





Hiding under the table, a **slaad tadpole** is rapidly metamorphosing into a **blue slaad**. Unless the heroes kill it in the surprise round, the slaad completes its transformation, throwing the table against the wall and lunging for the nearest party member.

The only other thing of note is the bloody remains of the slaad tadpole's last meal: the abbey's cook.

8. CLOISTER

Trees and fresh air greet you in this colonnaded and open-air garden.

The **red slaad** Nikolo summoned waits here, hiding among the vegetation. As soon as it sees an opening, the slaad attacks the adventurers. A successful DC 10 Intelligence (Investigation) check reveals that this particular slaad has fabric from the sleeve of Nikolo's vestments impaled on some of its spines, identifying this creature as Nikolo's murderer.

9. CHURCH

This opulent room boasts beautifully carved stone floors, stained glass windows, tall columns, pews for congregants, and an altar with mystical carvings and religious relics. The ceiling rises 30 feet above the floor of the center aisle.

The abbess-turned-slaad attempts to flee to this place once its deception is revealed. The red slaad, if brought below 40 hit points, flees here to regenerate. It's entirely possible that the heroes might have to fight two slaadi here, one green and one red.

If the slaadi did not have an opportunity to flee to this room, the church is eerie, but empty.

INFECTED CHARACTERS

When battling slaadi, there is a chance that party members become infected, either with a slaad egg or with the chaos phage. Either way, that character's days are numbered.

The potion in the abbess's room might help. And the DM can always introduce a quest to save or restore the life of the diseased hero.

CONCLUSION: OUTBREAK

Astute players might notice that there are five acolyte rooms but only four slaadi prowling the abbey. One acolyte is missing. If the players enjoyed this short adventure, you could extend it by having the missing acolyte-turned-slaad escape the abbey to infest the nearby settlement.



CASTLE

In general, a castle is comprised of a large keep with a curtain wall surrounding it to form a courtyard. This structure is one of the most impenetrable defenses in existence. But a castle is so much more than a fortification.

The castle is also a residence for a royal family or noble line, a seat of power, and a status symbol. It is little wonder that castles attract vast numbers of people. A castle practically begs a city to be built around it. Unlike an outpost or keep, castles are seldom on the frontier, or, at least, not for long. Anyone looking for lodging, a job, opportunity, or adventure would be well served by visiting the castle jutting over the horizon.

Castles sometimes go by different names. Palaces are unfortified castles. A fortress, on the other hand, is fortified, but doesn't typically serve as a noble residence.

Traditionally, members of the royal family, a noble bloodline, or some other distinguished or powerful group makes a castle their home. Adventurers might not be blood relatives, but might be considered part of the same family. For the bonds forged in battle are strong indeed.

In addition to the resident family, the castle houses and employs cooks, chefs, seamsters, butlers, maids, footmen, game wardens, gardeners, pages, entertainers, guards, soldiers, laborers, and more. The most important servants are the chamberlain who oversees to the running of the household and the treasurer who kept records and inventories.

Any player character might be interested in building a castle, no matter their class or background. The castle was a versatile structure that could be run and modified according to the tastes of its owners.

Construction Cost. 500,000 gp
Construction Time. 1,200 days

CASTLE FEATURES

Industry Score Increase. Each of your settlement's industry scores increases by 3.

Vassalage. Anywhere within this settlement, as a bonus action, you can call for aid and, in 1d4+1 minutes' time, a 6th-level sidekick appears to aid or fight for you.

You cannot use this feature again until the sidekick dies or is dismissed. (See the rules for Sidekicks in the *D&D Essentials Kit Rulebook*.)

ADVENTURE: THROUGH A GLASS, DARKLY

Something watches the party and their castle with restless hunger and eternal malice. This malevolent presence is mostly invisible to humanoid eyes, but it watches the heroes' every move. You can feel it. You might catch a glimpse out of the corner of your eye or if you look in the mirror too long. "Through a Glass, Darkly" is a Border Ethereal adventure for 18th- to 20th-level player characters.

ADVENTURE BACKGROUND

When it was decided where the party would build their castle, there were murmurings among the laborers. That place is cursed, they said. Animals won't go near it, others said. The overseers made sure this superstitious nonsense never made it back to the player characters. But there was a truth to it.

Because though our world and the ethereal world are separate planes of reality, there are parts of them that mirror each other. And there are parts of them where the border is stretched thin, almost to the breaking point.

The Border Ethereal is the part of the Ethereal Plane that overlaps and reflects the Material Plane. (See chapter 2 of the *Dungeon Masters Guide*.) And an ancient being known as the Emperor Ethereal dwells there. The entity is half-mad himself and taken to capricious whims.

When he saw that the adventurers were building a castle in the material realm, he had an exact duplicate made in his world. Stone by stone, the Emperor Ethereal's castle is a perfect copy of the one the party built. Almost.

The corrupting influence of the Emperor Ethereal twists and warps everything around him. His castle is a palace of horrors; its denizens are shadowy monsters. Everything is a dark reflection.

The emperor ethereal has grown tired of this game of his. His pale imitation no longer pleases him, and he has begun to hate the party with their corporeal bodies and their tangible castle.

At first, the castle started to feel haunted. Servants and attendants report strange shapes and faces in mirrors. In the dead of night, people go missing. A horse in the stables is mercilessly slaughtered. Half its body is gone without a trace.

The only way to make the emperor ethereal stop is to defeat him in his own world. Characters can see into the Border Ethereal by casting the *see invisibility* or *true seeing* spells. They can travel there by casting the *etherealness* or *plane shift* spell.

If these warning signs are ignored, the emperor ethereal becomes more brazen in his assaults and he eventually kidnaps the party members, forcing them to come to the Border Ethereal.

EMPEROR ETHEREAL'S CASTLE

After traveling to the Border Ethereal, the party finds themselves in a shadowy mirror of their own castle. In this misty, fog-bound dimension, the heroes initially feel very disoriented.

When they go to raise their right hand, their left hand moves. When they take a step forward, the opposite foot advances. It takes characters 10 minutes to adjust. Until that time, they have disadvantage on Dexterity checks, their speed is halved, and they must succeed on a DC 10 Constitution check or become poisoned by a wave of nausea.

In addition, no light here is brighter than dim light. Even firelight seems muted. Only spells of 1st level or higher, such as the *daylight* spell, are enough to shed bright light in this shadowy place.

WANDERING MONSTERS

Should the adventurers ever split up, an **elder oblox** or two tries to infiltrate the party, posing as one of the missing party members. This impostor waits for an opportune moment to betray the party and stab them in the back, quite possibly literally.

And if the adventurers ever double back to a room where a combat took place, they encounter a **cadaver collector**. This construct attacks the party on sight.



1. MAIN GATE

Tall walls on both sides meet in a huge arch above your head. Arrow slits, a portcullis, and a thinly veiled pit trap all testify that this entrance is heavily guarded.

The main gate, also known as the gatehouse, is a defensible thoroughfare that leads to the inner ward and residences of the castle. A pit trap defends this gate from frontal assault while a drawdoor in the western wall can be pulled to entirely block the way.

Border Ethereal The emperor ethereal has replaced the pit trap with a deadlier, magical version.

TENDRILS OF DARKNESS

Simple trap (level 17–20, dangerous threat)

This trap looks the same as the pit trap with which the characters are familiar.

Trigger. A creature that steps within 5 feet of the trap triggers it.

Effect. Tendrils of dark energy erupt from the trap and batter all creatures within 10 feet of it. Each creature in that area must make a DC 19 Strength saving throw. On a failed save, a target takes 35 (10d6) necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the presence of ash scattered in a 10-foot radius around this trap. A successful *dispel magic* (DC 19) cast on the trap destroys it.

2. GUARD ROOMS

More than a few guard rooms are strategically placed throughout the castle. They all have weaponry and an arrow slit or two, in addition to round tables for games of chance.

Border Ethereal. The emperor ethereal has four generals, each named after one of the four winds. These warriors are all **death knights** and one can be found in each of the guard rooms of the castle.

3. STORE ROOMS

These rooms hold supplies, such as rough-hewn timbers and rock, barrels and crates, bars of metal, and other large items.

Border Ethereal. In the emperor ethereal's castle, all the barrels and crates are filled with nothing more than smoke and ashes.

4. INNER WARD

This sun- or rain-drenched courtyard is a hub of activity when the ruling family is present. You can see a vegetable garden, a vast woodpile, a few dozen chickens pecking the ground, several unhitched wagons, and a well against one wall.

The inner ward, also known as a courtyard or bailey, is open to the sky. This space is simultaneously a farm, a storeyard, and an informal gathering place, as well as being criss-crossed by multiple paths.

Border Ethereal. The inner ward is filled with swirling dark mists that hide a pair of **shadow tyrannosaurs**. These two shadow-breathing beasts were created by the emperor ethereal and now prowl the courtyard as his pets. Once they spot the party, they stalk them, trying to catch the heroes by surprise. They are confident, since this shadowy place makes them immune to most damage.

SHADOW TYRANNOSAUR

Huge beast, chaotic evil

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	4 (-3)	12 (+1)	9 (-1)

Skills Perception +4, Stealth +3

Damage Resistances acid, necrotic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages understands Draconic but cannot speak
Challenge 9 (5,000 XP)

Living Shadow. While in dim light or darkness, the tyrannosaur has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the tyrannosaur can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the tyrannosaur has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

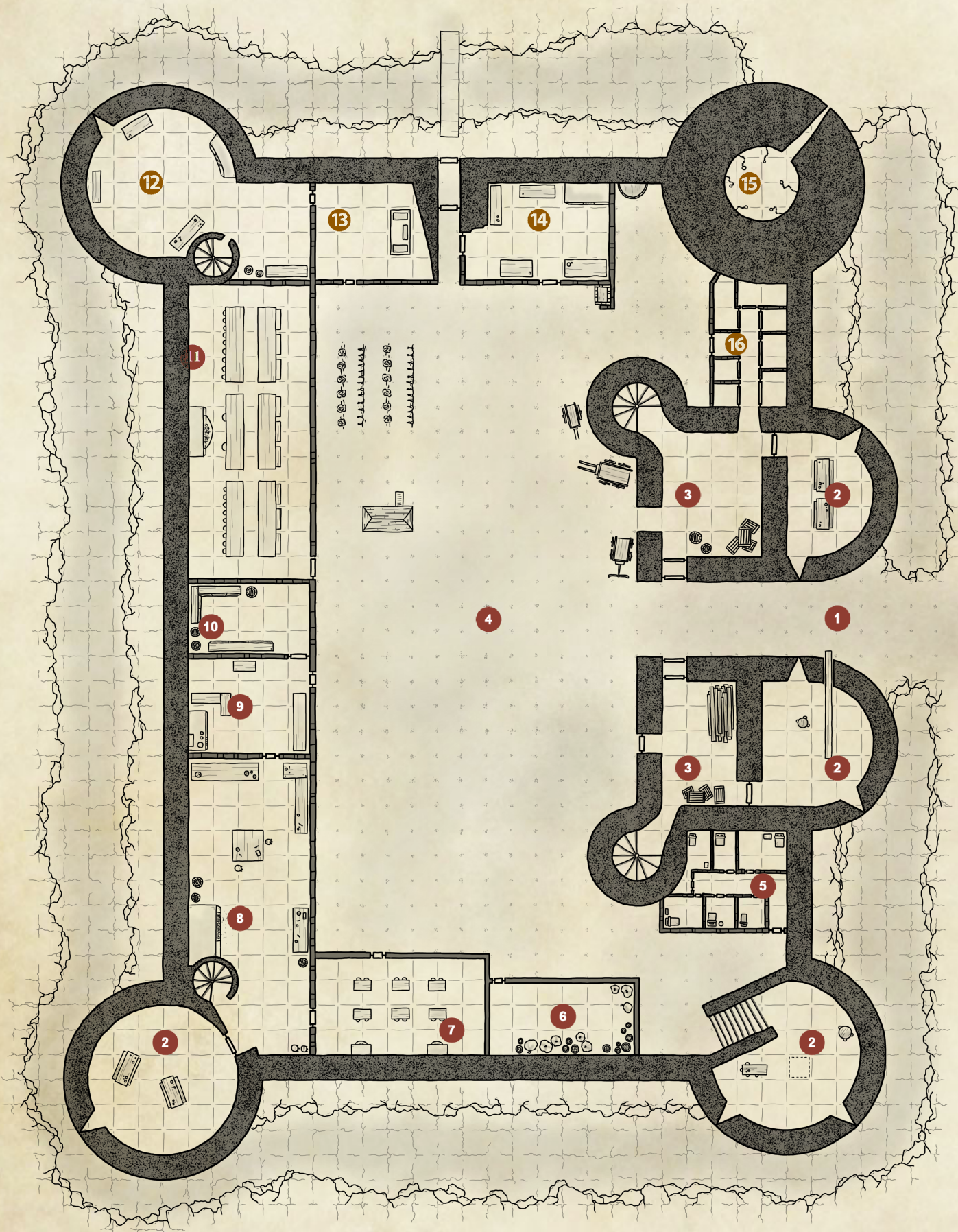
Actions

Multiattack. The tyrannosaur makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaur can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Shadow Breath (Recharge 5–6). The tyrannosaur spits shadow acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead **shadow** rises from its corpse and acts immediately after the tyrannosaur in the initiative count. The shadow is under the tyrannosaur's control.



5. SERVANTS' QUARTERS

This simple wooden structure built against the outer wall houses the castle servants. Their rooms are small and spartan, but liveable and mostly dry.

Border Ethereal In the chamberlain's room, there is a figure sitting on the bed, face turned away from the door. If the party enters the room and begins to approach the figure, its head rises from its body, which then slumps to the ground.

The levitating head slowly turns to reveal the skeletal face of a **demilich**. In life, this was a mage who entered the Border Ethereal and tried to defeat the emperor ethereal there. As punishment, the emperor turned the mage into an undead abomination. Its transformation has driven it mad.

Even after the demilich is defeated, it reforms after 1d10 days. The only way to permanently destroy this undead creature is to destroy the emperor ethereal.

6. GRANARY

The dirt floor of this stone building is elevated to keep water out. The walls and a center aisle are piled high with sacks of grain.

Border Ethereal If the party enters here, a horde of rats feasting on the contents of the grain sacks turn into 14 **wererats** and attack. Upon inspection, the grain sacks are full of ash.

7. LESSER HALL

This comfortable room holds six small rectangular tables with chairs arranged to face each other. Two large hearths in the rear keep the room warm no matter the season.

Traditionally, the consort to the castle ruler takes meals and meets with their attendants here.

Border Ethereal Where an animal trophy normally hangs on the wall, there is a great stuffed beholder. Once the entire party is in the room, it animates and fights as a **death tyrant**.

The lesser hall counts as its lair, so the death tyrant can use lair actions on initiative count 20 (losing initiative ties).

8. KITCHEN

Easily the busiest room in the castle, the kitchen is a vast hub of activity with no fewer than four large tables or counters for preparing food, plus an enormous cooking hearth.

Border Ethereal With the mists here backlit with green fire from the oven, a coven of three **night hags** stir a cauldron together. They have assumed the forms of three of the castle's kitchen staff. They try to convince the heroes to come and taste their "soup."

In the broth float the unconscious cooks the hags are impersonating. These victims are still on the Material Plane, yet they are drowning from being in the hags' magical brew here on the Border Ethereal.

Overturning the cauldron saves the cooks, but also incites the wrath of the hags, who revert to their natural forms and attack.

Treasure. The hags' **heartstone** lies at the bottom of the cauldron.

9. PANTRY

The smell of fresh-baked bread fills this space, a small room exclusively for food storage and baking.

Border Ethereal Everything here is ash and dust.

10. BUTTERY

Large casks of wine and other spirits line the walls of this small, dark room.

Border Ethereal The casks and bottles here are full of decaying blood.

11. GREAT HALL

This long room is decorated to impress. Large, fine rugs, tapestries, and trophies line the walls. Lush carpets soften the stone floor. An immense fireplace crackles merrily along one wall. And long wooden benches draped with fine tablecloths and topped with expensive dishes all denote that this is the hall of a great monarch or noble.

Border Ethereal The **emperor ethereal** sits here at a banquet table, sipping a goblet full of blood. His hair and loose-fitting robes float as if underwater. He stands 12 feet tall, and his body is translucent.

"Finally!" his voice booms hollowly as he slams a fist on the table before reaching for his spectral sword.

The emperor ethereal takes great delight in describing his plan to make war on the Material Plane, making it too a land of ash and mist. He starts by explaining how he will slaughter everyone the party members hold dear. He knows a lot about the characters, since he's been spying on them for months or years.

12. BLACKSMITH WORKSHOP

An anvil, bellows, roaring fire, and several workbenches unmistakably identify this oddly-shaped room as a smithy.

Border Ethereal Where the blacksmith's furnace would be, there sits an **iron golem**, looking like an enormous suit of discarded armor. When the last of the party enters the room, a fire awakens inside the golem, causing a light behind its eye slits to glow brightly. The golem rises and attacks until it is destroyed.

13. CHAPEL

A simple altar and religious iconography on the walls decorate the only room exclusively dedicated to a deity of the royal family's preference.

A pair of **spirit trolls** ridiculously dressed in priestly vestments kneel before the altar, clumsily chanting a nonsense nursery rhyme with feverish devotion.

They rise and attack, continuing their chanting or shout-preaching at the party, inviting them to join the cult of the emperor ethereal.

14. BAKEHOUSE

This room always smells of bread baking. The bakers here spend all day mixing, kneading, shaping, rolling dough. A large oven keeps the air warm and dry.

Border Ethereal The oven here is full of ash.

15. DUNGEON

Moans of suffering and the clanking of chains identify this room as a dungeon. The only way into or out of this tower is by a door high above your head. A single narrow slit in the wall permits just enough light to make the dungeon positively gloomy.

Border Ethereal Should any character be unfortunate enough to fall into the dungeon in the Border Ethereal, they find a trapped **boneclaw** more than happy to murder the poor creature.

16. STABLES

Mounts and slaughter animals are kept in small pens in this sheltered corner of the courtyard.

Border Ethereal The stables have been reduced to splinters from the trampling of the shadow tyrannosaurs.

In the ruins, four **phase spiders** have spun webs. They jaunt to the Material Plane to capture livestock or mounts, dragging them back to the Border Ethereal to eat them. A live sheep is pathetically bleating where it is caught in the webbing. The phase spiders attack only if their webs are disturbed.

CONCLUSION: THE END

The emperor ethereal is not interested in stopping his onslaught. His attacks only become more brazen, his violence more indiscriminate. He cannot be destroyed on the Material Plane. Only an assault on his castle in the Border Ethereal puts an end to the emperor ethereal once and for all.

If the heroes ignore the threat of the emperor ethereal, the monsters he keeps in his mirror castle start to appear in the Material Plane. In addition, the staff begin to disappear as the emperor pulls them into his plane of existence. If the adventurers wait long enough, their castle completely empties of staff, servants, family, and followers. Then the settlement surrounding the castle becomes devoid of humanoid life. Left unchecked, the heroes find that they have exactly no one left to rule.



EMPEROR ETHEREAL

Large undead, neutral evil

Armor Class 20

Hit Points 337 (27d10 + 189)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	25 (+7)	15 (+2)	19 (+4)	26 (+8)

Saving Throws Dex +8, Con +14, Int +9, Wis +11

Skills Deception +15, Perception +11, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 21

Languages any languages known in life, telepathy 120 ft.

Challenge 20 (25,000 XP)

Incorporeal Movement. The emperor ethereal can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). If the emperor ethereal fails a saving throw, it can choose to succeed instead.

Magic Weapons. The emperor ethereal's weapon attacks are magical.

Spectral Armor and Shield. The emperor ethereal's AC accounts for its spectral armor and shield.

Actions

Multiattack. The emperor ethereal attacks twice with its spectral longsword.

Spectral Longsword. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) force damage plus 10 (3d6) necrotic damage.

Etherealness. The emperor ethereal enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Legendary Actions

The emperor ethereal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The emperor ethereal regains spent legendary actions at the start of its turn.

Attack. The emperor ethereal attacks once with its spectral longsword.

Phantasmal Killer (Costs 2 Actions). The emperor ethereal casts *phantasmal killer*, no concentration required.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the emperor ethereal takes a lair action to cause one of the following effects; the emperor ethereal can't use the same effect two rounds in a row:

- A section of wall, floor, or ceiling moves suddenly to slam into a creature the emperor ethereal chooses before returning to its original position. The target must make a DC 20 Dexterity saving throw or take 27 (5d10) bludgeoning damage.
- Roiling dark mists spread from a point the emperor ethereal chooses within 60 feet of it, filling a 15-foot-radius sphere until the emperor ethereal dismisses it as an action, uses this lair action again, or dies. The mists spread around corners. A creature with darkvision can't see through these mists, and nonmagical light can't illuminate them. If any of this effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

- The emperor ethereal chooses one humanoid within the lair and instantly creates a shadowy simulacrum of that creature (as if created with the *simulacrum* spell). This simulacrum obeys the emperor ethereal's commands and is destroyed on the next initiative count 20.



GUILDHALL

A guildhall is the central meeting place of a guild, whether it be composed of bakers, dung sweepers, jewelers, sages, weavers, etc. At the guildhall, a member can pay dues, make deals, attend meetings, play games of chance, and even find a warm bed and a hot meal.

The exact layout of a guildhall varies depending on the nature of the guild. A sages' guild might boast an extensive library, a farmers' guild might raise animals just outside, and a thieves' guild might be underground. But, no matter the guild, there are always rooms for palm-greasing, deal-making, assembling, sleeping, eating, and relaxing.

The leader of a guild is called the guildmaster. In some trade guilds, the guildmaster is also referred to as the master craftsman. Guildmaster is usually an elected office, with all guild members in good standing having a say. Other times, guildmaster is simply the title bestowed on the most accomplished person in the trade. Guildmasters see to the daily operation of the guild and oversee the collection of dues, speak for the guild with other organizations, and preside over guild meetings.

Characters who choose to build guilds are usually **bards, rogues**, or anyone with the clan crafter, criminal, or guild artisan background.

Construction Cost. 5,000 gp

Construction Time. 60 days

GUILDHALL FEATURES

Industry Score Increase. Your settlement's Commerce score increases by 1.

Honorary Members. Every player character in the party gains the Guild Membership feature, as written in the Guild Artisan background, but they never have to pay membership fees.

ADVENTURE: THE FEATHERED DOPPELGANGER

The Feathered Doppelganger is a foil-the-heist adventure for 5th-level characters.

ADVENTURE BACKGROUND

A doppelganger named Sasha (they/them) is planning to break into and empty the guildhall's vault. Sasha has hired a crew of four others, each with a particular skill to help carry out the heist.

For Sasha, this job isn't about business—it's personal. The goal in mind is to humiliate and weaken the guildmaster. Sasha and he used to be business partners and good friends. The guildmaster always thought of Sasha as a woman, though Sasha explained many times that their people are nonbinary or gender fluid.

One day the guildmaster walked in on Sasha in their true doppelganger form. The guildmaster was horrified. He raged and swore, breaking all contracts and severing his business relationship with Sasha.

Sasha lost standing in the community, as the guildmaster spread rumors and lies about them. Meanwhile, the guildmaster rose in power and eventually assumed his current post. Sasha thinks they and their heist crew can knock the guildmaster down a peg, exposing his corruption and incompetence.

TIMING

Because this is a foil-the-heist adventure, the crew is constantly on the move. The adventure is timed in minutes, starting the moment Sasha gives a signal. The text for each room specifies how many minutes into the heist the detailed events take place there, should the party not intervene. DMs running this adventure should keep track of the in-game passage of time.

THE CREW

Sasha's crew is comprised of the following people:

1. Sasha has masterminded the heist and is a nonbinary **doppelganger**.
2. Cade Greenbottle is an uncanny contortionist. He is a stout halfling **martial arts adept**, with these changes:
 - Cade is neutral in alignment.
 - He has these racial traits: His size is Small. His walking speed is 35 feet. He can move through the space of any creature that is of a size larger than his. When he rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll. He speaks Common and Halfling.
3. Ak'mal is an ex-military and provides the muscle of the group. She is a half-orc **veteran**, with these changes:
 - Ak'mal is neutral evil.
 - She has these racial traits: She has darkvision out to a range of 60 feet. If she takes damage greater than her total number of hit dice and that would reduce her to 0 hit points, Ak'mal is reduced to 1 hit point instead. She speaks Common and Orc.
4. Chuckles is a fast-talking, safe-cracking **wererat**.
5. Sliver is a neutral evil and attractive human **spy**.

The heist crew is not really looking for a fight, so they prefer to evade the party or incapacitate them. Sasha may try to convince the heroes to fire the guildmaster.

1. GAMBLING DEN

This room is filled to capacity with large round tables at which people of all stripes play cards or order food and drink. A bar at the back of the room is lined with stools for even more customers.

This is one of two rooms in the guildhall that anyone, not just guild members, can enter. At the beginning of the adventure, the party can find the heist crew here, with the exception of the halfling Cade Greenbottle, who starts in the kitchen.

Sasha stands out by wearing a tri-cornered plumed hat and presenting as an attractive young human of indeterminate gender. Sasha and their heist crew has taken up a small table by the door.

When Sasha nods to their crew, Ak'mal creates a distraction by abruptly standing and picking a fight with the biggest person in the room (probably a party member). The rest of the crew sneaks out the door to the south. A successful DC 15 Wisdom (Perception) check is enough to see the heist crew leave. Win or lose the fight, Ak'mal exits the building through the west door.

0 - 1 minute: Sasha, Chuckles, and Sliver leave through the south door.

1 - 2 minutes: Ak'mal leaves through the west door.

2. KITCHEN

This kitchen would be fairly spacious but it's crowded with wood-burning stoves, hanging half-butchered animals, crates, and other supplies. A single, overworked cook fills orders for hungry customers. A slop bucket sits by the door, waiting to be filled for feed for the livestock.

The guildhall cook, Serge, has hired some help, a young halfling named Cade Greenbottle. Of course, Sasha secretly planted Cade among the kitchen staff. Though his tasks don't take him beyond the kitchen, Cade frequently peeks into the gambling den.

1 - 2 minutes: After seeing the signal, Cade picks up the half-full slop bucket and exits to the corral outside.

3. ASSEMBLY HALL

A small stage with podium takes up one corner of this room. The rest of the assembly hall is filled with rows of wooden benches that face the stage. A center aisle leads to the podium. Stained spittoons (and floors) complete the scene.

The guildmaster is here rehearsing a speech he will deliver the following day. He stands on the stage before empty benches, his written speech in his hands.

1 - 2 minutes: Sasha confronts the guildmaster, but in a form he wouldn't recognize. They are accompanied by Chuckles, now in his hybrid form, and the spy Sliver.

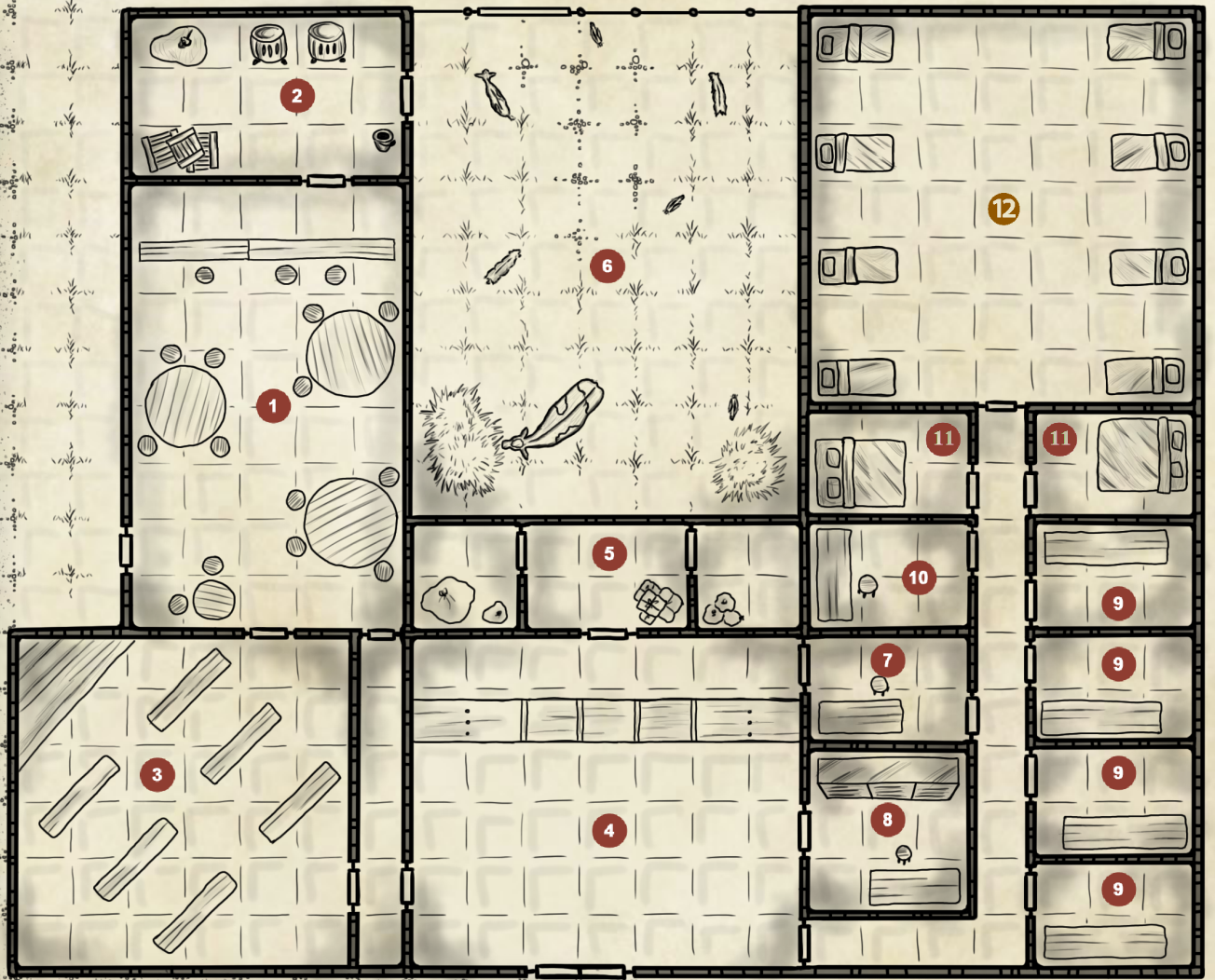
Sasha begins by telling the guildmaster embarrassing things no one but they two would know. Despite his protests, Sasha continue, layering on insults and abuse.

2 - 3 minutes: Sasha, still in the room, says, "We're going to rob you right under your nose."

The guildmaster attempts to leave but is knocked unconscious by Sliver and Chuckles. They tie him up, gag him, and stuff him under a bench near the stage. Then they leave by the door in the eastern wall.

4. FRONT OFFICE

Double-doors open to a large, opulent chamber with marble floors. On the opposite end of the room, there are five teller windows set in a wrought-iron-and-wood partition. Each window reveals the face of an attentive employee, ready to receive dues, distribute loans, and conduct other financial transactions.



The crew has timed their heist to take place just before the front office closes for business. The final transactions are being completed, and only the head teller remains, counting coins and receipts.

2 - 3 minutes: Ak'mal steps in through the door as the last customer leaves. Locking the front door behind her, she unsheathes her longsword and threatens bodily harm to the teller should she flee or cry for help.

3 - 4 minutes: Ak'mal goes to the door on the western wall, unlocks it, and lets Sasha, Sliver, and Chuckles into the room. The four of them force the head teller to open the vault door. They enter.

6 - 7 minutes: Ak'mal and Sliver return from the vault. Carrying heavy sacks, they exit into the teller's office.

7 - 8 minutes: Sasha and Chuckles exit the vault. The wererat follows after Ak'mal and Sliver while Sasha enters the guildmaster's office.

9 - 10 minutes: Sasha, Chuckles, Ak'mal, and Sliver re-enter, then exit through the double doors to the south.

5. VAULT

A large, circular, and metal door leads into the vault. Two guards are stationed just inside the door. The walls inside are lined with shiny metal an inch thick. Two small doors on either side lead to smaller vaults, presumably where the more valuable items are stored.

4 - 5 minutes: Quickly overwhelming the guards, Ak'mal, Sliver, and Sasha begin gathering coin, gemstones, and jewels while Chuckles begins to pick the lock of the other two safes on either side of the room.

5 - 6 minutes: Chuckles successfully unlocks the vault door on the west side. The four criminals empty the room and lock the head teller and guards inside.

6 - 7 minutes: Ak'mal and Sliver exit the vault. Chuckles sets to work picking the lock on the final vault door.

HEIST TIMELINE

0-1 minute	Gambling Den. Ak'mal causes a distraction. Sasha, Chuckles, and Silver stand up from their table and leave through the south door	Kitchen: Cade works in the kitchen	
1-2 minutes	Gambling Den. Ak'mal exits the building through the west door.	Kitchen. Cade picks up the slop bucket and exits to the corral outside	Assembly Hall. Sasha, Chuckles, and Sliver confront the guildmaster
2-3 minutes	Front Office. Ak'mal steps inside, locks the door, and threatens the tellers	Corral. Cade empties the slop bucket and fetches the hay cart	Assembly Hall. Sasha, Chuckles, and Sliver knock out and tie up the guildmaster
3-4 minutes	Front Office. Ak'mal lets Sasha, Chuckles, and Silver into the room through the west door	Corral. Cade unloads half the hay into the feeding troughs	
4-5 minutes	Vault. Sasha, Ak'mal, and Silver attack the guards. Chuckles begins cracking safe.	Corral. Cade waits	
5-6 minutes	Vault. Chuckles unlocks safe to the west, which Sasha, Ak'mal, and Sliver then empty, locking the tellers and guards inside.	Corral. Cade waits	
6-7 minutes	Vault. Ak'mal and Sliver exit. Sasha waits while Chuckles opens the other safe.	Corral. Cade waits	Teller's Office. Ak'mal and Sliver pass through here
7-8 minutes	Vault and Front Office. Sasha and Chuckles steal from the second safe. Chuckles follows Ak'mal and Sliver. Sasha goes to the guildmaster's office	Corral and Bedroom. Cade takes the stolen loot as Ak'mal and Sliver pass it through the bedroom window	Teller's Office. Chuckles passes through here
8-9 minutes		Corral and Bedroom. Cade takes the loot Chuckles passes him	Guildmaster's Office. Sasha steals papers and incriminating evidence
9-10 minutes	Front Office. Sasha, Ak'mal, Chuckles, and Sliver enter the room from the doors to the east, then exit to the south	Corral. Cade covers the stolen loot with hay, then wheels the cart out into the street	



7 - 8 minutes: Chuckles unlocks the final vault door. He and Sasha retrieve the most valuable items from it and exit the vault.

6. CORRAL

This muddy pen is filled with animals: cow, goat, pigs, and several chickens. The animals are penned on three sides by the walls of the building itself and by a tall iron fence on the remaining side. Besides the livestock, there is a milk bucket, feeding troughs, and a coop where the birds lay their eggs.

2 - 7 minutes: Cade dumps the contents of the slop bucket into the pig trough. He unlatches the gate and wheels a hand cart full of hay into the corral, closing the gate behind him. With a pitchfork, he unloads about half of the hay into feeding troughs.

7 - 9 minutes: In a burst of speed and skill, Cade climbs the side of building to reach a window. High in a corner of the corral, legs braced on each exterior wall, he takes the contents of the vault as they are handed to him through the window and drops them into the hay cart below.

9 - 10 minutes: Cade covers the vault loot with hay and wheels it out of the corral, carefully locking the gate behind him.

7. HEAD TELLER'S OFFICE

Inside this otherwise bare room stands a well-worn wooden desk and chair. Scratches suggest the chair legs often scrape across the floor, as if the chair's occupant hurriedly stands several times a day.

6 - 7 minutes: Ak'mal and Sliver pass through here, exiting to the east.

7 - 8 minutes: A minute later, Chuckles passes through here.

8. GUILDMASTER'S OFFICE

This office obviously belongs to the person in charge. A large desk with locked drawers stands along one wall. Along the opposite wall stands an imposing cabinet filled with transaction ledgers and guild membership records.

8 - 9 minutes: First, Sasha places a stack of papers on the guildmaster's desk. It's a long list of shady transactions with shady partners, enough evidence to put the guildmaster in prison for a long time.

Second, Sasha recovers several records detailing the guildmaster's ineptitude and corruption. They rip pages out of ledgers and pocket files before exiting.

9. OFFICES/WORKSHOP

These multipurpose rooms each have an unstained wood table that sometimes serves as desk, work station, or storage space.

These rooms can be modified depending on the business of the guild. For example, a leatherworkers' guild might make these into workshops while a sages' guild might make them libraries or study halls.

The heist crew has no plans to enter these rooms, but might duck into them to hide from the party.

10. GUEST OFFICE

This windowless room smells of stale air. A thin layer of dust covers the desk.

This office is reserved for the party's use or for any guild members who need a space to work.

11. BEDROOMS

These handsomely furnished bedrooms feature curtained windows that bring abundant light from outside. A lockbox can be found in each.

These two bedrooms are for visitors who are too important to place in the communal dormitory. The heroes might also use these rooms if they enjoy privacy.

7 - 8 minutes: Ak'mal and Sliver enter this room and open the window that looks out on the corral. They hand the vault treasure, sack by sack, outside to Cade.

8 - 9 minutes: Chuckles joins the women, carrying more treasure. The three of them hand those sacks out to Cade as well. All three then exit.

12. DORMITORY

Up to sixteen people can sleep in this room at a time, with beds stacked two high. A lockbox is available for each guest.

The guildhall employees and local guild members are welcome to make use of these beds.

CONCLUSION: LET'S SPLIT

The truth probably comes out about the guildmaster. If they survive, Sasha, under a different guise, applies for his job. If the heist went off without a hitch, each member of the crew took a cut and they have to be individually tracked down.



KEEP

Keeps come in many different shapes and sizes. Some have moats, some don't. Some have walls around a courtyard, while others are a single freestanding structure. But all keeps have a few things in common.

First, keeps are defensive in nature, a fortified residence for the declared lords and ladies of the land, a refuge of last resort. Second, most keeps have three or more levels, giving them an imposing height.

Third, keeps usually start in remote, dangerous places. They are a speck of civilization in the wilderness. Some keeps are built by invaders against the will of the locals. Others are erected in uninhabited lands to guard against beasts, monsters, and other dangers. Still others are constructed to shore up the fortifications of an unprotected populace, a first and last line of defense.

Keeps are governed by one or more local lords or ladies. At their service are at least a dozen or so guards captained by a veteran. Meanwhile, a priest takes care of the spiritual life of the keep.

Characters who choose to build keeps are usually **bards, fighters, or paladins**, though anyone with a military bent might also be drawn to this stronghold.

Construction Cost. 50,000 gp

Construction Time. 400 days

Upgrade. A keep can be upgraded to a castle for 450,000 gp in 800 days.

KEEP FEATURES

Industry Score Increase. Your settlement's Military score increases by 3, and three other industry scores of your choice increase by 1.

Call the Guards. Anywhere within this settlement, as a bonus action, you can call for aid and, within 1d4+1 minutes' time, a 2nd-level warrior sidekick appears to aid or fight for you.

You cannot use this feature again until the sidekick dies or is dismissed. (See the rules for Sidekicks in the *D&D Essentials Kit Rulebook*.)

ADVENTURE: GOBLINS AT THE GATE

A goblinoid host amasses outside the front gate of your keep, intent on claiming the stronghold as their own. This adventure seems pretty straightforward at first. It's a knock-down, drag-out brawl at the front door. But the frontal assault is just a distraction for the two infiltration teams to slip past your defenses.

"Goblins at the Gate" is a repel-the-siege adventure for 9th- to 11th-level characters.

ADVENTURE BACKGROUND

When she discovered that a keep was being built right under her blue nose, an old **hobgoblin warlord** named Ekhaas flew into a jealous rage. She pledged that the keep would be hers. During the keep's construction, Ekhaas plotted and schemed, biding her time for the keep to be completed.

Ekhaas and her captains concocted a plan to slaughter the inhabitants of the keep and claim it as their own. The first part of the plan is simply a traditional siege. The might of the goblin host assembles outside the keep with a battering ram and tries to break down the front doors.

But the initial assault is cover for two other groups working to infiltrate the keep in secret. One group is composed of bugbears and hobgoblin iron shadows who plan to scale the rear wall to the roof, slip downstairs, and quietly murder all people they find along the way. But the craziest part of the plan involves goblins coming up from beneath the keep. Ekhaas's spies discovered that the keep's occupants had dug a well to access an underground lake, so the warlord dug a well of her own nearby.

She conscripted a few goblins to swim under the keep, and come up through the well in the stronghold. Ekhaas is certain that, one way or another, her plan will win the day.

1. MAIN GATE

Massive double doors at the top of a long flight of stone stairs protect the keep from attack. Inside, a massive beam can be drawn across the doors to bolster them.

This is where the main contingent of the goblin host amasses. One night, when all party members are inside the keep, let them hear a raised alarm from the guards. From any window that faces the main entrance, the party can see the goblinoids marching in formation right up the stairs to the main gate.

The host at the main gate is made up of six **goblins** mounted on **worgs**, eight **hobgoblins**, two **hobgoblin captains**, one **hobgoblin devastator**, and one **hobgoblin warlord** (Ekhaas). Six of the hobgoblins carry a battering ram between them. The battering ram has +6 to hit and can deal 15 (2d10 + 4) bludgeoning damage against the main gate at the end of each round, as long as six Medium humanoids or twelve Small humanoids carry it between them.

The gate has AC 15 and 27 hit points. Barring the gate grants the gate resistance to bludgeoning damage.

On open ground, this army would almost certainly kill the party. But the keep walls shield the characters from most attacks and they are joined by a contingent of twelve **guards** and one **veteran** to captain them. So, if anything, the party has the defensive advantage.

However, the hobgoblin devastator tries to even the score by casting *fog cloud* to obscure the goblinoid host from view while they batter down the door.

2. DUNGEON

Enemies of the state find their way to this dismal dungeon. Straw lies on the floor to absorb the stench of suffering. Strong chains secure prisoners by the neck.

The dungeon is only occupied at the party's command. The goblins invading the keep might free any prisoners here.

3. STOREROOM

Because heat rises, the coolest part of the keep is here on the first floor. Naturally, this is where the wine and food are stored, all in tightly sealed barrels. A tun of beer rests on four wooden legs. A well plunges down to an underground lake.

Dripping wet goblins come up out of the well just minutes after the siege outside commences. The crew is composed of a **goblin commander**, a **barghest** disguised as a goblin, and twelve actual **goblins**.

4. ARMORY

The guards' armor and weaponry are stored here. There is also a table for the use of any off-duty guards for games of chance or meals.

Four **guards** who had been playing cards here are donning armor when the goblins appear.

If the party does not intervene, outnumbered and taken by surprise, these guards die in the ensuing combat but not before slaying two goblins.

5. THE HALL

This room is the first line of defense for the keep. At least two guards are stationed here at all times, ready to barricade the doors in case of danger. The walls are lined with tapestries, heraldry, weapons, and the mounted heads of ferocious beasts and monstrosities. The hall conveys a message of political power and military might.

If the goblinoid host successfully breaks down the door, they meet eight **guards** and one **veteran** here, along with any characters who might join them. If the party does not intervene, the guards cannot hold the hall and are forced to retreat to the war room.

6. SHRINE

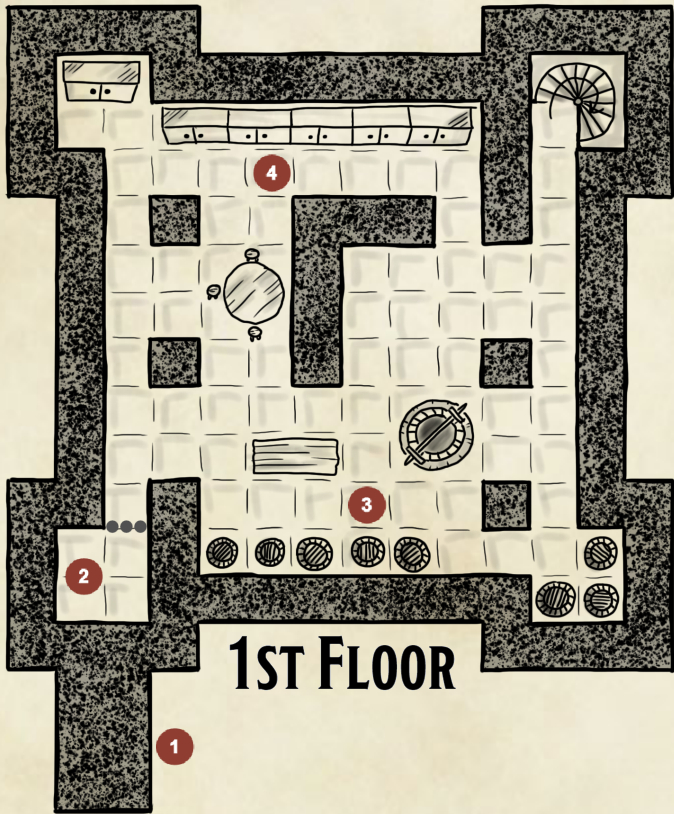
This small shrine admits only one or two people at a time and is for the staff or guards who wish to withdraw for private prayer or meditation. A small but ornate altar to a favored god lies within, along with a cushion to kneel upon.

The shrine holds a vial of *potion of greater healing* in case of emergency.

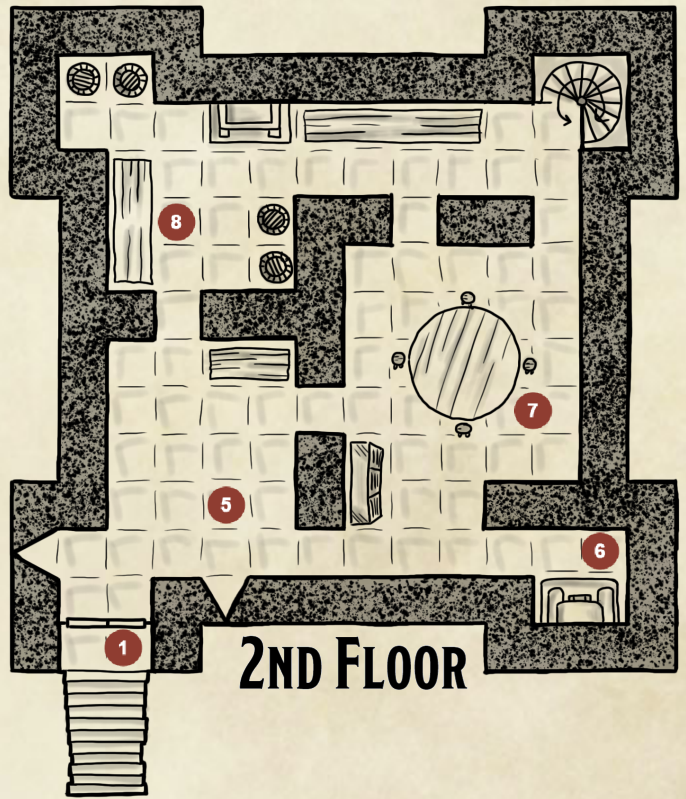
7. WAR ROOM

The rulers of the keep use this chamber to plan campaigns and conquests. Guards might also use this room to store ready weapons and armor or as a fall-back position should the hall be taken.

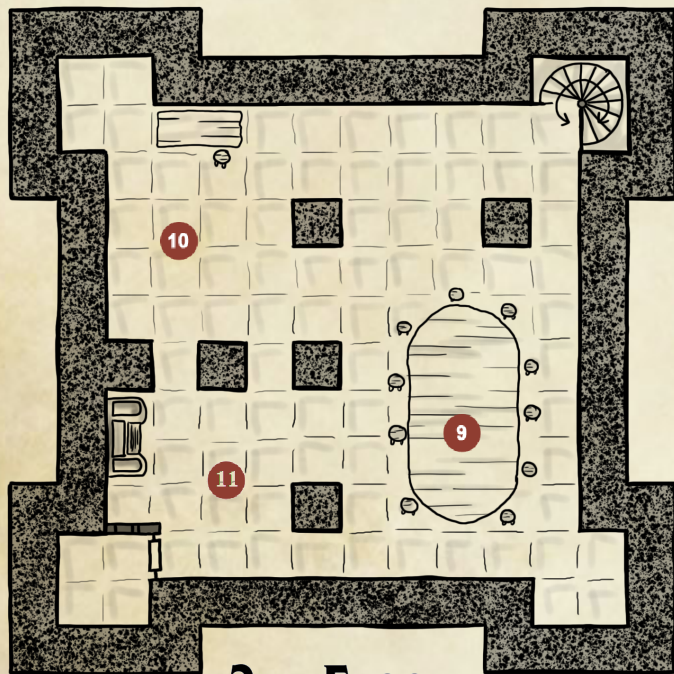
If the goblinoid host breaks through the main gate and takes the hall, the surviving guards gather here for a final stand.



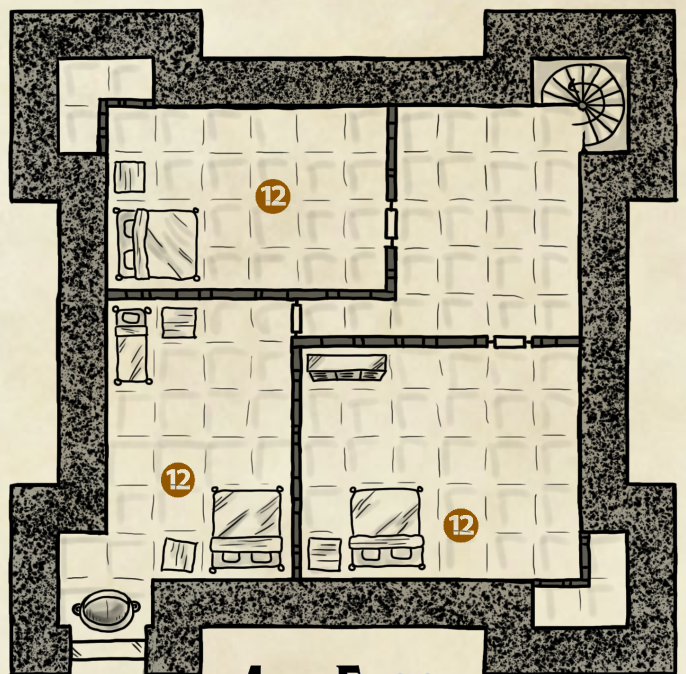
1ST FLOOR



2ND FLOOR



3RD FLOOR



4TH FLOOR

If the party does not intervene, hopelessly outnumbered, the guards kill only a few of the enemy before almost certainly dying violent deaths themselves.

8. KITCHEN

The kitchen is a multipurpose room for the keep staff. An enormous fireplace is constantly stoked to fuel the industry of the keep, such as cooking meals, heating water, shaping metal, and more. Long tables are for rolling dough and cutting meat or vegetables. Unsealed barrels of food stand in the corner. Large vats of water in the opposite corner are used for laundry.

Several pots of boiling water are present in the kitchen. Characters can attempt to upturn a vat of boiling water on their enemies with an opposed Dexterity check. Creatures doused in boiling water take 44 (8d10) fire damage.

A creature who walks across a floor covered with scalding water must make a DC 10 Dexterity saving throw or take 5 (1d10) fire damage.

A creature that enters the fireplace for the first time on a turn or starts its turn there takes 5 (1d10) fire damage and catches fire. Until someone takes an action to douse the flames on the creature, it takes 5 (1d10) fire damage at the start of each of its turns.

9. GREAT HALL

This large room is the central gathering place of the keep. The rulers of the keep dine here, along with their guests, entertainment, and any family members.

The remnants of the evening meal still have not been cleared away when the goblinoids arrive. If there is no present threat, they may stop to consume food and drink wine before continuing their murder spree.

10. STUDY

This private room is for the exclusive use of rulers of the keep. Within is comfortable seating, a desk for drafting letters and documents, and cases of books for amusement and learning.

11. CHAPEL

This room of worship is for the religious needs of the keep rulers and their families only. A sacristy is attached, with a large window looking down on the main entrance.

A **priest** lives and works here, one who can offer a few spells of healing and protection to the faithful. The priest perishes if the goblinoids find her alone.

12. BEDROOMS

The top floor is exclusively the private residence of the rulers of the keep and any of their family members and invited guests. Wood and plaster walls have divided the top level into three rooms, each with large beds.

The southwest corner of this floor boasts a window that always has a bucket of water near it.

These rooms belong to the party and their families or friends.

Six **bugbears**, two **hobgoblin iron shadows**, and a **bugbear chief** climb the exterior wall and enter here a few minutes after the assault on the main gate begins. To accomplish this, the iron shadows used their Shadow Jaunt ability to magically teleport to the fourth floor of the keep. Then they let down ropes for the bugbears.

Unlike the other two goblinoid groups, the bugbear crew tries to move stealthily through the keep, working death and plundering from top to bottom.

In the southwest bedroom, there is an iron cauldron that can be heated in the brazier and poured over any invading host standing outside the main gate just below. The cauldron pours boiling oil onto a 10-foot-square area. Any creature in the area must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

CONCLUSION: AN AXE TO GRIND

The goblinoid host give up the siege if half their number or more are killed. If Ekhaas is still alive, their retreat is a careful withdrawal. If their warlord is slain, the goblinoids break rank and flee. At the DM's discretion, the goblinoids might build an enemy settlement nearby, a problem that needs to be dealt with eventually.

In the unlikely event the goblinoids conquer the keep, give the party every opportunity to reclaim it, perhaps by joining forces with allies.

It's a historical fact that Balduran was short. Perhaps that's why he wanted to build such an imposing keep. Compensating....

- Volothamp



NOBLE ESTATE WITH MANOR

A lord or lady with title and pedigree owns a noble estate and lives in its manor house. The estate is usually vast, with hundreds or thousands of acres to it, complete with hunting grounds, fields, and maybe even an adjoining village.

A manor house itself is built two or three stories tall and is designed to show off wealth, prestige, and refinement. There the lord or lady and their family and friends live in high style. Family is paramount, for those born to a noble family are destined to inherit the estate, the manor house, and the family titles, all passed on from parent to child.

A noble manor is the milieu in which the powerful and popular move. One can find the most talented artists and entertainers, the mightiest monarchs and rulers. Beneath the veneer of gentility, drama abounds. Anyone living at a manor knows many secrets about those in power.

Noble estates employ and house a dozen or more servants, including maids, butlers, footmen and women, stablehands, groomers, gardeners, game wardens, cooks, chefs, fieldhands, and more.

Anyone with the **noble** background, or who aspires to nobility, might build an estate with manor.

Construction Cost. 25,000 gp

Construction Time. 150 days

NOBLE ESTATE FEATURES

Industry Score Increase. Your settlement's Loyalty score increases by 2, and your settlement's Lore score increases by 1.

Noble Rank. Constructing a noble estate bequeaths you a noble title. The entire party gains the Position of Privilege feature of the noble background.

ADVENTURE: OVER MY DEAD BODY

When you throw a party, you never know who will show up. "Over My Dead Body" is an adventure for 13th- to 15th-level characters.

ADVENTURE BACKGROUND

Unbeknownst to the party, they've built their noble estate on top of a millennia-old burial mound that just happens to be the grave site of an ancient vampire.

Thousands of years ago, Cowenna was a mighty human warrior, a fiercely talented sword maiden who spurned home and child-bearing to win wars for her people. For years, she seemed invincible. When she finally died in battle, her people mourned for months. They built for Cowenna an enormous burial mound. Her warriors were so devoted they committed ritual suicide so they could fight by her side in the afterlife.

As it happened, Cowenna lived on in undeath as a warrior vampire so she could wreak vengeance on her enemies. She woke her burial guard, now also undead, to fight by her side once more.

A burial guard is a **vampire spawn** wearing chain mail (AC 16) and wielding a greatsword. It has a challenge rating of 6 (2,300 XP) and the following additional action options:

- **Greatsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Cowenna glutted herself with the blood of her enemies, then her own people, and later of their conquerors. But, at last, cities and towns fell to ruin and survivors moved away. There were no living in the region, only the undead. Cowenna and her followers starved for want of blood but could not die.

Centuries later, people began to return. And construction began on a new building right over Cowenna's eroded burial mound. The manor house of a noble estate rose out of the ground. Parties and balls became the norm. And Cowenna and her burial guard carefully began to feed again.

But Cowenna wants more than blood. She craves power and does not rest until she is the de facto ruler of the estate, the living serving her as slaves. When she hears the player characters are hosting a ball, she plans her first move. She doesn't need an invitation to enter; the manor sits directly on top of her burial place

TIMING

Before having Cowenna attack the party, it's important to thoroughly scare them. To foreshadow the coming showdown, the events of this adventure unfold over a series of three nights.

NIGHT, DAY 1

The night before the ball, a member of Cowenna's burial guard kills a footman named Alek before draining him dry. Cowenna is displeased.

All the vampires, Cowenna included, are starving. But this hungry spawn has jumped the gun, and possibly upset Cowenna's plans. Cowenna has the spawn destroyed for its impatience.

The vampires dismember the footman's body and throw the various parts in a remote part of the estate.

MORNING, DAY 2

All the house staff know is that the footman never came out of his room in the morning, and all of his belongings are still there. The heroes can discover the remains of the footman with a successful DC 20 Wisdom (Survival) check.

EVENING, DAY 2

The night of the ball. Guests arrive in style and are ushered into the ballroom. Talented musicians play the latest and most popular dance tunes. There is much feasting and drinking.

As the evening wears on, Cowenna appears on the upper gallery, flanked by a few of her burial guard. They are dressed for the occasion, but in an outdated style that draws much attention. Cowenna is captivating.

No matter what the heroes say, she does not speak to them. She merely gestures to the dance floor. Cowenna dances with rare passion and skill.

MORNING, DAY 3

When the party enters the morning room, Cowenna is sitting at the table in the dark wearing a silk sleeping gown. She does not offer any explanation as to how she got there and ignores that line of questioning with a "tsk, tsk, a lady doesn't tell," insinuating that she spent the night.

Cowenna enjoyed herself at the ball and is starved for answers. The noble lifestyle is new and exciting to her and she grows quite chatty. She also wants to probe the heroes for weaknesses.

d8 Cowenna's Talking Points

- 1 "I can see why you nobles dress this way. I could just drown in silk!"
- 2 "You may not see it now, but I was quite a beauty once. And I will be again...just need some fattening up."
- 3 "I heard about your disappeared footman. Dreadful! What do you think happened to him?"
- 4 "You mean to tell me you're all in charge here? As equals? What do you do when you disagree?"
- 5 "Stop staring. It's rude where I come from."
- 6 "You're not warriors, are you? Gentility such as yourselves! What if you broke your royal heinies!" she laughs.
- 7 "And how many servants do you have here? Aren't any of them expendable?"
- 8 "When is the next ball, my dears?"

Cowenna can go on for some time but she eventually grows bored talking to mere mortals with their limited perspective. She gets up to go. If she can get out of sight, even for just an instant, she vanishes without a trace.

If the heroes grow irritated or violent, Cowenna attempts to charm the most antagonistic one. If that doesn't work, she uses her Legendary Action to quickly move away. If cornered, she attacks.

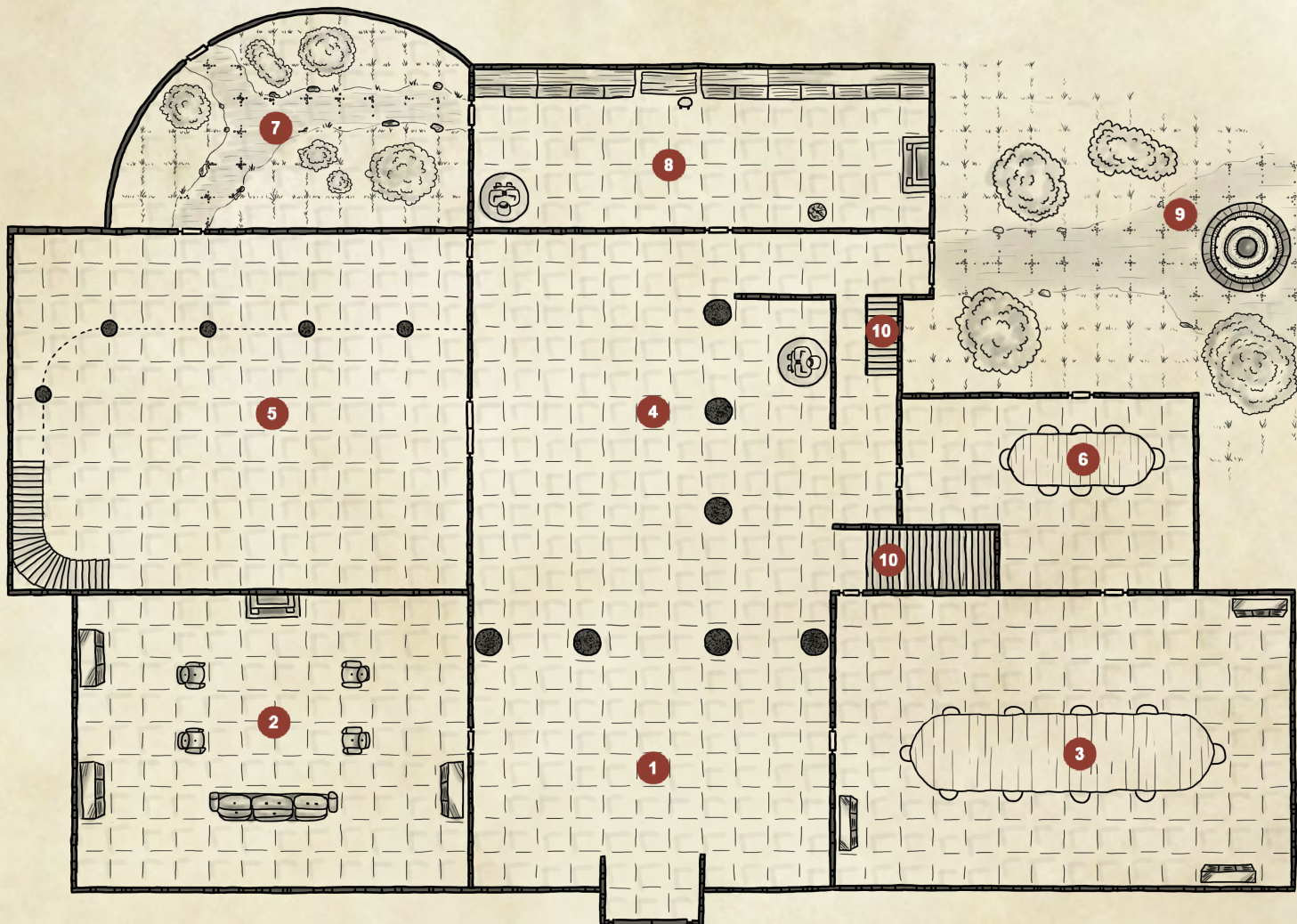
NIGHT, DAY 3

Cowenna makes her move. She and her followers attack the staff, starting with those in charge. If the party members sleep in their bedrooms that night, they only hear muffled screams two floors down with a successful DC 20 Wisdom (Perception) check.

Without intervention, the butler, the head footman, the housekeeper, and the valets all die. This time, they are left where they fall, drained of blood and with bite marks on their necks. Cowenna wants to send a message, which she writes in blood on the inside of the door of one of her victims: "LEAVE."

NIGHT, DAY 4

If the party isn't at least preparing to leave at this point, Cowenna moves against them. After the vampire spawn kill the staff, Cowenna tries to get each party member alone while they sleep. If that's impossible, she heads for the library.



1. ENTRANCE HALL

Ornate columns, rich rugs, and decorative tapestries are all calculated to impress and dazzle anyone ushered through the front doors.

Day 2 If one or more of the characters are greeting ball guests as they enter, they'll later recall that Cowenna and her entourage didn't come in through the front entrance.

2. DRAWING ROOM

This room is full of sumptuous sofas and padded chairs. Impressive portraiture and busts hint at the legacy and legitimacy of the noble family who lives here. A fire crackles heartily in the hearth.

Guests are shown into this room to wait while a member of the family is summoned.

Day 1 In the morning, a monotone-voiced professor of ancient history named Dr. Saturnus pays a visit and is asked to wait here. The professor knows a great deal about the legendary Cowenna and that she was buried here, but doesn't think to volunteer that information. If he's asked, he tells the party as much as he knows.

3. DINING HALL

A table that seats over a dozen people dominates this dining hall. Flowers and centerpieces delight the senses, as does the fine china and silver utensils.

While the family takes morning and midday meals in the morning room, the dining hall is for stately dinners, shared with a never-ending stream of visitors.

Day 3 Unless the heroes intervene, the butler dies here, bitten in the neck and drained of blood. He is left where he falls.

4. MAIN HALL

The high ceilings here show the height of the manor home, with doors to multiple bedroom on the second story visible from below. A statue portrays a powerful figure.

While the manor was being built, the construction crew unearthed a statue of Cowenna. If they like, the party might put that statue here. Once they meet Cowenna, the adventurers notice the resemblance the next time they pass through this room.

5. BALLROOM

A perfect wood floor and sumptuous chandeliers identify this room as the ballroom. Stairs lead to a column-supported gallery that overlooks the room.

Day 2. The ball takes place here (see above).

6. MORNING ROOM

This room has a table that seats eight and is well-lit in the daytime by large windows looking out into part of the garden.

The family takes its breakfasts and informal meals here.

Day 3. Cowenna appears in this room the morning after the ball (see above).

7. CONSERVATORY

This greenhouse houses flowers and trees that generally thrive only in warmer climates. The sloped walls and ceiling make you feel like you're in a glass bubble.

Day 3. A maid ran into here pursued by one of Cowenna's burial guard. Once the vampire spawn was done feasting on the woman's blood, it attempted to leave only to discover the door locked behind it.

Knowing the sun would be up in an hour, the spawn jumped through a glass wall to escape. But it couldn't find a way back inside the manor and died a little after dawn. Its burnt remains can be found on the estate lawn.

8. LIBRARY

In addition to rows and rows of books, this library boasts a large writing desk next to a tall window, a wide wood-burning fireplace, a globe of the known world, and a statue of some stern family ancestor.

Day 4. Cowenna is here waiting for the heroes on the last night.

"You have not left, as instructed," she hisses. "Was my warning not clear? This is my home. I laid claim to it before your grandparents were born. You are trespassing. Now I'm within my rights to use force."

Cowenna then attacks with the intent to make vampire spawn of the party members. She uses any knowledge she gleaned about them to her advantage.

9. GARDEN

Set among large trees and manicured bushes lies a picturesque fountain with waters that merrily splash.

Day 4. Starting at dusk, two burial guards station themselves here to carry out orders to keep anyone but the party members from leaving the manor.

10. STAIRS

The wider staircase ascends to the family and guest bedrooms on the second floor. The narrower stairs descend to the kitchen and servants' quarters on the basement level.

Day 4. The servants' quarters are infested with four burial guards. Unless the heroes intervene, they kill any remaining servants before the night is over.

CONCLUSION: THE BURIAL MOUND

As soon as the party discovers their estate is built over a burial mound, they'll probably want to search it. This is a good opportunity to design a small dungeon full of undead creatures and funereal treasure.





OUTPOST

Built at the edge of civilization to keep the wilderness at bay, an outpost is a tall palisade surrounding a small village. Those who build outposts are hardy pioneers forging a path into the unknown for others to follow.

Outposts are usually placed near a valuable resource, such as animal pelts, lumber, precious metals, a natural harbor, or a navigable river. Wherever there is an outpost, there is danger. Tall defensive walls, often made of sturdy spiked logs, keep wild beasts, orcs and goblins, bandits, and other nasty predators at bay.

Almost all the people who live in outposts hail from elsewhere but have embraced the hard frontier life in hopes of fortune, prosperity, peace, or redemption. Trappers, hunters, smithies, miners, sailors, soldiers, and sellswords are just a few of the different kinds of people one can find at an outpost.

Some armies who dig in to a location might build an outpost. These war camps are very much like outposts, but instead of claiming a stake in a valuable resource, they are permanently camped against an enemy force.

Almost any character might want to build an outpost, except perhaps outlanders who prefer the wilderness to the encroaching civilization found behind a wall.

Construction Cost. 15,000 gp

Construction Time. 100 days

Upgrade. An outpost can be upgraded to a keep for 35,000 gp in 300 days.

OUTPOST FEATURES

Industry Score Increase. Your settlement's Military score increases by 2.

Fledgling Village. An outpost, more than any other stronghold, resembles a miniature village with smithy, stables, housing, and more. On your first turn after the construction of an outpost, you can make a decree to construct two buildings instead of one.

ADVENTURE: HOW TO RAISE A DRAGON

If you give a chromatic dragon a loving home, will it still tear your throat out while you sleep? Find out in "How to Raise a Dragon," an adventure for 7th- to 9th-level characters.

ADVENTURE BACKGROUND

A studious and curious adolescent named Jub lives at the outpost. Not long ago, he found five eggs in a nearby cave. He correctly identified them as dragon eggs. Jub took precautions. He watched the mouth of the cave to make sure the mother dragon had truly abandoned the clutch of eggs.

Certain that no dragon would be coming to collect her wyrmlings, Jub took the eggs and hid them at the fort. There he waited until they hatched, hopeful that he could raise them up right.

One day, a crack formed in the side of one of the eggs. Then another. Within minutes, Jub was the proud papa of five chromatic dragon wyrmlings. He knew the reputation of such dangerous creatures but set out right away to provide and teach.

But the wyrmlings were driven with powerful instinctual programming. Without being taught, they could already speak Draconic. Flight came naturally within the first week. And, within days, the wyrmlings had already established a pecking order based on might and cunning. Finally, they began to hoard anything valuable they could find.

Jub was in over his head. Their instincts kicked in before he could teach them anything. When the lead wyrmling tore open Jub's belly on a whim, Jub couldn't say he was surprised.

Now the dragons are on the prowl. Knowing only the outpost, they wish to claim this stronghold and all its wealth as their own.

WHAT KIND OF DRAGON?

Chromatic dragons can be black, blue, green, red, or white. Which kind of dragon Jub encountered depends on the terrain on which the outpost stands.

Consult the table below to determine the appropriate dragon type.

Terrain	Wyrmling
Arctic	White
Coast	Blue
Desert	Blue
Forest	Green
Grassland	Blue or Red
Hill	Red
Mountain	Red
Swamp	Black
Underdark	Red
Underwater	Dragon Turtle*

* See the **dragon turtle wyrmling** stat block.

HERE BE DRAGONS

Sibling rivalry and petty jealousy have separated the wyrmlings who have dispersed throughout the outpost. One can be found in each of the following locations: the meeting hall, a store house, the middens, the armory, and the stables.

The adventurers almost immediately hear reports of missing persons or tales of monsters lurking in the outpost. They probably want to start searching the outpost. Upon being discovered, each dragon wyrmling attacks, confident that they can kill the party just as they killed Jub.

Should a dragon take damage, however, it takes to the sky and flees from the outpost. As each one is driven from the outpost, the dragon siblings regroup somewhere outside the walls to plan a coordinated attack. See the Dragon Attack section.

1. INN

This small building has smoke wafting from a small chimney, along with the smell of hearty food. A hanging wood sign outside identifies it as an inn.

Visitors and newcomers to the outpost can find lodging and food in this small inn.

DRAGON TURTLE WYRMLING

Medium dragon, neutral

Armor Class 17 (Natural Armor)

Hit Points 65 (10d8 + 20)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	7 (-2)	10 (+0)	9 (-1)

Saving Throws Dex +2, Con +4, Wis +2

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 10

Languages Aquan, Draconic

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Attack Weapon:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Steam Breath (Recharge 5-6). The dragon turtle exhales scalding steam in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Those who plan on staying permanently are expected to move out when suitable ground for a tent or cabin can be requisitioned.

2. FIRE PIT

Long wooden tables with a bench on either side of each stand around a large cooking pit.

Since the housing is too small and primitive to have kitchens, most of the outpost residents prepare and take their meals in this outdoor cooking and eating area.

3. CABINS

Rough hewn cabins with dirt floors stand lined up in a row.

The first families to move to the outpost built these simple one-room structures.



4. MEETING HALL

This unadorned multipurpose building is filled with long benches and chairs. A podium stands faces the audience.

The leaders of the outpost use this building for community meetings. Occasionally, plays and other performances are staged here.

When the inn is full, visitors can find protection from the elements here.

The sneakiest, most cunning **dragon wyrmling** lives here. Jub called her Stretch because of her long, muscular neck. She hides in the rafters whenever she hears anyone approaching, then swoops down to kill. She eats her kills, hauling bodies back up into the rafters like a jaguar.

5. COVERED WELL

The well has a bucket attached to a simple winch system.

This well services the entire outpost and is the best place for gathering water, cleaning laundry, and exchanging local gossip and rumors.

6. STORE HOUSES

Valuable commodities and resources are kept here before being sold to merchant caravaneers or other buyers.

Jub kept the dragon eggs here until they hatched.

The laziest of the **dragon wyrmlings** remains here, viewing the provisions stored here as the beginnings of his hoard. He attempts to kill anyone who steals from his "lair." Jub called this particular dragon Wheeze because his nostrils start to whistle just before he uses his breath weapon.

7. MIDDENS

The sweet smell of decomposition rises from these shallow pits covered by black netting.

Each of these middens are the community's refuse and composting heap.

A particularly gluttonous **dragon wyrmling** is here, half-buried in the trash and living off the scraps the outpost residents unwittingly feed him. Jub called this wyrmling Runt because he was the smallest at first. Now, however, his belly is the biggest of the lot.

8. ARMORY

This small building with a steep roof is kept carefully locked.

The armory is stocked with weaponry and armor in case of attack on the outpost.

A **dragon wyrmling** dug a hole under the wall and wriggled into this small building. Confusing the shiny armor and weapons for precious metals, she has declared this her hoard. Her name is Ridges, a name Jub gave her for her prominent crest.

9. MARKETPLACE

This small community marketplace contains four tent stalls. Baskets of vegetables and milled grain line the makeshift avenue.

Like so many other things in the outpost, market stalls are designated for community use and are available as needed. As a result, the vendors rotate frequently.

10. SMITHY

The clanging of hammer on anvil announces the presence of a blacksmith shop. Horse shoes, wrought iron, wheels, and simple weapons fill the tables here.

The blacksmith and his apprentice take orders and shape metal here. They do well crafting household and husbandry items, but only have middling skill in armor and weapons.

11. STABLES

The stables has feed and stalls for up to five mounts.

Few people in the outpost own a mount, besides perhaps the party members. These stables are mostly for visitors and merchant caravans.

One of the stalls is currently occupied by a **dragon wyrmling** Jub named Regina. She is the largest and strongest of the wyrmlings. Since she's never encountered any creature more powerful than she, Regina has quite an opinion of herself.

Regina has slaughtered an old mule and is slowly feeding on it, biding her time.

12. WATCH TOWERS

A sentry is posted at the top of each of these five, two-story towers.

Every adult resident of the outpost is expected to spend a daily four-hour shift on guard duty. Dangers to the outpost approach frequently, requiring vigilance.

DRAGON ATTACK

Once the heroes have driven all five wyrmlings from the outpost, the dragons band together and launch a coordinated assault on the outpost.

At the sound of Regina's roar, each of the dragon wyrmlings launches itself at one of the watch towers. After taking out the guard, they swoop into the outpost. Their goal is to sow panic among the residents, drawing the party out.

- Runt sets fire to or topples one of the cabins.
- Ridges attacks anyone trying to enter the armory.
- Wheeze goes to the stables to slaughter the livestock.
- Stretch acts as lookout, circling high overhead, shouting warnings and orders in Draconic to her siblings.
- Regina alights next to the well in the center of the outpost and roars a challenge to the heroes.

Once the party is assembled, the five dragon wyrmlings converge and attack until three or more of them are dead. The survivors attempt to flee.

CONCLUSION: DRAGON SCOURGE

Any surviving wyrmlings become a growing threat. As the settlement grows, so does the dragon. The next time the party sees one of the dragons, make it a young dragon instead of a wyrmling.

Future generations might see the young dragon mature into an adult and then reach its full horrific majesty as an ancient dragon. This lingering threat might eventually draw the party out to deal with the dragon threat once and for all.





TEMPLE

In most faiths, the temple is the holiest of all structures, one worthy of exquisite craftsmanship and frequent pilgrimages. Because a temple is not built for mortals but to honor, or even house, a god. Unlike abbeys, a temple's purpose is not religious study and scripture. The emphasis is on worship.

Temples are sometimes called tabernacles or pagodas. Generally, they are bigger than shrines and considered holier than cathedrals. Some temples are exclusionary, barring the unwashed masses from part or all of the building. Others open their doors wide in hopes of converting those who enter.

In addition to being places of worship, temples often evoke the spiritual tenants of the faith through ritual, story, or song. Every part of the temple, from carved columns to reflecting pools reminds devotees of their faith. Some even tell a cosmic story through ceremony and symbol.

Temples sometimes offer healing from disease or illness. A few even house those with the power to break strong curses.

Temples often house the monks or priests who keep and maintain the building and the faith, usually led by an archpriest or monk master.

Not every temple is dedicated to a deity. Some are devoted to an ideal, a cause, a nation, or a monastic tradition. As such, temples are built by **clerics**, **paladins**, **monks**, and other faith-inspired characters.

Construction Cost. 50,000 gp

Construction Time. 400 days

TEMPLE FEATURES

Industry Score Increase. Your settlement's Religion and Health scores each increase by 3.

Under Our Wing. While in your temple, you implore your deity's aid. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your character level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

ADVENTURE: DEVIL'S DUE

When a fallen planetar is cast out of heaven for his rebellion, a legion of devils make a mad scramble to claim his soul for hell. "Devil's Due" is an adventure for 14th- to 16th-level adventurers.

ADVENTURE BACKGROUND

Zoan was, until recently, a powerful angel in the service of the god revered at the party's temple. After millennia of exacting and perfect servitude, Zoan started to believe he could do no wrong. He even began to think himself the equal of the deity he served and to question why he need be a servant at all.

Pride and jealousy were his undoing. One day, Zoan jealously attempted to destroy his god. Terribly outmatched, he failed. As punishment, the god threw Zoan into the Material Plane to learn a lesson.

Asmodeus, ruler of all devils, watched the angel's descent and decided to claim Zoan as his own. The Dark Prince sent a legion of fiends to drag the angel down to hell to serve Asmodeus for eternity.

THE FALLEN ANGEL

Zoan is a lawful evil fallen planetar. He has not realized the extent of his corruption, but, by the time the heroes meet him, he only operates out of selfishness.

Ideal. "If I become strong, I can take by force what I deserve."

Bond. "I will pledge my service to a better master, one whom I can overthrow when I grow strong enough."

Flaw. "I am new to deception, and even mortals easily see through my lies."

SETTING THE STAGE

The adventure begins when the characters are visiting the sanctum. Read the following text aloud:

As you gaze at the stone depiction of your deity, a dolorous clanging of bells sounds in the sanctum. Time and space are suddenly torn asunder. And, for a moment, the majesty and light of a celestial realm blinds you, threatening to consume you.

The vision closes as quickly as it began. As you regain your senses, you see a gigantic man with hairless green skin and pristinely white feathered wings. He is injured and walks with a noticeable limp.

The heroes are welcome to question Zoan, who frankly tells them his name and about his divine nature. However, he lies about the reason for his "visit," claiming that his presence is a blessing to the keepers of this temple. Because he is new to lying, Zoan rolls with disadvantage on his Charisma (Deception) checks.

Once the conversation starts winding down, a malevolent laugh resounds in the temple sanctum. The angel, recognizing the fiendish laughter of Asmodeus, flees south to the temple master's chambers.

As soon as Zoan is out of sight, the reflecting pool quickly drains as its waters empty into a rift to Nessus, the ninth layer of hell. An infernal legion springs out of it, reeking of brimstone and giving off a wave of heat.

"Tell us where the angel is," demands a shockingly beautiful woman in fiery black armor, "or we will kill you and drag your souls to hell."

The legion is composed of an erinyes, four cambions, and eight incubi, some of whom are astride nightmare mounts.

The erinyes leader is named Tisiphone. She is impatient with any response from the party besides a direct answer to her question. She orders four of the incubi to kill the heroes should they refuse to help. The rest fan out in search of Zoan.

If the characters answer the question right away, the devils leave them alone, hurrying to the location the party gave. Before she leaves, however, the erinyes spits on the statue in contempt of the god it represents.

See the room descriptions below to see where the devils go.

1. PURIFICATION ROOM

On the left of this antechamber, a font of water for ritual washing beckons. On the right, a furnace emits the sound of flame. Sticks of incense stand upright in a vase nearby.

Before anyone can enter the temple sanctum, they must first perform a ritual washing and burning. In some religions, the burning is the symbolic burning of incense or reeds. In others, one must actually touch the flame.

2. HERB GARDEN

The aroma of a thousand pungent spices and herbs assaults your senses in this verdant garden.

The temple workers grow their own herbs, fruits, and vegetables, all of which can be found growing here.

3. KITCHEN

A cooking hearth dominates one corner of this room while a long counter stained green from cutting herbs stands along the wall opposite.

When the adventurers enter, four snarling **cambions** are here. With readied actions, they grab cooking knives and throw them at the party members. If that doesn't deter them, the cambions attack with spears and fire rays.

4. GUARDIAN STATUES

Two fearsome warriors dyed red and striking an aggressive pose guard the entrance to the temple proper.

These Large statues are inanimate objects, but could become useful servants if one of the party members casts *animate object* on them.

5. TRAINING ROOM

Rolled meditation rugs line one wall of this room. Weights, wooden dummies, and other training equipment complete the room.



The erinyes is here. But as soon as the party arrives, she growls and summons six **merregons** before exiting outside. The merregons fight until destroyed.

6. MEDITATION POOLS

Brightly-colored fish swim in four small pools set into this brick outdoor patio.

The fish in the ponds resemble koi.

No matter how quickly the heroes follow, the erinyes who passed this way is nowhere to be seen.

7. DORMITORY

Six small bedrooms house the residents and caretakers of the temple.

The only trace of the fiends that already passed this way are three dead caretakers, murdered in their rooms.

8. MASTER'S CHAMBERS

The master or archpriest of the temple has a suite of rooms in this wing, including a library and spacious sleeping and meditation area.

Zoan has fled here, where the **erinyes** found him. Instead of battling, the two extraplanar beings are sitting down talking. Zoan has already turned.

"Ah, welcome," says the erinyes. "You're just in time to witness the fall of an angel. Prove your conversion to Asmodeus, Zoan. Kill these innocents."

Zoan, a **planetar**, now physically recovered from his fall from heaven, hefts his greatsword and attacks the party while the erinyes looks on.

As the fight continues, any surviving devils enter to also watch Zoan battle the party. If the heroes prevail, the erinyes has a choice to make. She can either try to destroy the party for their insolence or simply teleport back to hell. The DM can decide whether the devils attack all at once in an epic final battle, or the erinyes merely shrugs saying, "Apparently, the might of Zoan was greatly exaggerated," before disappearing.

9. MEETING ROOM

A heavy wood table with ten chairs is the only furnishings in this otherwise bare stone room.

This room is for formal meetings of the clergy or monks who reside at the temple. Sometimes the room is also for holy day feasts.

10. CHORAL ROOM

Various instruments to perform sacred music fill this room, including a harp, drums, harpsichord, and more. A stand lies against one wall where a choir might sing.

One **incubus** for each member of the party sits at musical instruments. "At last! We'd hoped you'd come to our performance. Listen to the music of hell!"

As they play, the incubi use their Charm ability to make the party members their willing slaves. Their first command to the charmed characters is to order them to attack any who resisted being charmed. When only charmed characters remain standing, the incubi attempt to finish them off with Draining Kisses.

If all else fails, the incubi attack with claws.

11. CHAPELS

A few rows of pews face ornate altars in these two side chapels dedicated to intercessory deities.

These chapels are for meditation and prayer to the god to which the temple is dedicated and any lesser deities over which that god presides.

12. SANCTUM

A statue towers over this end of the temple. The stone carving stands almost two stories tall and depicts the deity or personification of the ideal this temple honors. Four columns surround the statue, two of them carved to look like worshipers with hands raised in praise. Immediately to the south is a perfectly still reflecting pool.

After the fiendish legion disperses, four **incubi** remain, each one atop a **nightmare** steed. The incubi try to Charm as many characters as they can, commanding them to drop their weapons and hold still.

They joke among each other that they will really pierce hearts now.

These incubi have a Strength of 16 and wield lances, adding the following attack:

- **Lance. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. **Hit:** 9 (1d12 + 3) piercing damage. If the mounted incubus moves at least 20 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

CONCLUSION: SEE YOU IN HELL

The erinyes Tisiphone can become a regular antagonist to the party since they spoiled her plans to claim an angel as hell's own.





TOWER

Like a finger pointing skyward, the tower rises from the ground as a solitary sentinel watching over the countryside. Should a mage live there, the tower sometimes is lit with strange lights at night. Small explosions rock the ground. Unearthly roars betray the presence of alien beasts in the cellar.

Anyone can construct a tower. And while they have defensive properties that might help soldiers, these tall, cylindrical strongholds mostly attract those who require solitude to pursue their occult or arcane studies.

There certainly are towers that have a strictly military purpose, serving as a kind of miniature keep. A small garrison of soldiers can easily watch the surrounding countryside from a tower's heights.

However, it is typically, sages, seers, and wizards who build and live in towers. This eccentric lot fill towers with arcane libraries, alchemist laboratories, magic circles, mechanical wonders, and sundry oddities.

Tower residents might employ apprentices, guards, and constructs to run and defend the tower.

Not surprisingly, **wizards** prefer strongholds as do other arcane spellcasters, such as **sorcerers** and **warlocks**. Still others are interested solely in the tower's defensive capabilities, such as **fighters** and **paladins**.

Construction Cost. 15,000 gp

Construction Time. 100 days

Upgrade. A tower can be upgraded to a keep for 35,000 gp in 300 days.

TOWER FEATURES

Industry Score Increase. Your settlement's Military and Lore scores each increase by 1.

A Little Magic. Anywhere in this settlement, as a bonus action, you can call for aid and, in 1d4+1 minutes' time, a 2nd-level spellcaster sidekick appears to aid or fight for you.

You cannot use this feature again until the sidekick dies or is dismissed. (See the rules for Sidekicks in the *D&D Essentials Kit Rulebook*.)

ADVENTURE: A CURIOUS CASE OF FLUMPHS

When the characters return to the tower one day, they discover it overrun with flumphs. *A Curious Case of Flumphs* is a mystery adventure for 11th- to 13th-level characters.

ADVENTURE BACKGROUND

An elder brain was cut off from its illithid colony when it fell into a portal. The brain's illithid colony, like some decapitated animal, quickly died off without it.

The elder brain survived but found itself alone in a pocket universe called the Demiplane of Brine. For millennia, the elder brain has been trying to escape, and it may now have found its chance.

The summoning circle in the tower cellar has been compromised. The elder brain has co-opted it to create and maintain a miniscule portal connecting the brain's demiplane and the Material Plane.

The elder brain is using the tower and the tower's telescope as a gigantic conduit for its prodigious psychic powers. With this amplified channel, the elder brain has been beaming a message into the sky: "Release me!" Unfortunately for the player characters, something has heard the call and is rushing to heed it.

That something is a whole host of star spawn. These extraterrestrial aberrations are hurtling toward the party's tower at great speed. Should they arrive, they battle their way to the cellar of the tower and tear the portal open wide enough for the elder brain to escape into the Material Plane.

Meanwhile, a dozen flumphs, drawn to the psychic energy coursing through the tower, have taken up residence there.

The flumphs are slowly going mad due to the horrifically alien psychic babbling of the approaching star spawn. Any flumph that is attacked flees to the next level of the tower.

1. SUMMONING CIRCLE

This secret room contains an enormous circular painted onto the stone floor with arcane glyphs and symbols throughout. A table filled with decanters and glass flasks stands in a corner.

The portal between the Material Plane and the Demiplane of Brine is the size of a pea, floating in the center of the room. The portal is only noticeable with a successful DC 20 Wisdom (Perception) check. The portal can be closed by casting *dispel magic* using a spell slot of 6th level or higher.

If any star spawn reach this room with the portal still intact, they can summon the **elder brain**, making this a potentially lethal combat encounter. Feel free to make the star spawn have to complete a lengthy ritual in order to open the portal further.

2. STORE ROOM

Barrels and crates rest here, filled with provisions sufficient to feed a small group of people for up to a year. Among the foodstuff and wine are several strange packages that give off the smell of magic.

Three **flumphs** hover in this room. The trio is disoriented, running into walls and crates as they frantically whirl about. They turn from green to red and back, as the psychic energy excites them but their inability to locate its source angers them.

The flumphs are too distracted and confused to put together coherent sentences. But it should be abundantly clear they are searching for something.

If the door to the summoning circle room is opened, the flumphs give a psychic shout of joy and rush in, converging on the portal.

Once inside, the flumphs feel the full and sudden rush of psychic energy from the ancient elder brain. It proves too much for the poor creatures, and they balloon to twice their size before wetly popping.

3. PARLOR

An overstuffed owlbear greets those who enter the tower. In the corner, a cozy chair and footstool are pulled close to a brazier. A bookcase filled with titles for pleasure reading stands the adjoining wall.

A **flumph** hovers over the reading chair, glowing blue. "So sad," it repeats telepathically to any within range.

A work of fiction has saddened the little aberration. The novel has given the flumph insight into the psychology of humanoids. It regrets their imminent destruction. If the characters try to talk with it, the flumph turns a deeper shade of blue. "So sad you all will soon die."

The flumph does not have the words to better explain.

4. KITCHEN

A large metal stove dominates this room with a pile of logs next to it for burning. A greasy wood table to one corner has chairs for four people. A counter for preparing food stands next to the door.

The stench in the kitchen is horrible. A **flumph** here is madly dueling the warm stove.

It all started when, in its mad reverie, the flumph brushed against the stove and got burned. In retaliation, the flumph released a stench spray, covering half the kitchen, including the stove. The foul-smelling liquid has been bubbling away on the stove, even while the flumph adds an additional coat of it every few minutes.

5. LIBRARY

A library has books on numerous topics of research, including the arcane. A large wood desk with a cushioned, hard-backed chair stands in the middle of the room.

Four **flumphs** are here, grabbing books with their tendrils and hurling them across the room. These flumphs are the most lucid of the bunch, but have lost the ability to telepathically speak. There's simply too much telepathic noise in this room.

Instead, the flumphs are attempting to communicate with the party by arranging book titles to spell out a warning. The characters can decipher this strange form of communication with a successful DC 20 Intelligence (Investigation) check.

The first letter of each book title spells out a message.

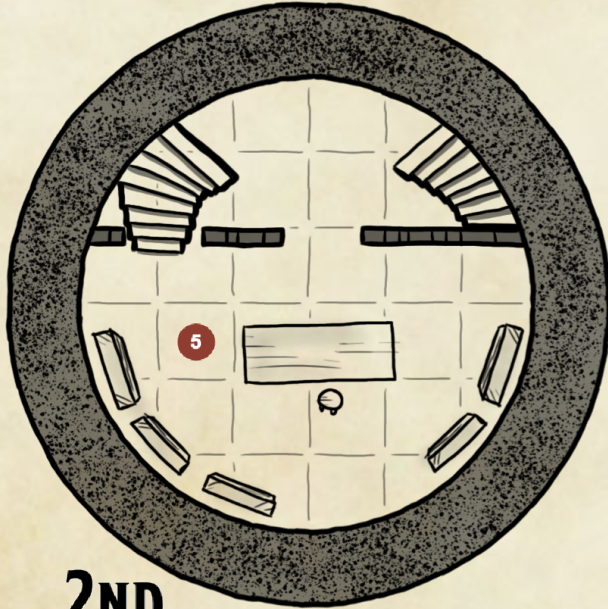
- *Diary of Sarevok*
- *Embalming: The Lost Art*
- *Against the Undead*
- *Tales of Existential Dread*
- *How to Kiss Better*
- *Flumphs: A Primer*
- *Revendro's Roll of the Passing Years*
- *One Sage's Wyrmbook*
- *Mind Over Muscle*
- *Art of Weaponcrafting*
- *Bowgentle's Book*
- *Of the Fall of Netheril*
- *Volo's Guide to the Vast*
- *Encyclopaedia Deifica*



CELLAR



1ST



2ND



3RD



4TH

Incidentally, the library contains a book with information about flumphs. Any creature that reads such a book can obtain all of the information about flumphs as contained in the *Monster Manual*.

6. BEDROOMS

Two bedrooms are on the third level, each with straw bed and footlockers.

There are two **flumphs** on this level, one in each bedroom. They have both adopted a personality not their own. Each of these flumphs seems to be perfectly mimicking the person, probably a party member, who customarily lives in the room in which the flumph is floating. In both cases, the lingering thoughts of the bedroom's owner, together with the psychic energy coursing through the tower, have convinced these flumphs they are someone else.

The flumphs might be wearing the characters' clothing, sleeping in their beds, or reading a book. They speak only telepathically, of course, but their voice sounds like that of the character. Their delusion is so complete that the flumphs wholly believe in their assumed identities.

No matter its assumed identity, if the party engages the flumph in conversation long enough, the flumph lets slip that the party should peer through the telescope on the top floor.

7. OBSERVATORY

An enormous cylindrical tube dominates this room and points skyward. A wood stool stands at the narrower end of the device so that a person may peer into the small glass lens at that end. Besides that one can find an unmade bed, a table with four chairs, and a long workbench.

The telescope is designed to capture starlight but it's also acting as a funnel for psychic messages from the beyond.

A creature that looks through the telescope can glimpse the incoming star spawn. The only way to prevent them from arriving at the tower is by destroying the telescope or pointing it at a different part of the sky. That cuts off the link between the elder brain and the star spawn.

Dozens of flumph corpses lie here, overwhelmed at the alien telepathy of the star spawn. A single **flumph** has survived, though it is upside down with its tendrils waving weakly. The heroes can easily upright it if they choose to.

This flumph's psyche has been blasted away. It is no more than a receiver for the star spawn chatter. Some of the messages the flumph might telepathically transmit to the party are these: "We are coming!" "Our minds mingle." "On the planet, under the ground, through a circle." "A brain without a body; we shall be your limbs." "Death from above."

The transmission is only one way. The characters cannot communicate with the star spawn through the flumphs.

TOUCHDOWN

If the heroes cannot piece together the meaning of the flumph invasion in time, the star spawn arrive three hours after the party discovers the infestation of flumphs. The star spawn land wetly in the top floor of the tower in a confusing mass of boneless flesh. They reconstitute their forms as an action. The star spawn consist of ten **star spawn grue** and three **star spawn manglers**.

The star spawn have no interest in the heroes. They attempt to descend the tower and gain access to the summoning circle room in the cellar. If the heroes injure a star spawn, that individual attacks them and fights to the death.

CONCLUSION: THE DEMIPLANE OF BRINE

Instead of closing the portal to the Demiplane of Brine, some characters may want to pass through it. Unless already dealt with, the biggest threat there is the **elder brain**. Other dangers include **steam mephits** and **mud mephits**, along with a trio of hapless humans who slipped into the hot, stinking brine and were transformed into **bodaks**.





TRADING POST

Also known as trading houses or trading stations, trading posts have a long and storied history.

Wherever there is a trade route, a valuable but remote resource, or a settlement with a strong bartering system, there is a trading post. Trading posts stock up on and sell the goods folk need, like grain, leather, cloth, meat, hide, animal feed, lumber, fruits and vegetables, beer and wine, ingots, and more. A post accepts both coin or goods, thereby becoming an integral aspect of the local economy.

Trading posts also represent the quickest way for player characters to start earning a steady income. But beware! Your success might make others jealous, even murderous.

The owners of a trading post usually hire a manager who sees to the day-to-day running of the business. The manager might employ an adolescent boy or girl to see to the menial labor at the post.

Characters with the **guild artisan** or **guild merchant** backgrounds would naturally be drawn to the trade business, as might **criminals**, **far travelers**, **folk heroes**, **urchins**, and anyone else looking to get rich quick.

Construction Cost. 5,000 gp

Construction Time. 60 days

Upgrade. A trading post can be upgraded to an outpost for 10,000 gp in 40 days.

TRADING POST FEATURES

Industry Score Increase. Your settlement's Commerce score increases by 1.

Business is Good. A trading post might mean regular income for the party. The party rolls percentile dice with advantage and adds the number of days spent running the trading post (maximum 30), then compares the total to the Running a Trading Post table to determine what happens.

If the party is required to pay a cost as a result of rolling on this table but fails to do so, the trading post begins to fail. For each unpaid debt incurred in this manner, the party takes a -10 penalty to subsequent rolls made on this table.

RUNNING A TRADING POST

d100 +

Days Result

01-20 You must pay 15 gp for each of the days.

21-30 You must pay 10 gp for each of the days.

31-40 You must pay 5 gp for each of the days.

41-60 The trading post covers its own maintenance cost for each of the days.

61-80 The trading post earns a profit of $1d6 \times 5$ gp.

81-90 The trading post earns a profit of $2d8 \times 5$ gp.

91 or The trading post earns a profit of $3d10 \times 5$ higher gp.

ADVENTURE: STOP, THIEF!

After a bout of adventuring, the party returns to their trading post to see how business is going and to collect their earnings. Business is brisk, claims the manager, but there are no earnings to collect. They've all been stolen and no one knows who did it.

"Stop, Thief!" is a whodunnit adventure for 5th-level characters.

ADVENTURE BACKGROUND

The truth is that several parties are responsible for the stolen coin.

A family of oily boggles steals on dark nights with a new moon. Faerie dragons take some coin when there's a waxing crescent. And a group of kenku steal when the moon is brightest. A lost xorn steals when there's a waning crescent.

BOGGLES

Three boggles live under the bed of the manager's little boy. They came into being because the boy was lonely and wanted friends. Since that time, the boggles have been a nuisance, souring milk, tearing holes in sacks of grain, and pulling the cat's tail.

The manager's son is especially scared of the dark, so when the new moon comes the boggles get even more anxious. They steal coins and give them to the child to cheer him. The manager's son has been hiding the gold pieces under his pillow, not realizing the money really belongs to his mother.

In the morning, the only trace of the boggles is an oily puddle in the cash box.

Resolution. Fighting the boggles doesn't resolve the problem, since they simply reappear the next time the manager's young son feels lonely or scared.

The boggles only stop returning once the little boy has at least one real friend. The adventurers can be inventive about how they solve this one, including being the boy's friends or giving the manager more time off to spend with his son.

FAERIE DRAGONS

Faerie dragons may only be the size of a cat, but they are still dragons. And, like all dragons, they love to hoard coin.



A mated pair of violet faerie dragons have discovered the trading post's cash box. They steal from it once a month. To move around without drawing attention, the two tiny dragons polymorph into black cats. Then, with mouths full of coin, they add the money to their "hoard" in their nearby "lair," located in a nearby shed.

Resolution. The faerie dragons won't give up their hoard without a fight, though they attempt to flee if the fight doesn't go their way.

The faerie dragons can be paid off in worthless shiny baubles, trinkets, baked goods, or even jokes, stories, and song.

KENKU

A family of four kenku—two adults and two adolescents—also steal from the trading post. Unfortunately for them, kenku have no darkvision. So they choose to only steal on nights when the full moon is out to guide them.

This family doesn't steal out of greed or malice, but simply to pay their rent. A slumlord keeps upping the price on them and local law won't help. Their only choice is to steal or be evicted. The trading post has money and minimal staff, so they've chosen it as their target.

Resolution. The kenku fight to protect themselves and each other but would rather flee if caught in the act of stealing. If the party stops and talks to the kenku, they can piece together their story. Finding the kenku cheaper housing or better employment (at the trading post perhaps) stops their thieving.

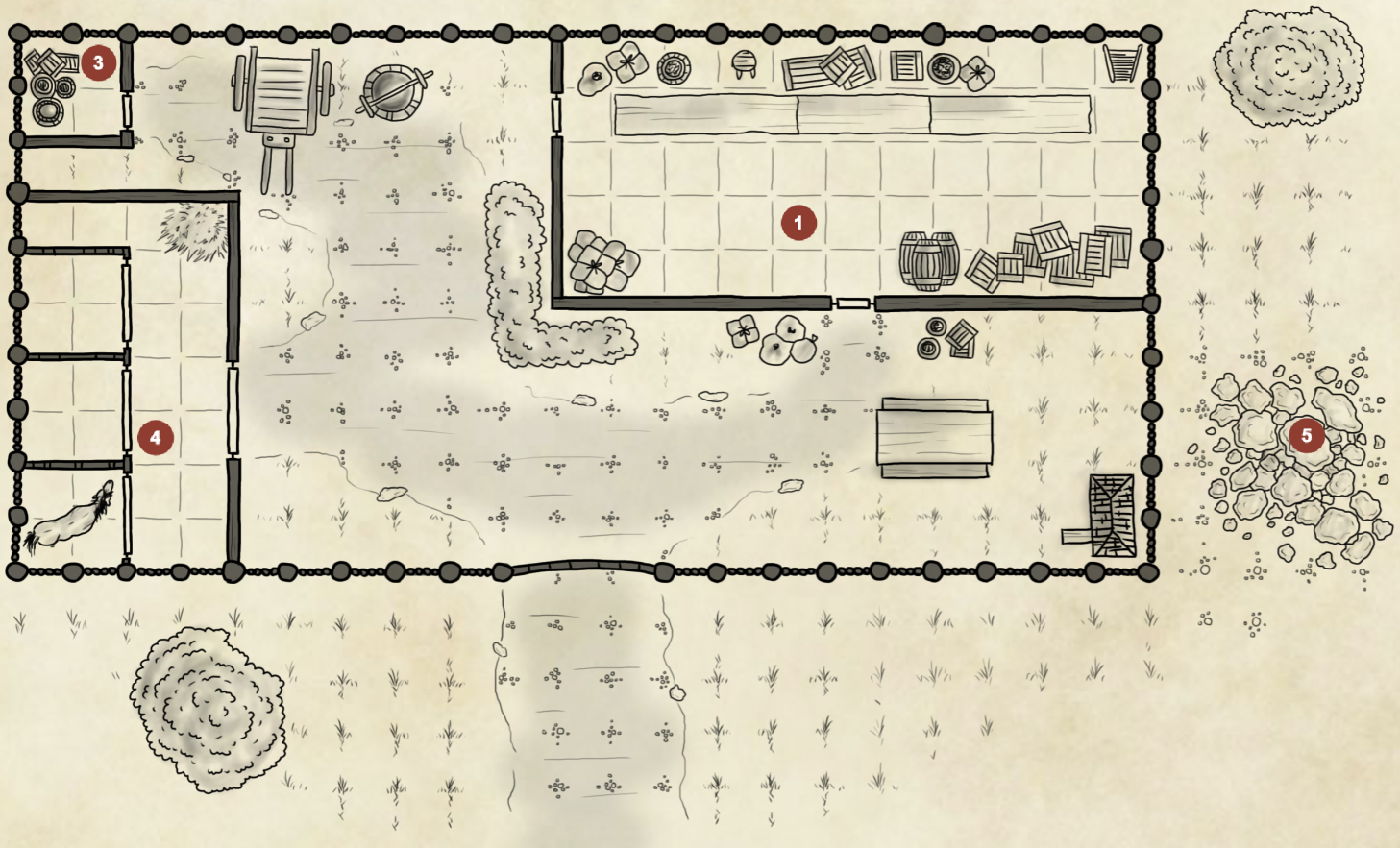
XORN

The strangest thief among the lot is the xorn, a creature with a stout body and six limbs. The xorn is native to the Elemental Plane of Earth, but wandered into a portal and became trapped on the Material Plane. The small portal is still out there, in a nearby stone quarry, but the xorn is disoriented and cannot find it.

The xorn is attracted to the metal contained in the trading post, viewing it as a source of food.

Resolution. The xorn just wants to go home. Unfortunately, it only speaks Terran, a dialect of Primordial. If none of the party members can understand the xorn, they might just try to kill it.





If they do communicate with the xorn, it can tell them of its plight. The portal, which, at the DM's discretion might be guarded by a mindless **earth elemental**, can be located with the horizon walker ranger's Detect Portal feature. Otherwise, one can find it by thoroughly searching the stone quarry.

CRIME WATCH

Most likely, the characters try to guard or spy on the cash box to see who steals from it. Who they see sneaking in to take coin depends on which night they watch. The party might fight, imprison, scare off, or resolve the concerns of the thieves.

But if only one of the four thieving individuals or groups are dealt with, the other three remain. Consequently, this adventure can be played out over some time as the party becomes aware of new threats to their gold and continue to deal with them.

1. STORE

The main building in the trading post is a store where people can buy or trade goods. Besides the numerous barrels and wooden boxes that line almost every wall, there is only a chair and a long counter behind which the manager stands to deal with customers. A ladder in the corner leads to the second story.



The coin is kept behind the counter in a metal box. Though the box is locked at night, the various thieves pick the lock or smash the box open when they come to steal.

2. SECOND FLOOR

A ladder leads to this humble second story. The wood roof slopes downward, forcing tall people to stoop everywhere but along the middle of the room. There is a straw bed for the manager and another sized for a child on the opposite side of the room. Boxes and barrels that don't fit downstairs find their way up here.

The three **boggles** sleep under the smaller bed during the day. Unless a party member physically looks under the bed, there is little trace of them except for an oily residue seeping from underneath.

3. SHED

This small structure contains a few boxes and some gardening and woodworking tools.

The pair of violet **faerie dragons** keep their hoard here in an empty barrel. They fight for it until they've lost more than three-quarters of their hit points, unless they're given a better deal like delicious food or shinier baubles.

4. STABLES

There is room and feed here sufficient for up to three mounts. The manager's aging mare takes up one of the stalls.

The **kenku** family slip in here to hide until after dark on nights with a full moon.

5. STONE QUARRY

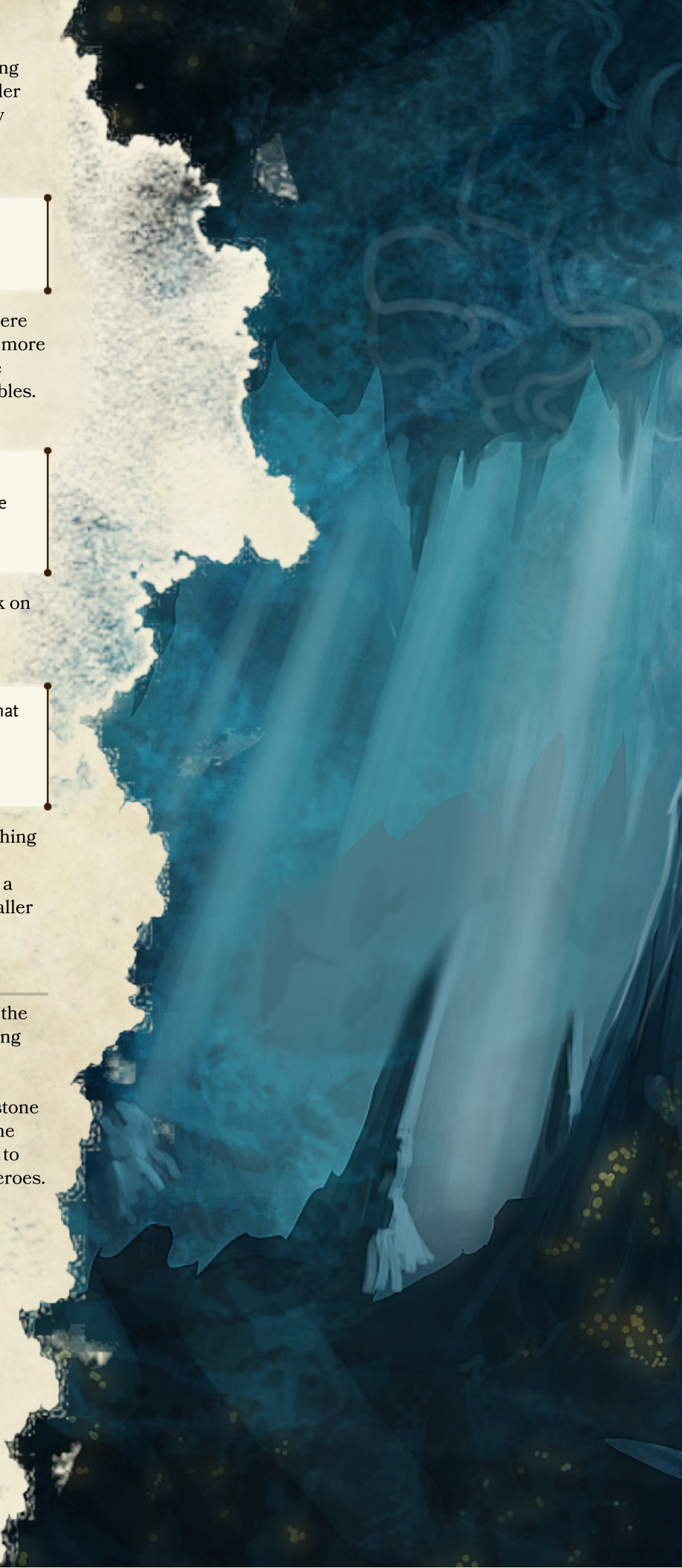
Stonecutting tools and numerous right angles show that this rocky outcropping has recently become a stone quarry.

The **xorn** resides here until it gets hungry for something better than stone from the quarry. A portal to the Elemental Plane of Earth is also here but hidden by a sizeable boulder. The portal permits Medium or smaller creatures access to that other plane.

CONCLUSION: PLANE HOPPING

Once the four thieving groups have been dealt with, the adventurers can reliably make money from the trading post again.

Some characters might be tempted to visit the Elemental Plane of Earth through the portal in the stone quarry. That's something of a reward for resolving the xorn's dilemma peacefully. DMs should be prepared to run a Plane of Earth adventure or two for curious heroes.



CHAPTER 4: HOUSING

An orc roasts meat over the fire in his lair and watches the smoke waft out of the hole in the roof. An aarakocra swoops into a crevice in the cliffside and there finds her mate sitting on their clutch of eggs. A dwarf takes one last look around before entering the mouth of the cave. An elf tugs on a large vine, then climbs it toward her home high in the forest canopy. A human thatches her cottage with fresh straw against the rainy season.

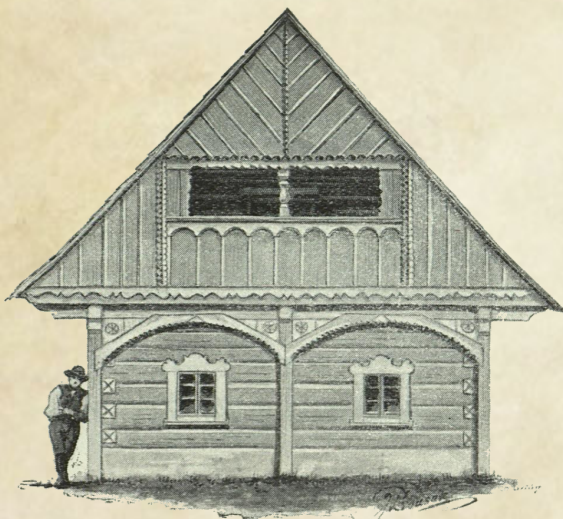
Who comes to live in your kingdom's settlements depends on the type of housing you build. Hill-holes for the diminutive halflings, caves for dwarven holds, and treetop dwellings for the hauntingly beautiful elves, not to mention the varied houses for humankind and their kin.

A village has only one type of housing and, therefore, only one race lives there in appreciable numbers. But settlements the size of towns or larger often have one or more minority races mixed in, represented by more than one kind of housing. (Here the word *minority* does not refer to social standing, but merely to population share). By time the settlement has grown into a metropolis, it becomes truly cosmopolitan with up to three minority races.

BUILDING HOUSING

After constructing a stronghold, it's time to build housing. Housing attracts people to live in your settlement. Without housing, your stronghold is merely a solitary building that serves the player characters. Building housing turns it into the center of a thriving settlement.

Once the stronghold is complete, choose a type of housing to build. Any party can build dwarf caves, elven treehouses, halfling hill-holes, or human houses. All other housing types are only available if at least one of the party members is of the corresponding race. For example, if one of the characters is a yuan-ti pureblood sorcerer, building yuan-ti ziggurats becomes an option. There are no such restrictions on minority races.



Keep in mind that not every intelligent race of the multiverse is appropriate for a player-controlled settlement. Dwarves, elves, halflings, and humans are the most common races to populate settlements. Other races and subraces are less common and attract a lot more attention. If your settlements are majority uncommon races, it might make sense to also build housing that attracts more common races, such as dwarves, elves, halflings, and humans.

Even if a particular race isn't represented in your housing choices, it's still possible to find members of that race in your settlement, just not in numbers great enough to make a mechanical difference. For example, even if you don't build hill-holes, there are a handful of halflings living in and visiting any given settlement.

Your choice of housing affects many different aspects of your settlement. It establishes fundamental qualities that exist throughout your settlement's growth. When making this decision, keep in mind the kind of kingdom you want to rule. For example, halfling hill-holes could be a good choice for a pastoral village, dwarf caves could encourage dwarven crafting and commerce, and elven treehouses can be the foundation for an arboreal city.

Housing affects your settlement's industry scores, traits, and also provides cues for building your settlement's story. Each housing description in this chapter includes information to help you detail the culture of the settlement, including its people's characteristics and flaws. These details are suggestions to help you think about your settlement. You can, of course, substitute your own details.

HOUSING TRAITS

The description of each type of housing includes traits that are common to members of the people who live there. The following entries appear among the traits of most types of housing.

PREREQUISITE

Some races can only truly live and thrive in certain **terrain** types. And no one can live underwater except for tritons and other water-breathing races. Before building housing, be sure you meet the terrain prerequisites. You can build housing for minority races in any terrain, except underwater.

INDUSTRY SCORE INCREASE

Every type of housing increases one or more of a settlement's **industry scores**.

UNIQUE BUILDING

Some **buildings** are exclusive to a specific race and cannot be built by anyone but members of that race. For example, only dwarves know how to construct a mithral mine.

UNIT

As soon as housing is built, you can begin to raise **units**. The initial type of unit you can raise depends on your housing. Most races raise **militia** or **tribal warriors** but there are exceptions. Statistics for these and other units can be found in Appendix B.

MINORITY BONUS

Each time you advance to a new settlement tier, such as a town, city, or metropolis (see chapter 1), you have the option to build additional housing. Doing so introduces minority populations in your city.

Building additional housing does not add the same bonus as initial housing does. Instead, there is a smaller Industry Score Increase, which is listed in this entry.

CHARACTERISTICS AND FLAWS

Each settlement has its own look and societal and cultural quirks. These are captured in the Characteristics and Flaws tables. Roll on these tables or choose from the listed options. Alternately, you can make up your own if you're feeling inspired. Roll when building additional housing too, since even minor races can influence the culture of the entire settlement.

DMs can use this information to bring your settlement to life. It influences how NPCs behave among themselves and with the party. Good roleplay may result when you incorporate these characteristics and flaws into the populace. Remember: just because you might rule a dwarven kingdom doesn't mean the culture in each settlement is the same.

EXAMPLE OF PLAY

Gertrude is the DM of a campaign whose players have built a trading post in a region of rolling grassland. The party is composed of three humans and a tabaxi character. Because of their composition, the party can build housing for any of the common races—dwarf caves, elvish treehouses, halfling hill-holes, or human houses—or tabaxi yurts.

The party decides they want something out of the ordinary and begin construction on tabaxi yurts. Gertrude describes how wandering tabaxi hear tales of a new village just for catfolk and start pouring into the settlement. Before long, a village is born.

The players decide on the settlement's alignment, bearing in mind that most tabaxi are chaotic. They decide on chaotic good and record it on their city sheet.

In addition, tabaxi grant an Industry Score Increase to Commerce and Lore, which is also recorded.

They note that the village can now raise a unit of **tribal warriors** as a decree, bringing a whole new level of combat to their game.

Once the village grows to the size of a town, the party can build a new type of housing to attract a minority race—perhaps human next time.



AARAKOCRA ROOKERIES

Prerequisite. Coastal, forest, or mountain terrain

Aarakocra are native to the Elemental Plane of Air, but here on the Material Plane make their homes on the sides of sheer cliffs or in nests made of vines.

AARAKOCRA SETTLEMENT TRAITS

Industry Score Increase. Far from home, aarakocra band together, while their gift of flight gives them a military advantage. Your settlement's Loyalty score increases by 2, and your settlement's Military score increases by 1.

Unique Building. Hatchery

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Military score increases by 1.

AARAKOCRA CHARACTERISTICS

d6 Characteristics

- 1 Almost dive-bombing unsuspecting beasts and humanoids on the ground is regional pastime
- 2 This aarakocra clan is known for their intricate and graceful mating dance
- 3 The birdfolk here investigate anything shiny left lying around
- 4 The concept of personal possession is unknown here; everything belongs to everyone
- 5 All the aarakocra here have vowed to recover the various pieces of the *rod of seven parts*
- 6 Most aarakocra resemble eagles, but this tribe looks more like owls

AARAKOCRA FLAWS

d6 Flaws

- 1 Stressed aarakocra lay eggs with thin shells, so mothers need to stay calm
- 2 Collecting shiny objects can be a little obsessive at the expense of hunting and patrolling
- 3 These aarakocra never land on the ground outside their settlement if they can help it, risking becoming exhausted
- 4 When angry, aarakocra here pull their own, or each other's, feathers out
- 5 Some aarakocra try to eat anything once, even trash
- 6 The elderly here lose too many feathers to fly, so they become teachers and caretakers

DRAGONBORN SPIRES

The **dragonborn** hollow out houses of stone that resemble spikes or spires.

DRAGONBORN SETTLEMENT TRAITS

Industry Score Increase. With an innate breath weapon and martial society, the dragonborn are truly formidable. Your settlement's Military score increases by 2, and your settlement's Loyalty score increases by 1.

Unique Building. Honor House

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Military score increases by 1.

DRAGONBORN CHARACTERISTICS

d6 Characteristics

- 1 The blood of a particular type of dragon runs very strong through this dragonborn clan, and it shows in the color of their scales
- 2 Every dragonborn belongs to a family and a clan; here the intricate hierarchies bewilder outsiders
- 3 A competition is held every year to determine whose breath weapon is most potent or goes the farthest
- 4 Honor is so important here that insults are classified as disturbing the peace and, consequently, outlawed
- 5 This particular settlement of dragonborn grow colorful neck frills when ready to mate
- 6 These dragonborn distrust dragons, any dragons

DRAGONBORN FLAWS

d6 Flaws

- 1 These dragonborn are skeptical of religion at first, and wary of priests and clerics
- 2 The oldest member of each family leads, regardless of talent
- 3 Evil dragonborn are exiled but they have a way of coming back for revenge
- 4 These dragonborn must molt as they grow, leaving them vulnerable until their skin toughens
- 5 Dragonborn who live here are cold-blooded and the whole community is lethargic until they sun themselves
- 6 About 1 in 100 eggs hatched here produces an evil dragonborn known as a draconian (appendix C, *PotA*)

DWARVEN CAVES

Prerequisite. Hill, mountain, or Underdark terrain

Cave complexes built into hillsides, mountainsides, or deep underground house the three **dwarven** subraces: hill dwarves, mountain dwarves, and gray dwarves respectively.

DWARF SETTLEMENT TRAITS

Industry Score Increase. Dwarves mine gems and precious metals and value the clan above all else. Your settlement's Commerce score increases by 2, and your settlement's Loyalty score increases by 1.

Unique Building. Mithral Mine

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Commerce score increases by 1.

DWARF CHARACTERISTICS

d6 Characteristics

- 1 In addition to mining, the dwarves here have another specialty, such as making jewelry or glassblowing
- 2 Dwarfs here braid and style their beards elaborately
- 3 Everyone knows their genealogy up to twelve generations
- 4 This proud clan likes to show other dwarves and even other races how it's done
- 5 The dwarves here believe they are just as tall as elves and humans and don't like evidence to the contrary
- 6 The dwarf women can grow beards just as well as the men

DWARF FLAWS

d6 Flaws

- 1 Clan leaders only marry each other, having led to a bit of inbreeding
- 2 This clan is a little xenophobic
- 3 The dwarves here drink too much
- 4 This band proudly shave their beards, but might be looked down on by other dwarves
- 5 A good cavern is hard to find, so fights break out over real estate
- 6 The clan has a phobia of boats or bodies of water larger than puddles





ELVEN TREEHOUSES

Prerequisite. Forest, Underdark, or underwater terrain
On the surface, **elves** live in towns and cities of delicately carved stone and towering trees. Underground, dark elf settlements lie in expansive, web-infested caverns. Underwater, sea elves live in coral houses. **Half-elves** are found among them in any case.

ELF SETTLEMENT TRAITS

Industry Score Increase. Elves record the history of the world and assiduously preserve their own culture. Your settlement's Lore score increases by 2, and your settlement's Loyalty score increases by 1.

Unique Building. Treant Moot

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Lore score increases by 1.

ELF CHARACTERISTICS

d6 Characteristics

- 1 This elven settlement refreshingly loves learning about other cultures and borrowing the best they have to offer
- 2 The elves in this settlement swing on vines to get from place to place
- 3 A great archery tournament is hosted here and contenders and spectators come from all over
- 4 This proud clan likes to show other elves and even other races how it's done
- 5 Because of a special well, the elf children here grow up very quickly though their intellects don't grow apace
- 6 The harmless and voiceless ghosts of elven ancestors walk among the living

ELF FLAWS

d6 Flaws

- 1 This settlement has a favored enemy they immediately distrust
- 2 This group has an aging population
- 3 The trees here are hard as steel but grow slowly
- 4 The elves here are considered too serious than most of their kind
- 5 The long-lived elves here confuse people for their grandparents
- 6 Elves here are terrified of fire, the forest-eater, and try to avoid it

FIRBOLG HOLDS

Prerequisite. Forest terrain

The elusive **firbolg** cloister in remote forest holds, at peace with the trees and all other natural things.

FIRBOLG SETTLEMENT TRAITS

Industry Score Increase. Normally peaceful, firbolgs are formidable when provoked. Your settlement's Military score increases by 2, and your settlement's Loyalty score increases by 1.

Unique Building. Larder

Unit. As a decree, you can raise a unit of **tribal warriors**.

Minority Bonus. Your settlement's Military score increases by 1.

FIRBOLG CHARACTERISTICS

d6 Characteristics

- 1 In this particular firbolg settlement, everyone carries a Tiny woodland creature on their shoulder
- 2 The entire settlement meditates and stretches together first thing in the morning
- 3 The people here all sleep in hammocks
- 4 This settlement is populated by outcasts and orphans
- 5 Most firbolg are subtle; these are not at all
- 6 Almost everyone here can cast *druidcraft*

FIRBOLG FLAWS

d6 Flaws

- 1 These firbolg have lived in places so remote, they haven't seen any other humanoids except elves
- 2 People in this settlement are a touch xenophobic
- 3 Firbolg gravitate toward charismatic druids, even an evil one or one under a green dragon's sway
- 4 Everything most other humanoids do seems funny to firbolg
- 5 Most firbolg smell bad; they only shower when it rains
- 6 People here are still having trouble with the concept of money

GITH OUTPOSTS

Prerequisite. Arctic, desert, or Underdark terrain

Native to the Astral Plane, the **githyanki** usually only build outposts on the Material Plane to raise their young.

The **githzerai**, on the other hand, reside in Limbo but sometimes build settlements on the Material Plane that they call adamantine citadels. The purpose of these outposts is to keep githyanki and illithid power in check.

GITH SETTLEMENT TRAITS

Majority Bonuses. Gith are taught to fight from birth and bring extraplanar knowledge to the Material Plane. Your settlement's Military score increases by 2, and your settlement's Lore score increases by 1.

Unique Building. Crèche

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Lore score increases by 1.

GITH CHARACTERISTICS

d6 Characteristics

- 1 The settlement is absolutely silent because all the inhabitants can cast *message* at will
- 2 Many of the buildings here are made from a cannibalized astral vessel
- 3 The eggs of gith are thick here and their broken fragments are a hatchling gith's first dagger
- 4 The streets make no sense to outsiders, creating a veritable labyrinth of a settlement
- 5 This settlement continues underground
- 6 Birds and beasts avoid this place for the psychic power that resides here

GITH FLAWS

d6 Flaws

- 1 These gith are trapped on the Material Plane with no idea how to get home
- 2 Unlike most gith, these ones have a only a loose hierarchy
- 3 These gith have very few artists
- 4 Some here are slow to warm to minority races
- 5 Those gith who prove weak are exiled, which has led to many disgruntled gith living nearby
- 6 Fads spring up quickly and die just as fast

GNOMISH BURROWS

Prerequisite. Forest, hill, or Underdark terrain

Gnomes build their homes just underground. Unlike halfling holes that serve just one halfling family each, gnomish settlements are a complicated web of below-the-surface dwellings, passages, and shops.

GNOME SETTLEMENT TRAITS

Industry Score Increase. Gnomes are naturally inquisitive and expert craftspeople. Your settlement's Lore score increases by 2, and your settlement's Commerce score increases by 1.

Unique Building. Laboratory

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Lore score increases by 1.

GNOME CHARACTERISTICS

d6 Characteristics

- 1 Because everyone knows *minor illusion* and practical jokes are commonplace, you have to stay on your toes here
- 2 An invention convention is held annually for tinkers to show off
- 3 Gnomes here have brightly-colored hair
- 4 In this settlement, talking and listening are skills the people practice in unison; conversation is considered boring otherwise
- 5 Gnomes here are desperate for entertainment and handsomely reward those who deliver it
- 6 Laughing at one's own mistakes is polite; laughing at others' is rude

GNOME FLAWS

d6 Flaws

- 1 Explosions are frequent, so shovels abound
- 2 Big people make these gnomes skittish: "Mind the vase!"
- 3 Gnomes here often work themselves to exhaustion, sleep for a week, and then repeat
- 4 People here grow impatient with other races, who often seem slow
- 5 For all their joking, gnomes here remain gullible
- 6 Sometimes the pranks go too far, and people get feelings hurt

GOBLINOID QUARTERS

The term goblinoids refers to three related species: **goblins**, **hobgoblins**, and **bugbears**. Their housing is functional, but ugly. But beware because, under the leadership of hobgoblins, they can build a vast military infrastructure.

GOBLINOID SETTLEMENT TRAITS

Industry Score Increase. Goblinoids band together to form 'the host,' a militaristic society to slake their god's warmongering. Your settlement's Military score increases by 2, and your settlement's Religion score increases by 1.

Unique Building. Command Center

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Military score increases by 1.

GOBLINOID CHARACTERISTICS

d6 Characteristics

- 1 Every building here has dangerous spikes, the more the better
- 2 The goblinoids host an annual battle royale, with a member of each race competing in a contest to eat or be eaten
- 3 A few goblins who live here can haphazardly cast spells
- 4 Blue- and red-nosed hobgoblins are more common here, an auspicious sign
- 5 Due to a recent war, there is a population bottleneck; a few old, many young, and nothing in between
- 6 In the very center of the camp lies a hill giant skull, which might make for a terrifying command center

GOBLINOID FLAWS

d6 Flaws

- 1 More than usual, there are frequent brawls between the three goblinoid races
- 2 The resident goblin jesters think too highly of themselves
- 3 The bugbears are even lazier than normal here
- 4 The goblins act like little nilbogs when drunk
- 5 Unfortunately for hobgoblins, bugbears rule here
- 6 Ditches, pits, animal pens, everything is a latrine here, so everything stinks

GOLIATH CABINS

Prerequisite. Arctic or mountain terrain

Stone and shale cabins built high in the mountains house the elusive **goliaths**.

GOLIATH SETTLEMENT TRAITS

Industry Score Increase. Goliaths are implacable and fit warriors. Your settlement's Military score increases by 2, and your settlement's Health score increases by 1.

Unique Building. Cairn

Unit. As a decree, you can raise a unit of **tribal warriors**.

Minority Bonus. Your settlement's Military score increases by 1.

GOLIATH CHARACTERISTICS

d6 Characteristics

1 This settlement can be "moved," disassembled rock by rock and then reassembled by memory elsewhere

2 The tribal pastime is boulder-hurling

3 Lying is so completely unheard of here that liars are considered insane

4 The population is mostly made up of outcasts, so those of this settlement are generally chaotic neutral

5 Goliaths here have pet rocks, believed to be infused with the beasts they have hunted

6 Sorcerers and warlocks are held in high regard

GOLIATH FLAWS

d6 Flaws

1 Competitiveness has seeped into the architecture: buildings are unusually tall and not built to code

2 The old, infirm, insane, and twin births are abandoned

3 Goliaths always fight fair, even when it's to their disadvantage

4 If they don't like you, goliaths say so to your face

5 Shunning can go too far sometimes, with up to half the tribe pretending the other half doesn't exist

6 Leisure time that involves relaxation is frowned on

HALFLING HILL-HOLES

Halflings excavate hills, use round windows to let light in, and fill these homes with the comfiest furniture and delicious food.

HALFLING SETTLEMENT TRAITS

Industry Score Increase. Halflings implicitly trust each other and have green thumbs. Your settlement's Loyalty score increases by 2, and your settlement's Commerce score increases by 1.

Unique Building. Leaf Barn

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Loyalty score increases by 1.

HALFLING CHARACTERISTICS

d6 Characteristics

1 This settlement's inhabitants look so human, they're often mistaken for children

2 Usually content at home, some develop wanderlust

3 Lying is so completely unheard of here that liars are considered insane

4 Most have adventurer ancestors and hidden treasures

5 Unlike many halfling settlements, this one has a respected aristocratic family

6 Kite-flying is a serious hobby here

HALFLING FLAWS

d6 Flaws

1 A few halflings love adventure, but most rankle under any sort of hardship

2 Their love for the leaf can addle their minds

3 Halflings trust each other but get skittish around outsiders

4 This lot can be lazy when comfort food abounds

5 Most here are deathly afraid of the dark, perhaps with good reason

6 Parents raise their children to be careful and cowardly

HUMAN HOUSES

Humans live almost anywhere and have the most varied housing. In their settlements, they are often joined by **kenku** and the half-blooded races: **half-elves**, **half-orcs**, **genasi**, **aasimar**, and **tieflings**.

HUMAN SETTLEMENT TRAITS

Industry Score Increase. The strength of humans is that they dabble in just about everything. Each of your settlement's industry scores increase by 1.

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. One of your settlement's industry scores of your choice increases by 1.

HUMAN CHARACTERISTICS

d6 Characteristics

- 1 Marriage feasts last days or weeks here and cost enormous amounts of money
- 2 Stories are in high regard here; a good telling is worth much more than any parchment it might be written on
- 3 The local delicacy usually turns the stomachs of visitors
- 4 Gambling is a regional pastime, and everyone owes and is owed money though it's impolite to try to collect
- 5 It's a common superstition here that babies are the wisest of folk—if only they could speak!
- 6 It's a matter of pride to paint your house in the brightest colors

HUMAN FLAWS

d6 Flaws

- 1 People here keep unusual and oftentimes dangerous pets
- 2 Everyone is irritable and no work gets done until they've had their morning coffee
- 3 Humans throw out perfectly edible food long before it's spoiled
- 4 This lot of humans are avid book collectors but hardly anyone reads much
- 5 Parents raise their children to be foolhardy
- 6 The local fashion is ridiculed by outsiders

KOBOLD TUNNELS

Prerequisite. Any terrain except coast or swamp.

Kobolds live just about anywhere because they make their homes in tunnels underground. On the surface, kobold settlements look like nothing more than wilderness pocked with small holes when in reality thousand might live there.

KOBOLD SETTLEMENT TRAITS

Industry Score Increase. Kobolds have a long racial memory of those who have slighted them. And they are devoted to dragons and their lost god Kurtulmak. Your settlement's Lore score increases by 2, and your settlement's Religion score increases by 1.

Unique Building. Trapsmithy

Unit. As a decree, you can raise a unit of **tribal warriors**.

Minority Bonus. Your settlement's Religion score increases by 1.

KOBOLD CHARACTERISTICS

d6 Characteristics

- 1 These kobolds can summon enough fire breath to light kindling or singe fingers
- 2 Bioluminescent slugs illuminate these tunnels
- 3 Tunnels keep cool in the summer, warm in the winter, but these kobolds must bask in the heat of a fire every morning
- 4 This group of kobolds comes in all different colors
- 5 Plenty of dead-ends and traps keep these kobolds safe from intruders
- 6 This tribe boasts a shaman, which is incredibly rare among kobolds

KOBOLD FLAWS

d6 Flaws

- 1 Valuing trinkets and knick-knacks, the kobolds here steal useless junk from each other all the time, leading to petty but harmless squabbles
- 2 Kobolds born without wings often try to fashion them in order to fly, with varied success
- 3 The biggest kobolds rule, regardless of leadership skills
- 4 Bomb-making is a fun, but dangerous hobby
- 5 Kobolds can be irrational when it comes to gnomes
- 6 Well-meaning, worshipful kobolds here unintentionally harass dragons

LIZARDFOLK SHACKS

Prerequisite. Swamp terrain

Lizardfolk are adapted to live in only one type of terrain: swampland. Because swamps and marshes do not have much in the way of building materials, lizardfolk live in shacks made of whatever they can cobble together.

LIZARDFOLK SETTLEMENT TRAITS

Industry Score Increase. Possessing thick hides and fangs, lizardfolk are natural predators and wickedly tough. Your settlement's Military score increases by 2, and your settlement's Health score increases by 1.

Unique Building. Bone Harvester

Unit. As a decree, you can raise of a unit of **tribal warriors**.

Minority Bonus. Your settlement's Military score increases by 1.

LIZARDFOLK CHARACTERISTICS

d6 Characteristics

- 1 Lizardfolk here are all an unusual color
- 2 A common game here called Snap the Bone is a contest of jaw strength
- 3 With so little land available, this lizardfolk city has nowhere to build but up
- 4 Brackish water leaves salt encrusted on many of the buildings
- 5 The people here have recently developed a taste for cooked meat
- 6 This settlement has adopted the practice of wearing clothes, but they aren't very good at it

LIZARDFOLK FLAWS

d6 Flaws

- 1 These lizardfolk stick out because due to exposure to other races they have become empathetic
- 2 The lizardfolk here are lethargic in the morning and must sun themselves
- 3 Black dragon blood in this lizardfolk community has made some predisposed to malevolence
- 4 Lizardfolk here have discovered the pleasure in making art, and they get carried away with it
- 5 Population growth is slow since eating each other's hatchlings is common
- 6 Many here are practically agnostic

ORC LAIRS

Most **orcs** aren't too picky about how their houses look, or smell. They build huts out of whatever building materials are at hand. Most often, that means wattle and daub huts. In the mountains or Underdark, caves do just fine.

Orc settlements often have **half-orc** inhabitants too.

ORC SETTLEMENT TRAITS

Industry Score Increase. Say what you want about orcs, they are tough as nails. Your settlement's Military score increases by 2, and your settlement's Health score increases by 1.

Unique Buildings. War Hearth

Unit. As a decree, you can raise of a unit of **tribal warriors**.

Minority Bonus. Your settlement's Military score increases by 1.

ORC CHARACTERISTICS

d6 Characteristics

- 1 To keep plagues at bay, the god of disease has supplanted the more traditional god of war
- 2 A beloved cave bear represents the orc goddess
- 3 Every year there's a competition to see who can better decorate the tribe's war wagon
- 4 It's obvious this orc settlement was taken from another race in battle
- 5 Elf ears are a delicacy here, and they are prepared in many different ways
- 6 The better the friends, the fouler the insults

ORC FLAWS

d6 Flaws

- 1 Most unusual for orc society, this settlement doesn't revere any gods
- 2 To their shame, these orcs are more scavengers than pillagers
- 3 All planning and reason go out the window when fighting a favored enemy
- 4 The smartest orcs are usually overlooked or mistrusted
- 5 The natural terrain of the settlement forces segments of orcish society together that don't normally get along
- 6 A bad omen can bring down morale for days

TABAXI YURTS

Tabaxi are usually known for being homeless wanderers, but when they put their minds to building, they create a tent-like structure stuffed with soft rugs and pillows and their favorite treasures.

TABAXI SETTLEMENT TRAITS

Industry Score Increase. If there's something you want, a tabaxi can get it for you. The tabaxi are also barterers of story and song. Your settlement's Commerce score increases by 2, and your settlement's Lore score increases by 1.

Unique Building. Tale Exchange

Unit. As a decree, you can raise a unit of **tribal warrior**.

Minority Bonus. Your settlement's Commerce score increases by 1.

TABAXI CHARACTERISTICS

d6 Characteristics

- 1 Trivia night at the local taverns are a big deal
- 2 Open fires everywhere keep the city pretty balmy
- 3 No one hordes gold here; they spend it all on lavish parties
- 4 Petty theft is so common here that every home has a tray of favors that guests are expected to "steal"
- 5 Tabaxi are known for being wanderers but here they are quite sedentary
- 6 Everyone here is trying to complete a collection

TABAXI FLAWS

d6 Flaws

- 1 Trees and bushes in the settlement are often clawed to death
- 2 It's hard for tabaxi here to tell when members of other races are happy; they never purr
- 3 Everyone is so captivated by their own obsession, they usually talk over each other
- 4 Tabaxi mark territory chemically, which confuses other races
- 5 To tabaxi, meeting a new person is like a game of twenty questions
- 6 With folk so curious and good at climbing, privacy is hard to come by here

TURTLE COMPOUNDS

Prerequisite. Coastal terrain

Turtles wear their homes on their backs, but they spend their final days in fortified compounds enclosed by stone walls that are easily defensible.

TURTLE SETTLEMENT TRAITS

Industry Score Increase. Turtles are naturally strong and see signs in the sun and moon. Your settlement's Health score increases by 2, and your settlement's Religion score increases by 1.

Unique Building. Nest

Unit. As a decree, you can raise a unit of **tribal warriors**.

Minority Bonus. Your settlement's Health score increases by 1.

TURTLE CHARACTERISTICS

d6 Characteristics

- 1 It's a custom that when they are bored of you, they simply retreat into their shell and wait for you to leave
- 2 This clan tends to have large broods, but only the strong survive
- 3 The turtles here have a strong tradition of martial arts
- 4 They worship all the gods here—why choose one?
- 5 The compounds here look like a mishmash of other civilizations' architecture
- 6 Here they collect and repurpose others' trash

TURTLE FLAWS

d6 Flaws

- 1 If they can help it, the turtles won't go outside if the sun and moon are both obscured
- 2 This group of turtles is a little too trusting
- 3 Turtles have a tendency to wander off and have a day or five of adventure before remembering what they went outside to do
- 4 Turtles are too curious, to the point of seeming rude
- 5 Many turtles here misremember their parents' lessons
- 6 So fond of religion, these turtles are often duped into religious extremes

TRITON REEFS

Prerequisite. Coastal or underwater terrain

Tritons grow their housing organically by introducing and nurturing coral that grows into homes for this aquatic race. Most tritons live in the deep ocean but a few settlements lie under coastal waters.

TRITON SETTLEMENT TRAITS

Industry Score Increase. Tritons are an isolated and insular people with a strong tradition of safeguarding the world from elemental evil. Your settlement's Loyalty score increases by 2, and your settlement's Military score increases by 1.

Unique Building. Elemental Portal

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Military score increases by 1.

TRITON CHARACTERISTICS

d6 Characteristics

- 1 A triton concert is not made with music, but with mesmerizing bubbles
- 2 This settlement has invented and perfected the art of surfing
- 3 Everyone here keeps an aquatic beast pet
- 4 The food here is all vegetarian—hope you like seaweed
- 5 Tritons here do not measure the time by the sun, but by the tides and migrations
- 6 Most of what tritons here know about the surface world is by what its inhabitants throw into the sea

TRITON FLAWS

d6 Flaws

- 1 This settlement makes demands of others instead of negotiating
- 2 An underwater hotspot makes these water uncomfortably warm for tritons
- 3 Tritons here believe all surface-dwellers should abide by a pact they made with just one settlement
- 4 The tritons here believe they can't breathe air, until proven otherwise
- 5 Tritons here treat anyone who can't swim like children
- 6 The inhabitants here are particularly gullible

YUAN-TI ZIGGURATS

Prerequisite. Desert or forest terrain

All yuan-ti buildings have a tiered pyramid shape, including private dwellings. Their homes, called ziggurats, house a yuan-ti clan and its many slaves. There are ramps in place of stairs to accommodate slithering yuan-ti.

YUAN-TI SETTLEMENT TRAITS

Industry Score Increase. Yuan-ti are fanatical worshippers of the serpent gods and inspire fanaticism among serpent cultists as well. Your settlement's Religion score increases by 2, and your settlement's Loyalty score increases by 1.

Unique Building. Pyramid Temple

Unit. As a decree, you can raise a **militia** unit.

Minority Bonus. Your settlement's Religion score increases by 1.

YUAN-TI CHARACTERISTICS

d6 Characteristics

- 1 The settlement is made up almost entirely of purebloods masquerading as humanoids
- 2 Slaves and cultists vastly outnumber the yuan-ti here, but even so dare not upset them
- 3 Keeping snakes as pets is viewed as heretical
- 4 This yuan-ti settlement spurns deception and has grown militant; it's time to take over the world
- 5 Unlike most yuan-ti settlements, the purebloods rule here
- 6 Sinuous lines is the motif of this settlement's architecture

YUAN-TI FLAWS

d6 Flaws

- 1 The yuan-ti have embraced emotion here, with unexpected results
- 2 This settlement is lethargic in the morning until the air warms up
- 3 Overemphasizing sibilants might give away some purebloods
- 4 Animosity between castes is pronounced here
- 5 Everyone is immune to poison, so playful biting does happen though it's often misinterpreted
- 6 Yuan-ti don't understand humor, so they make terrible jokes when working undercover

PART 2

Building a Kingdom



CHAPTER 5: INDUSTRIES

Six industries provide a quick description of every settlement's characteristics:

- **Military**, measuring armed forces and fortifications
- **Commerce**, measuring economy and trade
- **Health**, measuring longevity and medicine
- **Lore**, measuring education and collective knowledge
- **Religion**, measuring faith and gods' favor
- **Loyalty**, measuring tradition and patriotism

Is a settlement militaristic and duty-bound? Filled with libraries and educated folk? Prosperous and devoutly religious? **Industry scores** define these qualities—a settlement's assets as well as weaknesses. Settlements can create **units** that derive their attack and damage roll modifiers from these industries. Also, the strength of a settlement's industries determines how much of a beating the settlement can take before succumbing to outside forces.

INDUSTRY SCORES AND MODIFIERS

Each of a settlement's industries has a score, a number that defines the strength of that industry. An industry score is not a static number, but increases as the settlement grows and temporarily decreases when it takes damage.

At the outset, a new settlement starts with a score of 1 for each industry score. A settlement's stronghold and housing both increase industry scores by a specific number. Unlike ability scores for player characters, there is no hard cap on industry scores for settlements.

SETTLEMENT TIERS

Tier	Industry Score	Population	Actions per Year
Village	1-4	< 1,000	1
Town	5-10	< 6,000	2
City	11-20	< 25,000	3
Metropolis	21+	> 25,000	4

One thing ability scores and industry scores share is the same modifiers, derived from the score starting at -5 (for an ability score of 1). The Ability Scores and Modifiers table found in chapter 7 of the *Basic Rules* notes the modifiers.

INDUSTRY CHECKS

Industry checks function just as ability checks do for player characters. An industry check tests a settlement's infrastructure and population in their effort to rise to meet a challenge. The DM calls for an industry check when a settlement carries out a decree that is not otherwise covered in these rules.

An industry check is a decree, unless specified otherwise.

DISPUTES

Sometimes one settlement's efforts are directly opposed by another's. This can occur when both of settlements are trying to do the same thing and only one can succeed, such as attempting to discover a lost artifact in an equidistant region between them.

This situation also applies when one of the settlements is trying to prevent the other one from accomplishing a goal—for example, when a settlement attempts to harvest a resource when the other would rather it be left untouched. In situations like these, the outcome is determined by a special form of industry check, called a dispute.

Both settlements in a dispute make industry checks appropriate to their efforts, but instead of comparing the total to a DC, they compare the totals of their two checks. The settlement with the higher check total wins the contest. That settlement either succeeds at the action or prevents the other one from succeeding.

If the dispute results in a tie, the situation remains the same as it was before the dispute. Thus, one settlement might win the dispute by default. If two settlements tie in a dispute over resources, neither settlement obtains it.

USING EACH INDUSTRY

Every project that a settlement might attempt is covered by one of the six industries. This section explains in more detail what those industries mean and the ways they might be used.

MILITARY

Military measures armed forces, military training, defenses, and fortifications.

MILITARY CHECKS

A Military check can model any attempt to take something by force, subdue unrest, enforce orders, intimidate enemy kingdoms, or search and capture or destroy.

ATTACK ROLLS AND DAMAGE

You add your settlement's Military modifier to the attack roll and damage roll of any military unit you raise there.

COMMERCE

Commerce measures trade, the local economy, and prosperity.

COMMERCE CHECKS

A Commerce check can model any attempt to outbid, bribe, impress, or outshine rival kingdoms.

VARIANT: RAISE FUNDS

Settlements are meant to fund their own projects, not fill the characters' pockets with coin. However, at the DM's discretion, a party that needs to raise money fast can attempt to raise funds.

Raising funds is taking directly from the tax coffers meant to benefit the populace, so the party needs to have the blessing of the settlement's population or suffer Loyalty damage.

As a decree, when the adventurers are present in the settlement, make a Commerce check by rolling a d20 and adding the Commerce modifier. See the Raise Funds table for the result.

RAISE FUNDS

Roll	Result
-5 to -1	Take loyalty damage equal to the result
0 to 10	Raise gp equal to 50 x the result
11 to 20	Raise gp equal to 500 x the result
21+	Raise gp equal to 5,000 x the result

HEALTH

Health measures sanitation, medicine, and average lifespan.

HEALTH CHECKS

A DM might call for a Health check to determine if a settlement can overcome a plague, ration supplies, or go without adequate sleep.

LORE

Lore measures the total repository of knowledge in a settlement, both what is contained in printed books and scrolls and what's in the minds of its people.

LORE CHECKS

A lore check can model an attempt to determine if a piece of knowledge is available in your libraries or among resident experts and scholars.

RELIGION

Religion measures the faith of the people, the strength of religious institutions, and the gods' favor or displeasure.

RELIGION CHECKS

A religion check can model an attempt to vie for a god's favor, give hope to the people, perform a faith-building miracle, or convert others.

LOYALTY

Loyalty is a measure of patriotism, faith in leaders and institutions, the strength of cultural traditions, and the sense of unity.

LOYALTY CHECKS

A successful Loyalty check can entertain foreign dignitaries, negotiate a treaty, beguile other leaders, or rally the population in the face of difficulty.

BUILDINGS

Each building available for construction belongs to one of the six industries. Accordingly, they are listed in this chapter as military, commerce, healthy, lore, religion, or loyalty buildings.

BUILDING TRAITS

The description of each building includes the following details.

PREREQUISITES

Many buildings can only be built in a certain type of terrain, by a certain race, with a minimum industry score, or after the construction of a certain other building. Other buildings have no prerequisites.

A building can be built more than once but its feature does not stack unless specified. There can be only one stronghold per settlement, but in many cases you can construct a building that shares the same name. For example, you can build the noble estate stronghold only once, but you can then construct as many noble estate buildings as you like.

FEATURE

Every building permanently increases an industry score by 1, which is only lost if the building is destroyed (not replaced). Most buildings have an additional feature, such as the ability to raise a new unit type.

EVENTS

Events are story seeds for the DM to fuel a campaign with new challenges or mysteries. These events can be triggered by the construction of the new building or at any time thereafter.

MILITARY

VILLAGE

Armory
Bone Harvester
Bowyer's Workshop
Fort
Guardhouse
Jail
Lighthouse
Smithy
Stables
Stocks
Tannery
Watchtowers
Wheelwright's Workshop

TOWN

Archery Range
Armorer's Workshop
Barracks
Command Center
Keep
Locksmith Shop
Palisade
Prison
Siege Workshop
Supply Office
Training Grounds
Trapsmithy

CITY

Artillery Range
Castle
Citadel
City Walls
Fantastical Stables
Foundry
Highway
Mercenary Compound
Moat with Drawbridge
Quartermaster's Office
Rift
Shipyards
Trebuchets
War College

COMMERCE

VILLAGE

Brewery
Butcher Shop
Campgrounds
Carpenter's Shop
Dock
Farmer's Market
Ferry
Fish Market
Gangster Safe House
General Store
Inn

Leaf Barn
Lumberyard
Mason's Workshop
Mine
Outlaw Hideout
Seaside Shanty
Stockyard
Tailor's Shop
Tale Exchange
Wainwright's Workshop
Woodcutter's Lodge

TOWN

Bank
Bazaar
Bridge
Furrier's Shop
Glassworks
Guild Hall
Harbor
Road
Sawmill
Trading Post
Tunnel
Warehouse
Watermill
Windmill

CITY

Black Market
Bureau
Canal
Clockmaker's Workshop
Jeweler's Shop
Mint
Mithral Mine
Port

HEALTH

VILLAGE

Bakery
Barber Shop
Creche
Ditches and Dikes
Farm Collective
Hatchery
Herbalist Shop
Larder
Silo
Smokehouse
Washhouse
Well

TOWN

Apothecary's Shop
Bathhouse
Bunker
Cistern
Dam
Dump
Fishery

Granary
Ice House
Park
Snow Cave
Sphere

CITY

Aqueduct
Gymnasium
Hospice
Hospital
Sanatorium
Sewers

LORE

VILLAGE

Bookshop
Fortune Teller
Posthouse
School
Scrivener's Office

TOWN

Academy
Alchemist's Tower
Arcane Academy
Bookbinder's Workshop
Laboratory
Library
Mage Tower
Morgue
Observatory
Portal
Printing Press
Pyrotechnician's Workshop
Thieves' Guild
Treat Moot

CITY

Archives
Archmage Tower
Assassin's Guild
Botanical Gardens
Courthouse
Elemental Portal
Golemworks
Museum
Spy Headquarters
Teleportation Circle
University

RELIGION

VILLAGE

Altar
Chapel
Cult Compound
Cult Enclave
Graveyard
Reliquary
Shrine

TOWN

Abbey
Church
Clergy House
Mausoleum
Monastery
Sacred Glade
Sanctuary
Temple
Tithe Barn

CITY

Basilica
Cathedral
Crematorium
Fane
Henge
Holy Seat
Oracle
Pyramid Temple
Seminary

LOYALTY

VILLAGE

Almshouse
Cairn
Carnival
Fairgrounds
Gambling Den
Hunting Lodge
Mead Hall
Meetinghouse
Nest
Tavern
Village Green
War Hearth

TOWN

Amphitheater
Brothel
Cenotaph
Great Hall
Honor House
Monument
Nightclub
Noble Estate
Orphanage
Theater
Town Hall

CITY

Arena
Aquarium
Bardic College
Clubhouse
Embassy
Governor's Mansion
Menagerie
Palace
Paved Streets

MILITARY BUILDINGS

ARCHERY RANGE

"This long field of packed earth or mowed grass, with lanes and distance lines painted on it, ends in a number of archery targets, some resembling humanoids."

This range trains archers for advanced combat archery, sharpening this skill to a deadly point.

Prerequisites. In order to build an archery range, this settlement must have a **bowyer's workshop** and a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Archers. As a decree, this settlement can raise an **archers' company** unit.

ARCHERY RANGE EVENTS

d4 Event

- 1 The humanoid-shaped targets (**scarecrow**) are done being shot at; they're fighting back
- 2 A **master thief** is rigging the archery competition, hiding within one of the bullseye targets to shift it when an archer fires
- 3 A **weretiger** slinks out of the grass and requests a competition with your champion archer
- 4 No event

ARMORY

"This low building of thick stone houses lances, swords, suits of armor, and shields enough to equip an army."

Prerequisites. In order to build an armory, this settlement must have a **smithy**.

Industry Score Increase. This settlement's Military score increases by 1.

To Arms. Militia units raised in this settlement always deal damage on a hit (minimum 1), except when the target has resistance or immunity to military damage.

ARMORY EVENTS

d4 Event

- 1 The armory's contents come to life as 2d10 **animated armors** and just as many **flying swords**
- 2 A **master thief** is stealing from the armory to sell the weapons and armor on the black market
- 3 An enemy **spy** has rigged the armory door to explode when opened, dealing 24 (7d6) fire damage to creatures within 10 feet, or half that damage with a successful DC 12 Dexterity saving throw
- 4 No event

ARMORER'S WORKSHOP

"This large, hot building boasts several laborers attending to various tasks: cold forging, heating and tempering, polishing, fastening, and fitting."

The armorer boasts several expert craftspeople, each charged with one step of the intricate armor-making process.

Prerequisites. In order to build an armorer's workshop, this settlement must have a **smithy**, a **tannery**, a **tailor's shop** and a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Armor for All This settlement gains resistance to military damage.

ARMORER'S WORKSHOP EVENTS

d4 Event

- 1 All that metal has attracted a pack of 2d6 voracious **rust monsters**
- 2 An **azer** shows up willing to work for a year in exchange for helping it return to the Elemental Plane of Fire
- 3 The armorers have run out of metal, but there's a lumbering **earth elemental** in the region rich in metal deposits
- 4 No event

ARTILLERY RANGE

"The crack of cannon fire and acrid smoke pervade this crater-strewn field."

Whether the cannons are magical or mechanical, an artillery range is the perfect venue to test them and train those who operate them.

Prerequisites. In order to build an artillery range, this settlement must have a **siege workshop**, a **foundry**, and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Cannons. As a decree, this settlement can raise a **cannon battery** unit.

ARTILLERY RANGE EVENTS

d4 Event

- 1 Huge forms in the gloom prove to be a pair of hulking **efreeti** attracted to the smoke
- 2 A lost **hellfire engine** mistakes the sound of cannonfire for its missing hellish convoy
- 3 A mad **mage** wielding a *horn of blasting* challenges your cannons to a duel
- 4 No event

BARRACKS

"This row of housing takes up an entire city block filled with the sounds of martial exercise and marching."

Soldiers are housed and trained here before leaving for the front lines.

Prerequisites. In order to build a barracks, this settlement must have a **guardhouse** and a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Soldiers. As a decree, this settlement can raise a **soldiery** unit.

In addition, you can now make the Garrison decree.

BARRACKS EVENTS

d4 Event

- 1 A disease is burning through the barracks, and **otyugh** saliva can produce an antidote
- 2 Some of the soldiers are traitors and are raising an insurrectionist army
- 3 One of the soldiers has a girlfriend who just so happens to be a disguised **night hag**
- 4 No event

BONE HARVESTER

"Bones, big and small, bleach in the sun as a lizardwoman sorts through the piles to find just the right next piece."

Lizardfolk have a knack with making tools and weapons out of bone, and the bone harvester is the master among them.

Prerequisites. In order to build a bone harvester, this settlement must be majority or minority lizardfolk.

Industry Score Increase. This settlement's Military score increases by 1.

Lizardfolk. As a decree, this settlement can raise a **lizardfolk war party** unit.

BONE HARVESTER EVENTS

d4 Event

- 1 The bone harvester was built over a well of necromantic magic, and the bones keep animating as **skeletons**
- 2 One of the suppliers brings what looks like lizardfolk bones, but he says they're the bones of giant lizards
- 3 A **green hag** needs a lot of bones as material for her next conjuring, and she aims to steal yours
- 4 No event

BOWYER'S WORKSHOP

"Long rods of poplar, ash, yew, and hickory wood soak in large vats of steaming water. Others stand in racks with enough tension to make the wood bow."

A bowyer crafts bows and crossbows, arrows and bolts. A bowyer's workshop is necessary to make combat-ready ranged weapons.

Industry Score Increase. This settlement's Military score increases by 1.

Scouts. As a decree, this settlement can raise a **scouting party** unit.

BOWYER'S WORKSHOP EVENTS

d4 Event

- 1 The arrows and bows are cursed and often wound their wielders; these weapons were unwittingly made from the trees of vengeful **dryads**
- 2 One of the steaming vats is really a *bowl of commanding water elementals*, which was fine until one day it just up and killed the surprised bowyer
- 3 A neutral **steam mephit** with a Wisdom of 21 took up residence in the workshop and won't leave; it offers advice as rent payment
- 4 No event

CASTLE

"Fluttering banners top this nigh impenetrable structure of high stone walls."

Castles are, hands down, the best buildings for defense against sieges.

Prerequisites. In order to build a castle that is not a stronghold, this settlement must have a **keep** and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Impenetrable. Enemy units have disadvantage on attack rolls against this settlement.

CASTLE EVENTS

d4 Event

- 1 An otherworldly entity known as the **emperor ethereal** has built an identical castle in his mirror world (see chapter 3)
- 2 A visiting duke and duchess won't take a hint and never leave
- 3 A **phantom warrior** (CoS) army, which can walk through stone walls, is amassing near the castle
- 4 No event

CITADEL

"Towering over a surrounding city, the citadel is the greatest military edifice in the world."

A city set on a hill cannot be hid, but with a citadel, you don't need to.

Prerequisites. In order to build a citadel, this settlement must have a **castle**, which the citadel replaces, and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Unconquerable. As a decree, the citadel confers 5 bulwark points to Military.

CITADEL EVENTS

d4 Event

- 1 A god of battle or valor, impressed by your citadel, is coming for a visit
- 2 A pair of **fire giant dreadnoughts** want your citadel for their own
- 3 Your citadel is so tall it rivals the glory of Mount Celestia and a **planetar** has been sent to investigate
- 4 No event

CITY WALLS

"Crenelated battlements ring the city, leaving its mighty gates as the only practical point of entry."

City walls are thick, tall, and well-guarded, making a conventional siege next to impossible to execute.

Prerequisites. In order to build city walls, this settlement must have a **palisade**, which the city walls replace, and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Nothing Gets Through. This settlement gains total cover from overland military units.

CITY WALLS EVENTS

d4 Event

- 1 City walls keep most unwanted humanoids out, but it does nothing against 1d4 + 1 **tabaxi assassins**
- 2 An **archmage** has conjured two **earth elementals** to take down your wall
- 3 Someone has been pushing guards off the city wall to plummet to their deaths
- 4 No event

COMMAND CENTER

"This large wooden building in the middle of the settlement is decorated with war banners and the heads of enemies on spikes."

Here the goblinoid warlord meets with advisors and makes plans for future conquest.

Prerequisites. In order to build a command center, this settlement must be majority or minority goblinoid and have a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

The Host. As a decree, this settlement can raise a **goblinoid host** unit.

COMMAND CENTER EVENTS

d4 Event

- 1 A **nilbog** jester appears in the command center making demands for trodden-down goblins
- 2 Ravens usually deliver messages but recently they've been just falling out the sky
- 3 Someone has been stealing from the host library, a crime punishable by painful death
- 4 No event

FANTASTICAL STABLES

"Set on the highest outcropping of rock, these stables substitute red meat for hay and perches for stalls."

Fantastic stables house flying mounts, such as battle-ready griffons. Other mounts, such as giant bats or giant vultures, can be substituted.

Prerequisites. In order to build fantastical stables, this settlement must have a **stables** and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Griffons. As a decree, this settlement can raise a **griffon squadron** unit.

FANTASTICAL STABLES EVENTS

d4 Event

- 1 A deadly illness sweeps through the mounts, and the only one immune to the disease is out on a dangerous mission
- 2 A bat who nests in the fantastic stables is really a **vampire** with a taste for beast blood
- 3 One of the griffons has been awakened, as per the *awaken* spell, and has a few ideas for the next battle
- 4 No event

FORT

"A tall wall of upright logs surround a small patch of defensible earth, lined with military tents."

Similar to but much smaller than an outpost, a fort is like a miniature settlement all its own. A contingent of troops camps and stores supplies there.

Industry Score Increase. This settlement's Military score increases by 1.

Resilient. When you make the Repair decree, you can restore two industry scores—Military and one other—to maximum.

FORT EVENTS

d4 Event

- 1 A tribe of **kobolds** is trying to tunnel under the fort walls
- 2 The wood posts used to build the fort walls were beloved of a now very angry **treant**
- 3 The fort walls keep sinking into the earth at the rate of an inch a day. What could be down there?
- 4 No event

FOUNDRY

"Red light dances on the walls as an enormous cauldron of molten metal pours into waiting molds."

A foundry can mass produce metal objects, as well as create some enormous items.

Prerequisites. In order to build a foundry, this settlement must have an **armorers' workshop** and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Reinforced Defenses. As a decree, the foundry confers 1d4 bulwark points to Military.

FOUNDRY EVENTS

d4 Event

- 1 A **duergar xarrom** (*OotA*) who shares your alignment runs the foundry but some of the prejudiced laborers rankle at working for her
- 2 Someone has stolen the unique molds the foundry needs to fashion the metal
- 3 An inexplicable bit of magic in the foundry made a rare metal magic item of your choice
- 4 No event

GUARDHOUSE

"The sounds of keys jingling, sword sharpening, and rough voices come from behind a low wall and the stone silo beyond it."

A settlement's standing guards are charged with keeping the peace, investigating crimes, and responding to emergencies. Unlike soldiers who watch for threats from without, the guards are on the lookout for criminals within. A captain commands the town guard.

Industry Score Increase. This settlement's Military score increases by 1.

Guards. As a decree, this settlement can raise a **sentry** unit.

GUARDHOUSE EVENTS

d4 Event

- 1 Someone with a personal vendetta has been murdering town guards in their own homes
- 2 One of the new guards is a shapeshifting monster. Which one—now that's the question
- 3 A minor schism in the guard ranks has become a full-blown battle in the settlement's streets
- 4 No event

HIGHWAY

"A level, wide road paved with flat stones stretches on into the distance."

A highway connects this settlement to another of yours within 24 miles of it.

Prerequisites. In order to build a highway, this settlement must have a **road**, which the highway replaces, and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

All Due Haste. While traveling on a highway, moving 1 mile costs only 1/2 a mile of a unit's range.

In addition, the settlement with the lower Military score receives a number of bulwark points each season equal to the difference between their two modifiers.

HIGHWAY EVENTS

d4 Event

- 1 A **death knight** haunts this highway, its mount's shoes leave a trail of sparks
- 2 **Will-o'-wisps** tempt travelers to leave the path to be eaten by monsters that prowl nearby
- 3 An **androsphinx** bars the way until you answer its three riddles
- 4 No event

JAIL

"This small building is nothing more than a single room with strong stone walls and an adjoining room made of wood logs. The faint smell of urine wafts from the cell's lone window, secured with metal bars."

A jail keeps the settlement's most lawless and dangerous individuals off the streets until they become productive members of society again. A sheriff and deputies manage the prisoners.

Prerequisites. In order to build a jail, this settlement must have **stocks**, which the jail replaces.

Industry Score Increase. This settlement's Military score increases by 1.

Clean Streets. When you roll a 1 or 2 on the d20 for a Loyalty check, you can reroll the die and must use the new roll.

JAIL EVENTS

d4 Event

- 1 Jailbreak! A dangerous **thug** or **bandit** escapes
- 2 A **doppelganger** has replaced the sheriff, and has taken to jailing whoever crosses it
- 3 One of the prisoners started digging a tunnel but ran into a **kobold** tribe den
- 4 No event

KEEP

"A squat stone tower with crenelated roof rises from the ground."

A keep is built to withstand an enemy army.

Prerequisites. In order to build a keep that is not a stronghold, this settlement must have a **fort** or **outpost**, which the keep replaces, and a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Last Line of Defense. When this settlement's Military score is reduced to 0 as a result of a siege, it can drop to 1 instead. You can't use this feature again until you make the Repair decree to increase your Military score.

KEEP EVENTS

d4 Event

- 1 A goblinoid host wants to claim your keep as their own (see chapter 3)
- 2 The imposing keep can't keep out that pesky **werebat** (*DotMM*) family
- 3 The keep is growing by a few inches a year. What lies beneath pushing the keep upward?
- 4 No event

LIGHTHOUSE

"A beam of light pierces the darkness, warning ships of the approaching coastline."

A lighthouse is built like a large stone tube with a bright light behind glass on the top. A single lighthouse keeper and their family reside there.

Prerequisites. In order to build a lighthouse, this settlement must be on coastal terrain.

Industry Score Increase. This settlement's Military score increases by 1.

Douse the Light. As a decree, the lighthouse imposes disadvantage on enemy sailing attacks for a season.

LIGHTHOUSE EVENTS

d4 Event

- 1 **Sea spawn** keep appearing on the lighthouse doorstep, resembling sailors who were lost to sea years ago
- 2 A **sea hag** finds the lighthouse and people residing there too beautiful to live
- 3 The keeper swears that, when he's at work, he sees tentacles out of the corner of his eye
- 4 No event

LOCKSMITH SHOP

"A huge assortment of heavy metal locks encumber the counters and displays. An equal number of keys of all shapes line the walls."

This shop makes a community safer with its citizens tucked safely in their homes and its valuable under lock and key.

Prerequisites. In order to build a locksmith shop, this settlement must have a **smithy** and a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Lock and Key. The settlement gains half cover against Commerce and Lore attacks.

LOCKSMITH EVENTS

d4 Event

- 1 A crafty **nilbog** is switching all the locks in people's doors
- 2 The locksmith is really a **doppelganger** trying to live as many other identities as it can
- 3 The locksmith has a bit of a mystery for you—a key without a matching lock
- 4 No event

MERCENARY COMPOUND

"You hear a smattering of different regional languages as you approach this two-story building of identical rooms."

Looking like a small barracks, the mercenary compound houses sellswords, bounty hunters, and other paid soldiers

Prerequisites. In order to build a mercenary compound, this settlement must have a **barracks** and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Veterans. As a decree, this settlement can raise a **veterans** unit.

MERCENARY COMPOUND EVENTS

d4 Event

- 1 One of the mercenaries is really a **thought spy** from an enemy kingdom, but which one?
One of the veterans misses her beloved wife leagues away and could really use some cheering up
- 2 One of the mercenaries was infected with wereboar lycanthropy on a recent mission; can you cure him before he loses control?
- 3 No event
- 4 No event

MOAT WITH DRAWBRIDGE

"A deep trench, either dry or filled with water, surrounds your fortification."

Moats are especially good at keeping siege equipment from approaching a wall or fortified building.

Prerequisites. In order to build a moat with drawbridge, this settlement must have one of the following buildings—**city walls**, **castle**, or **keep**—and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

You're All Wet. This settlement gains three-quarters cover from siege equipment (**ballistae**, **cannon battery**, **mangonel fusillade**) and immunity from the attacks of **siege towers**.

MOAT EVENTS

d4 Event

- 1 A **giant crocodile** lives in the moat, and no one knows how it got there
- 2 One morning everyone woke to see that the moat had ominously turned to blood
- 3 Digging for the moat revealed an ancient tomb belonging to a hibernating **lich**
- 4 No event

PALISADE

"Sharpened wooden stakes or tree trunks set close side by side and sealed together with pitch surround the entire town."

Few things sap the enthusiasm of an invading horde like a sharp wall of pointed stakes.

Prerequisites. In order to build a palisade, this settlement must have a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Wooden Walls. This settlement gains half cover from overland military attacks.

PALISADE EVENTS

d4 Event

- 1 The tree trunks that make up the palisade have a tendency to wander off, as if they are primitive treants
- 2 A beautiful flower blossoms atop the palisade wall, but it turns out to be a **corpse flower**
- 3 **Wood woad** pour out of the forest to avenge their tree cousins that were sacrificed for the palisade
- 4 No event

PRISON

"This large building is lined with barred windows and a courtyard full of prisoners performing heavy labor."

Several guards, a few deputies, and a sheriff operate this large prisoner facility.

Prerequisites. In order to build a prison, this settlement must have a **jail**, which the prison replaces, and a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Rehabilitate. This settlement has advantage on Loyalty checks.

PRISON EVENTS

d4 Event

- 1 Jailbreak! A dangerous **assassin** or **master thief** is on the loose
Someone is murdering prisoners in their cells, but there is no sign of forced entry and no murder weapon
- 2 One of the prisoners claims to have information about a mole in the settlement's leadership, but can you trust her?
- 3 No event
- 4 No event

QUARTERMASTER'S OFFICE

"This small two-story wood structure is part military office and part warehouse packed to the rafters with crates, barrels, lumber, and weapons."

The quartermaster is a military officer charged with sending provisions and weapons, including the materials to construct siege towers, to the front lines.

Prerequisites. In order to build a quartermaster's office, this settlement must have a **supply office**, which the quartermaster's office replaces, and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Special Delivery. You can now apply the **siege towers** template to any overland attack that deals military damage and is comprised solely of Medium or Small creatures.

QUARTERMASTER'S OFFICE EVENTS

d4 Event

- 1 One of the supply lines has been stopped and no one knows why
- 2 The fastidious quartermaster has died, but her **ghost** picked up the work without interruption
- 3 A major spill of *sovereign glue* has made a ghastly mess in the quartermaster's warehouse
- 4 No event

RIFT

"An enormous chasm protects the city, like a dry moat with no discernible bottom."

Prerequisites. In order to build a rift, this settlement must be in Underdark terrain and have a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

No Way Across. This settlement gains total cover from siege equipment (**ballistae**, **cannon battery**, **mangonel fusillade**) and immunity from the attacks of **siege towers**.

RIFT EVENTS

d4 Event

- 1 How deep does the rift go? Occasionally, demons climb out of it
- 2 In the past few days, a psychic wind has begun to blow out of the rift (see chapter 2 of the *Dungeon Master's Guide*)
- 3 A colony of **grick** use the rift as a breeding ground and sometimes they swarm out
- 4 No event

SHIPYARD

"A tall warship being outfitted for a new mast stands in a dry dock leading into the sea."

Shipyards build and repair sailing ships. Building a large ship is almost impossible without one.

Prerequisites. In order to build a shipyard, this settlement must have a **harbor** and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Warships. As a decree, this settlement can raise a **warship fleet** unit.

SHIPYARD EVENTS

d4 Event

- 1 **Gloom weaver** saboteurs drill holes in the hulls of warships just before they launch into the sea
- 2 Repairers found, lodged among the barnacles on the hull of a ship, a large white pearl that unleashes a terrible curse
- 3 A ship full of **ghosts** is requesting repairs, and refusing them doesn't seem like it'll be met with anything but violence
- 4 No event

SIEGE WORKSHOP

"Wooden wheels, logs of lumber, planks of wood, huge firing bolts, and workable sheet metal lie in separate neat piles in this busy workshop."

A siege workshop is designed to build the war machines that can surmount tall city walls.

Prerequisites. In order to build a siege workshop, this settlement must have a **carpenter's shop**, a **smithy**, and a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Ballistae. As a decree, this settlement can raise a **ballistae** unit.

SIEGE WORKSHOP EVENTS

d4 Event

- 1 A couple of **hill giants** like the ballista bolts you've made: "just right size"
- 2 A **hobgoblin warlord** is keen to obtain a ballista for her host
- 3 The ballistae were fashioned from **tree blights**, and some of them have a mind of their own
- 4 No event

SMITHY

"The sights and sounds of the smithy are unmistakable. Sparks flying. The pounding of metal on metal. The hot fire. The whooshing bellows."

Almost every town has a smithy, sometimes known as a forge. There a blacksmith and their apprentice heat and shape metal to make everything from horseshoes to simple weapons to iron chandeliers.

While the smithy doesn't have a feature beyond an Industry Score Increase, it is required to build several other buildings.

Industry Score Increase. This settlement's Military score increases by 1.

SMITHY EVENTS

d4 Event

1 A barely controlled **fire elemental** serves the aging blacksmith but the smith's apprentice is not on good terms with it

2 The blacksmith is really a Cult of the Eternal Flame spy keeping an eye on this settlement for a future invasion

3 The blacksmith adopted a child he discovered trying to warm himself by the fire one day, but the kid is actually a dangerous **lava child** (DotMM)

4 No event

STABLES

"Horses paw the ground, eager for the morning ride. In moments, their blankets come off, saddles go on, and riders mount while squires fit them with lances."

Stables house horses and other mounts, such as ponies, mastiffs, and giant badgers. In stables, the animals shelter from the elements and take feed.

Prerequisites. In order to build stables, this settlement must have a **smithy** for shoeing.

Industry Score Increase. This settlement's Military score increases by 1.

Light Cavalry. As a decree, this settlement can raise a **light cavalry** unit.

STABLES EVENTS

d4 Event

1 A passing fiend has turned one of the mounts into a **nightmare**

2 The mounts start to go missing one by one; a local **hill giant** is the culprit

3 One of the mounts was the target of an **awaken** spell, and it wants out of the military

4 No event

STOCKS

"A wood bar lowers into place leaving only enough room to permit two hands and a neck. There languishes a sunburnt person who begs for water but is met only with disdainful looks."

The stocks serve as public embarrassment to rehabilitate wrongdoers. An official, such as the local sheriff, holds the key to the lock that keeps the wrongdoer in place.

Industry Score Increase. This settlement's Military score increases by 1.

Let That Be a Lesson. At the beginning of each season, the settlement restores 1 point of Loyalty, up to the maximum score.

STOCKS EVENTS

d4 Event

1 This one is an **evil mage** (LMP) who has cursed everyone who's walked by

2 The wrongdoer was a **wererat** who slipped out as soon as it transformed

3 The new stockade is ensorcelled and sends a person's hands and head to another plane, but somehow the person is still alive

4 No event

SUPPLY OFFICE

"This large open warehouse is flanked by a row of tightly-packed office doors on opposite walls."

This building is charged with the gathering and distribution of supplies to allied kingdoms or units on the front lines.

Prerequisites. In order to build a supply office, this settlement must have a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Supply Lines. The range of any military or loyalty units from this settlement increases by 12 miles.

SUPPLY OFFICE EVENTS

d4 Event

1 A rat infestation in the warehouse turns out to be **wererat** infestation

2 Wares have gone missing, but it's due to an extradimensional portal

3 A recent shipment is a crate full of carefully packed and very large eggs; what will hatch from them?

4 No event

TANNERY

"Strong, rough-hewn timbers hold up the thatched roof of this otherwise open-air structure. A stench rolls out of the building in nauseating waves."

Tanneries take animal skins and cure them to make leather. The process on a grand scale emits a terrible smell, but a settlement with plenty of leather can make durable but supple armor and other military equipment.

Industry Score Increase. This settlement's Military score increases by 1.

Outfit with Leather. Military units raised in this settlement benefit from half cover in unit-to-unit clashes.

TANNERY EVENTS

d4 Event

- 1 The processed animal hides have magically reanimated. Now they are horrific undead leather (**crawling claw** without the claw attack)
- 2 A **catoblepas** is taking advantage of the tannery's stench to provide cover for its own
- 3 A serial murderer is sneaking human skins in among the animal hides
- 4 No event

TRAINING GROUNDS

"This open grassy field is well-trod with horse hooves. Rings and low hedges make up an equestrian course."

Jousting matches take place here. Also, horses and other mounts can be trained for battle on these spacious grounds.

Prerequisites. In order to build training grounds, this settlement must have a **stables** and a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Knights. As a decree, this settlement can raise a **heavy cavalry** unit.

TRAINING GROUNDS EVENTS

d4 Event

- 1 One of the hedges is really just a mass of **twig blights** and **thorn blights** that lash out to wound the mounts
- 2 A neighboring kingdom gifts you an untrained **elephant** calf you might one day use as a mount
- 3 Someone has been rigging the training grounds to make you look bad
- 4 No event

TRAPSMITHY

"A gnarl of spiked metal, coiled rope, and tough leather, along with noxious odors, announce this building as the trapsmithy."

Prerequisites. In order to build a trapsmithy, this settlement must be majority or minority **kobold** and have a Military score of 5 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Kobold Inventors. As a decree, this settlement can raise a **kobold trappers** unit.

TRAPSMITHY EVENTS

d4 Event

- 1 A green slime patch has begun to multiply until it takes over the entire trapsmithy
- 2 The trapsmith's inventing has created all sorts of giant bugs and other giant critters
- 3 A **red dragon wyrmling** has taken a liking to the trapsmith and has decided to keep her as a pet
- 4 No event

TREBUCHETS

"Great catapults with swinging arms stand atop the wall of this city."

Trebuchets are immobile siege weapons redesigned to defend cities.

Prerequisites. In order to build trebuchets, this settlement must have **city walls**, a **siege workshop**, and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

First Shot. This settlement can fire its trebuchets before an enemy overland or airborne military unit conducts its siege. This attack deals 3 (1d6) military damage.

TREBUCHETS EVENTS

d4 Event

- 1 Publicly, it was just an accident that a trebuchet fired into the city, but the reality is a **sword wraith commander** haunts the top of the wall
- 2 A well-aimed trebuchet can knock a flying enemy out of the sky, which is why the resident **adult red dragon** has vowed to see them burn
- 3 Trebuchets freak **stone giant dreamwalkers** out—like, who threw that boulder?
- 4 No event

WAR COLLEGE

"This squat gray academy flies several dozen military banners out front."

A war college makes combat a matter of academic study and produces the shrewdest military minds.

Prerequisites. In order to build a war college, this settlement must have an **academy** and a Military score of 11 or higher.

Industry Score Increase. This settlement's Military score increases by 1.

Warlords. As a decree, this settlement can raise a **warmongers** unit.

WAR COLLEGE EVENTS

d4 Event

- 1 One unruly student who studies and trains under you is destined to be your sworn enemy
- 2 One of the instructors is a self-exiled **githyanki kith-rak** whose people still hunt him
- 3 **Redcaps** plague the college, a byproduct of continual thoughts of war and violence
- 4 No event

WATCHTOWERS

"Tall wood timbers pointing skyward hold aloft a roofed platform. A ladder leads up to a small hole cut into the platform's floor."

These tall structures are not reinforced and wouldn't stand long under assault. Watchtowers serve only one purpose: to see the enemy or other threats coming from a long way off.

Industry Score Increase. This settlement's Military score increases by 1.

Lookout. When an enemy unit comes within 12 miles of this settlement, as a reaction, your garrisoned unit can sally forth and attack it.

WATCHTOWERS EVENTS

d4 Event

- 1 The lookouts have seen mirages on the horizon of a strange city of white buildings
- 2 A lookout fell to their death; but their fellow watcher is nowhere to be found
- 3 The watchtowers are in different positions in the settlement each morning, as if they walk about at night
- 4 No event

WHEELWRIGHT'S WORKSHOP

"Curved wood, iron hoops, and metal hubs are stacked in this yard and workshop while the wheelwright and several apprentices affix spokes to a hub."

Wheelwrights make wooden wheels for carts, wagons, coaches and more. The military requisitions their labor to make chariots, swift and deadly vehicles.

Prerequisite. In order to build a wheelwright's workshop, this settlement must have a **smithy** and **stables**.

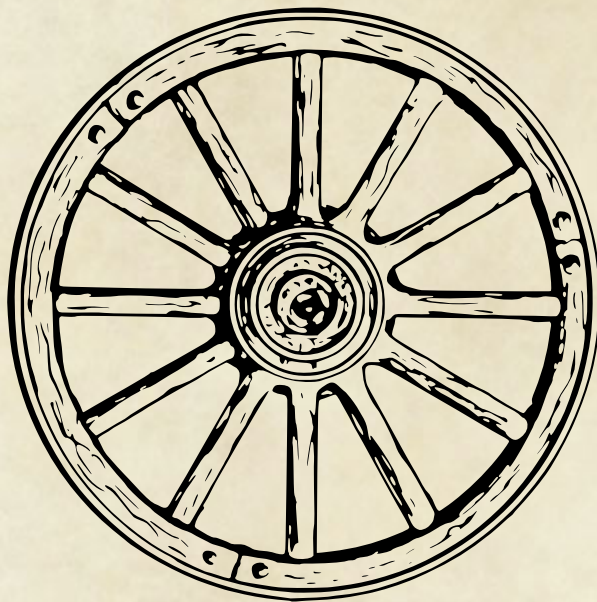
Industry Score Increase. This settlement's Military score increases by 1.

Charioteers. As a decree, this settlement can raise a **charioteers** unit.

WHEELWRIGHT EVENTS

d4 Event

- 1 The wheelwright is also a tinker and can make clockwork toys for the party
- 2 Someone is rearranging the finished wheels each night to look like the cosmological Great Wheel for some unknown purpose
- 3 Four coach wheels are missing but the set can be seen rolling around town with a ghostly apparition floating above them
- 4 No event



COMMERCE BUILDINGS

BANK

"Inside this stone building there is a foyer with desks, clerks counting coin, and a walk-in vault."

A bank issues loans, sends money, and secures valuables.

Prerequisites. In order to build a bank, this settlement must have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Coin Deposit. Money you deposit in the bank accrues annual interest, 5 percent in a town, 10 percent in a city, and 15 percent in a metropolis.

BANK EVENTS

d4 Event

1 A **doppelganger** robs this bank about once a month, but they are always in a different humanoid form

2 A hungry **gold dragon wyrmling** has taken up residence inside the vault and needs to be coaxed out

3 After an unfortunate incident with a *portable hole*, the vault's contents are in the Astral Plane and need to be recovered

4 No event

BAZAAR

"Colorful tents, a cacophony of voices, and coin changing hands."

Also known as a marketplace, a bazaar is a collection of merchant's stalls and tents where any mundane item can be bought or sold.

Prerequisites. In order to build a bazaar, this settlement must have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Haggle. With a successful DC 15 Charisma (Persuasion) check, a party member can buy any nonmagical item for 75% of the listed price.

BAZAAR EVENTS

d4 Event

1 A **master thief** employs teenage **commoners** to pickpocket bazaar crowds, including the party

2 One merchant is a disguised **rakshasa**

3 An **enchanter** merchant tries to cheat every customer he meets

4 No event

BLACK MARKET

"Down a crowded alleyway, knock on an unmarked door, tell them I sent you, and step inside."

A black market peddles magical items, illicit materials, and unlawful thrills.

Prerequisites. In order to build a black market, this settlement must have a **bazaar**, a **thieves' guild**, and a Commerce score of 11 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Never Sold Out. You roll with advantage on checks made to buy or sell magic items, as described in chapter 2 of *Xanathar's Guide to Everything*.

BLACK MARKET EVENTS

d4 Event

1 An illegal drug is killing people and turning their corpses into **black puddings**—find the dealers and suppliers

2 One merchant is a **warlock of the fiend** who sells charms to desperate people in exchange for their souls

3 Another merchant is really an **elder oblox** who sells intoxicating memories—but only the first one is free

4 No event

BREWERY

"A large wood vat bubbles and gives off a yeasty aroma in this hops-scented room."

Breweries make beer and other fermented beverages and then sell them to distributors.

Industry Score Increase. This settlement's Commerce score increases by 1.

BREWERY EVENTS

d4 Event

1 A pair **ochre jelly** have slipped into the fermenting beer and killed the brewer when she got too close

2 An awakened **baboon** keeps sneaking into the brewery, getting drunk, and writing obscene things all over town

3 Your frothy beer attracts thirsty **hill giants** who follow the scent to the brewery

4 No event

BRIDGE

"The road continues over the river and onto the far shore thanks to a sturdy wood bridge."

Roads don't have to end at the river bank.

Prerequisites. In order to build a bridge, this settlement must be built on coastal terrain and have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

The Far Shore. A bridge allows a **road** to be built over a river or narrow lake, as well as allowing overland units to cross over them.

BRIDGE EVENTS

d4 Event

1 A **troll** is squatting under this bridge hungry to eat anything trying to cross it

2 A contingent of 2d4 **sprites** only lets those they deem pure in heart pass; the rest get shot with poison arrows

3 A recent earthquake has destabilized the bridge, and any weight more than 500 pounds sends a section of it tumbling into the river, along with those who fail a DC 15 Dexterity saving throw

4 No event

BUREAU

"This long single-story building with many windows is filled with offices and industrious officials."

In theory, a bureau is designed to make the local government run more smoothly

Prerequisites. In order to build a bureau, this settlement must have a Commerce score of 11 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Grease Palms. If the settlement's Commerce score is at maximum, for 500 gold pieces, this settlement can gain an extra decree this season.

BUREAU EVENTS

d4 Event

1 An uprising of **militia** (400 **commoners**) is marching on the bureau with violent intent

2 The bureau chief who only works evenings and after hours is really a **vampire** who intends to rule this city

3 One of the bureaucrats only comes in to work every other day and has no recollection of the days he's absent

4 No event

BUTCHER SHOP

"Slaughtered and cut beasts hang in this low-ceiling, slightly chilled room. A burly woman sharpening a cleaver looks up as you enter."

After the stockyard's slaughterhouse, animals go to the butcher where they are separated into saleable cuts.

Prerequisites. In order to build a butcher shop, this settlement must have a **stockyard**.

Industry Score Increase. This settlement's Commerce score increases by 1.

Harvest Meat. You can now make the Harvest (Meat) decree.

BUTCHER SHOP EVENTS

d4 Event

1 The beast on a hook on the wall looks more like a person than a beast, and the butcher with the knife looks more like a hag than a humanoid

2 A **vampire** trying to wean herself off humanoid blood works the graveyard shift here

3 The butcher keeps a **guard drake** as a pet and protector; "She's harmless," says the butcher, but the townsfolk aren't so sure

4 No event

CAMPGROUNDS

"A field just outside of town is filled with living wagons, pitched tents and makeshift lean-tos."

Campgrounds accommodate more visitors than an inn ever could, but the accommodations aren't very nice.

Industry Score Increase. This settlement's Commerce score increases by 1.

News Abroad With a successful Charisma (Persuasion) check, the party can gather information and rumors about events outside of the settlement.

CAMPGROUNDS EVENTS

d4 Event

1 A flood of refugees from a nearby war-torn land has locals simmering

2 One of the living wagons is home to an old lawful neutral **vampire** couple who are willingly sustained by the blood of their own descendants

3 A man and his dog are really two **werewolves** working as bounty hunters outside of the law

4 No event

CANAL

"An unnaturally straight river cuts right through the old swamp."

A canal is a humanoid-made waterway designed to drain water-logged terrain.

Prerequisites. In order to build a canal, this settlement must have **ditches and dikes** and a Commerce score of 11 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Drain the Swamp. The swamp terrain the settlement is built on is no longer considered difficult terrain.

CANAL EVENTS

d4 Event

- 1 An **archdruid** is not at all happy you've upset the natural order of her home
- 2 All kinds of things float down the canal, like the bloated body of a hill giant; what might have killed it?
- 3 A trio of **giant crocodiles** have decided that the canal is their new hunting ground
- 4 No event

CARPENTER'S SHOP

"Wood shavings litter the floor while half-finished projects stand on broad sturdy tables."

A carpenter is a craftsman who plies their trade cutting, shaping, and joining pieces of wood.

Industry Score Increase. This settlement's Commerce score increases by 1.

Woodworking Business. A character proficient in carpenter's or woodcarver's tools can run a business out of the carpenter's shop. (See chapter 6 of the *Dungeon Master's Guide*.)

CARPENTER'S SHOP EVENTS

d4 Event

- 1 The first time the carpenter lays a knife to a new piece of wood, it screams
- 2 Every night the carpenter lays his unfinished work out on the table and every morning the work is done already
- 3 A band of **thugs** is pressuring the carpenter to pay for "protection"
- 4 No event

CLOCKMAKER'S WORKSHOP

"A craftsman wearing magnifying glasses bends over a workbench to search through hundreds of tiny gears."

In addition to making expensive timepieces, the clockmaker installs a clock tower that tolls each hour, uniting the people or calling them to prayer.

Prerequisites. In order to build a clockmaker, this settlement must have a Commerce score of 11 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Clock Tower. At the beginning of each season, the settlement restores one point of Religion or Loyalty damage, up to its maximum.

CLOCKMAKER'S WORKSHOP EVENTS

d4 Event

- 1 You wake up and everything is as if yesterday never happened; besides you, only the clockmaker notices the phenomenon
- 2 The clockmaker has succeeded in building a **nimblewright**, but this one has a penchant for trouble
- 3 The clockmaker can build you a clockwork version of any beast with a CR of 4 or lower
- 4 No event

DOCK

"A wooden pier where several boats are moored juts out into the water."

A dock is a step up from dragging boats onto land or leaving them anchored just off shore.

Prerequisites. In order to build a dock, this settlement must be built on coastal terrain.

Industry Score Increase. This settlement's Commerce score increases by 1.

Keelboats. As a decree, this settlement can raise a **keelboat train** unit.

DOCK EVENTS

d4 Event

- 1 A single animated **skeleton** rows to shore, pays the docking fee, and heads into town, much to everyone's surprise
- 2 **Merfolk** have been cutting docking ropes and letting boats drift out to sea
- 3 1d4 **sea spawn** have taken to sleeping in boats, leaving behind scales, seaweed, and broken spines
- 4 No event

FARMER'S MARKET

"Fresh-baked bread, an assortment of fruits and vegetables, milk, cheese, and eggs are the primary wares of this outdoor market."

Prerequisites. In order to build a farmer's market, this settlement must have a **farm collective**.

Industry Score Increase. This settlement's Commerce score increases by 1.

Nutrition. This settlement has advantage on Health checks.

FARMER'S MARKET EVENTS

d4 Event

1 A party of adventurers breezed into town and started throwing around coin like they'd just looted a dragon's lair; the price of bread has skyrocketed

2 An **assassin** is trying to poison your food, and she doesn't care how many innocents die to do it

3 A **mouth of Grolantor** is rampaging through the farmer's market, eating everything in sight, including a few of the farmer merchants

4 No event

FERRY

"A small dinghy scrapes the beach gravel as it sets out into the water. To move the vessel, the ferrier pulls on a metal chain running the length of the body of water."

Prerequisites. In order to build a ferry, this settlement must be built on coastal terrain.

Industry Score Increase. This settlement's Commerce score increases by 1.

Slow Crossing. A ferry can take you or a unit across a river, lake, or bay. Because ferries are slow to board, travel, and unboard, treat the water as difficult terrain.

FERRY EVENTS

d4 Event

1 The townsfolk don't like to say anything, but the ferryman is a **merrenloth**, though it hasn't caused any trouble...yet

2 Something has taken a tremendous bite out of the ferry chain; something big is down there

3 A **hydroloth** skims the surface of the water, sometimes snatching people out of the ferry

4 No event

FISH MARKET

"Everything, from the stalls to the people to the mud beneath your feet, smells of fish."

Once they are hooked and hauled onto land, fish go to the fish market. Here the fishers sell their wares, with a greater variety available in settlements by the sea as opposed to the banks of a river.

Prerequisites. In order to build a fish market, this settlement must have a **fishery**.

Industry Score Increase. This settlement's Commerce score increases by 1.

Harvest Fish. You can make the Harvest (Fish) decree.

FISH MARKET EVENTS

d4 Event

1 In the mouth of one of the fish is a *pearl of power* wrapped in a note that reads, "Save Our Souls."

2 One fisherwoman caught a dead **merrow** and, not knowing what it was, brought it to market; turns out it wasn't dead

3 One of the fish revives and starts talking, demanding to have an audience with whomever is in charge

4 No event

FURRIER'S SHOP

"Hanging pelts and furs hush every sound in this small, dimly-lit store."

A furrier's shop is the last stop of an extensive tracking or hunting operation, with beasts taken from the surrounding region.

Prerequisites. In order to build a furrier's shop, this settlement must have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Winter Coats. Fur-lined cloaks and leather gloves from this shop protect you from the effects of extreme cold. (See chapter 5 of the *Dungeon Master's Guide*.)

FURRIER'S SHOP EVENTS

d4 Event

1 An awakened **cave bear** attacks the shop, seeking revenge for her mate

2 An animal rights transmuter passed through the shop and animated one of the larger coats to become a **rug of smothering**

3 The furrier says he'll pay handsomely if you can fetch him a **mammoth** hide

4 No event

GANGSTER SAFE HOUSE

"Beyond a gate and after a walk up a tree-lined gravel path, a mansion comes into view with more security than you'd expect"

This opulent house looks like a noble manor but it's really a front for organized crime, thriving while local government looks the other way

Prerequisites. In order to build a gangster safe house, this settlement must have an **outlaw hideout**.

Industry Score Increase. This settlement's Commerce score increases by 1.

Bandit Captains. As a decree, this settlement can raise a **marauders** unit.

GANGSTER SAFE HOUSE EVENTS

d4 Event

- 1 An up-and-coming rival gang is trying to steal this gang's territory and it might lead to an all-out street war
- 2 The eyeshadow-loving **beholder** leads this gang and has plans to take over the whole town
- 3 A **drow assassin** was hired to execute the leader of the gang, which would lead to absolute chaos in the city
- 4 No event

GENERAL STORE

"Shelves lined with cans, sacks of wheat resting against walls, and a friendly shopkeeper setting down his broom to greet you."

A general store contains foodstuffs and plenty of tools, farming gear and household items.

Industry Score Increase. This settlement's Commerce score increases by 1.

Friends and Family Discount. Adventuring gear can be purchased here for 50% off its listed price. (See chapter 5 of the *Player's Handbook*.)

GENERAL STORE EVENTS

d4 Event

- 1 A resident **mage** comes into the store regularly and requests very unusual items; what might he/she be up to?
- 2 The shopkeeper barter sometimes and was left in the possession of a large package that smells of brimstone
- 3 The ingredients to a cake for a birthday celebration have been stolen, and large footprints lead off into the woods
- 4 No event

GLASSWORKS

"Large plumes of smoke pour out of the chimneys of the low stone building into which laborers carth white sand."

Glass can be used for windows, jewelry, cutting edges, and more. Stained glass is one of its most artistic uses.

Prerequisites. In order to build a glassworks, this settlement must have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Glass Windows. Repairing this settlement's Commerce score also repairs your choice of Loyalty or Religion score.

GLASSWORKS EVENTS

d4 Event

- 1 A trickster god brings to life 1d4 glass golems (**stone golems** with 1 hit point)
- 2 The heir of the glassworks has been kidnapped by her evil half-elf brother (**archer**)
- 3 A **minotaur** has crawled out of its subterranean labyrinth and is now wantonly destroying the finished glass product
- 4 No event

GUILD HALL

"This clapboard building looks like it has been added to over time, each addition looking more ostentatious than the last."

The guild hall houses the offices and meeting places of an association of craftsmen or professionals.

Prerequisites. In order to build a guild hall, this settlement must have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Double Prizes. Choose one of your Harvest options. When you make the chosen Harvest decree, you roll all of the earnings dice twice and add them together. Then add any relevant modifiers as normal.

GUILD HALL EVENTS

d4 Event

- 1 A group of robbers is stealing from the guild hall's vault to try to ruin the guildmaster (see chapter 3)
- 2 The old guildmaster has come back as a **revenant** and is murdering all those he trained so that his skills might die with them
- 3 A rival guild has paid a mage to summon a **fire elemental myrmidon** to destroy the guild hall
- 4 No event

HARBOR

"Piers and jetties protect this small stretch of coastline from the ravages of the waves."

In addition to protecting boats, harbors make it possible to build and keep larger ships.

Prerequisites. In order to build a harbor, this settlement must have a **dock** and a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Longships. This settlement can now raise a **longship** **convoy** unit.

HARBOR EVENTS

d4 Event

- 1 While being pursued, a friend tossed a treasure into the harbor to keep it out of the wrong hands; now she needs your help retrieving it
- 2 An old **marid** takes offense that you've calmed the coastline and vows to destroy your jetties
- 3 A pirate gang (3d4 **bandits**) steals boats by jumping aboard a moored one and tossing the crew overboard just before launch
- 4 No event

INN

"A cozy fire crackles downstairs near a musician strumming quietly, while upstairs large beds await stuffed with clean straw."

Industry Score Increase. This settlement's Commerce score increases by 1.

Harvest Travel. You can make the Harvest (Travel) decree.

INN EVENTS

d4 Event

- 1 The employed **bard** has been casting *charm person* on patrons while he plays in order to swindle them
- 2 The innkeeper believes a monster is living under one of the upstairs beds; in truth, it's a portal to a demiplane full of monsters
- 3 The inn's cook burns your food; he's anxious because he hasn't seen his little boy in over a day; the boy has been abducted by **cultists**
- 4 No event

JEWELER'S SHOP

"Dazzling gemstones inlaid in gold or silver astonish even the wealthier customers."

The jeweler is a master craftsperson who brings even greater value to gems and precious metals.

Prerequisites. In order to build a jeweler's shop, this settlement must have a **mine** and a Commerce score of 11 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Cut Stones. When you make the Harvest (Minerals) decree, you roll with advantage on the industry check to determine your earnings.

JEWELER'S SHOP EVENTS

d4 Event

- 1 The jeweler gifts you a cursed gemstone, which, at the end of a long rest, returns the bearer to the spot where the gem was mined
- 2 An **adult gold dragon** feels peckish and keeps sniffing around the shop scaring off customers
- 3 A trio of **master thieves** is planning the heist of the decade, and this shop is the mark
- 4 No event

LEAF BARN

"Long strips of halfling leaf, or pipe weed, were left to dry in this well-ventilated barn."

Halflings love their leaf and build special barns in which to dry and store it.

Prerequisites. In order to build a leaf barn, this settlement must be majority or minority halfling.

Industry Score Increase. This settlement's Commerce score increases by 1.

Contented Populace. This settlement rolls Loyalty checks with advantage and gains resistance to Loyalty damage.

LEAF BARN EVENTS

d4 Event

- 1 An evil **halfling wererat** has tainted the leaf, poisoning and even killing those who smoke it
- 2 A red dragonborn, envious of his successful halfling neighbor, found it all too easy to set the barn ablaze
- 3 A **tree blight**
- 4 No event

LUMBERYARD

"This clearing in the forest is filled with fallen logs stripped of branches."

Once woodcutters fell trees, they drag the logs here with mules or other stout beasts to prepare them for transport.

Prerequisites. In order to build a lumberyard, this settlement must have a **woodcutter's lodge**.

Industry Score Increase. This settlement's Commerce score increases by 1.

Harvest Lumber. You can make the Harvest (Lumber) decree.

LUMBERYARD EVENTS

d4 Event

- 1 The boss of the lumberyard (**bandit captain**) overworks his employers and is planning a hostile takeover of the lumber consortium
- 2 A pair of **wood woads** are on the march, headed straight for your lumberyard
- 3 A **summer eladrin** wants to talk with you, but choose your words wisely because eladrin are impulsive and can be deadly
- 4 No event

MASON'S WORKSHOP

"This brick-and-mortar buildings has chunks of unfinished stone and red bricks baking in the sun."

A mason is skilled in crafting stone, brick, clay, and other building materials.

Industry Score Increase. This settlement's Commerce score increases by 1.

Reinforced Concrete. If this settlement has **city walls**, military damage that you take from an enemy unit attack is reduced by 1.

MASON'S WORKSHOP EVENTS

d4 Event

- 1 A **dao** is impressed with your stonemason's skill; the problem is she wants to enslave the poor man on the Elemental Plane of Earth
- 2 The mason is also a sculptor but a bit of Wild Magic makes his art come to life as **earth elementals**
- 3 A hibernating **galeb duhr** suffered injury when the mason, thinking it was inanimate rock, attempted to carve into it; now the whole clan is plotting revenge
- 4 No event

MINE

"A metal track leads deep into a mountainside where the sounds of picks against rock resounds."

Mines harvest minerals of all types, from coal for burning to gold and silver for coins or jewelry.

Prerequisites. In order to build a mine, this settlement must be built in hill or mountain terrain.

Industry Score Increase. This settlement's Commerce score increases by 1.

Harvest Minerals. You can make the Harvest (Minerals) decree.

MINE EVENTS

d4 Event

- 1 Eyes in the dark proved to be a drow hunting party (1 d4 **drow** and a **drow elite warrior**) looking for new slaves
- 2 Just behind a thin stone wall adject to the mine lies an **abolet** tugging the miners' mental strings
- 3 Duergar miners dig up while you dig down; you're on a collision course that may end badly
- 4 No event

MINT

"This small marble edifice glows in the warm sunlight."

A mint makes the official currency of your kingdom: copper, silver, electrum, and gold.

Prerequisites. In order to build a mint, this settlement must have a **mine**, a **bank**, and a Commerce score of 11 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Supply and Demand. Your sphere of influence expands. Every season, foreign settlements within 12 miles of this town suffer 1 commerce damage. The range increases to 18 miles for a city and 24 miles for a metropolis.

MINT EVENTS

d4 Event

- 1 A trio of **conjurers** teleported into the building to steal the newly minted coins but fell to arguing about how to divide it
- 2 **Ogrémoch** and its followers believe all precious metals belong to them, and they're reclaiming this bit of it now
- 3 A few fey **korred** with enchanted hair are looking to cut their hair with your gold to make more of the precious stuff
- 4 No event

MITHRAL MINE

"Even deep within the mine, mineral veins on the walls glow with a vibrant silvery luster."

Mithral mines harvest the rarest of metals with dwarven ingenuity.

Prerequisites. In order to build a mithral mine, this settlement must be majority or minority dwarf and have a Commerce score of 11 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Not All That Glitters Is Gold. In this settlement, mithral and adamantine armor and weapons are as common as mundane armor and weapons and can be bought for the regular price.

MITHRAL MINE EVENTS

d4 Event

1 A company of high elves (**archmage** and two **champions**) are tired of buying mithral from the dwarves and want a hostile takeover

2 A **purple worm** claims this mine as home, well fed by all the humanoids the mithral veins attract

3 Three ancient queens fought over this mine; now they haunt it together as a squabbling **skull lord**

4 No event

OUTLAW HIDEOUT

"This ramshackle house looks abandoned and on the verge of collapse but candlelight burns inside."

Bandits and highway robbers live here when they're not on the road, and they work for anyone with gold.

Industry Score Increase. This settlement's Commerce score increases by 1.

Bandits. As a decree, this settlement can raise a **highway robbers** unit.

OUTLAW HIDEOUT EVENTS

d4 Event

1 The outlaws were all massacred in their hideout and something more fouler has taken their place and is looking for clients

2 A rival gang of **bandits** is waging a turf war against this settlement's bandits

3 The outlaws were sent to steal from you by a rival kingdom; it was an offer they couldn't refuse

4 No event

PORT

"Crowds of people, parcels, packages, crates, and crews throng the narrow walkways of the inner harbor."

Once a coastline is protected by a harbor, a jungle of piers, seaside warehouses, winches and cranes, and gangplanks see to the loading and unloading of ships.

Prerequisites. In order to build a port, this settlement must have a **harbor**, a **lighthouse**, and a Commerce score of 11 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Sailing Ships. As a decree, this settlement can raise a **sailing expedition** unit.

PORT EVENTS

d4 Event

1 At the bottom of the port is a mass of wrecked ships just as busy with merfolk, tritons, and sea elves as the port above is with surface-dwellers

2 A **dragon turtle** has strayed into the port, got confused, and can't figure out how to leave

3 On the sea floor of the port, there is a portal to the Elemental Plane of Water, but a **kraken** on the other side has discovered it too

4 No event

ROAD

"A wide dirt path meanders through the countryside."

A highway connects this settlement to another of yours within 24 miles of it.

Prerequisites. In order to build a road, this settlement must have a Commerce score of 5 or higher and, if built in the Underdark, a **tunnel** too.

Industry Score Increase. This settlement's Commerce score increases by 1.

Out of the Mud. While traveling on the road, difficult terrain doesn't cost you or your units extra movement.

In addition, the settlement with the lower Commerce score receives a number of bulwark points each season equal to the difference between their two modifiers.

ROAD EVENTS

d4 Event

1 A gang of 2d4+1 **bandits** and their **bandit captain** have overturned a wagon to make it look like someone is in need while they lie in wait

2 At a fork in the road, a **bone devil** stands waiting to challenge mortals to a battle of skill in return for their souls

3 A headless **wraith** astride a **nightmare** haunts this road at night

4 No event

SAWMILL

"Inside this ramshackle building, a wood log on a movable carriage is being cut by a large machine-powered saw."

Also known as a lumber mill, a sawmill harnesses water, wind, or animal power to cut wood or stone.

Prerequisites. In order to build a sawmill, this settlement must have a **woodcutter's lodge** and a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Mangonels. As a decree, this settlement can raise a **mangonel fusillade** unit.

SAWMILL EVENTS

d4 Event

- 1 Everything in the sawmill suddenly springs to life, from the pair of saws (**flying swords**) to the block of marble waiting to be cut (**stone golem**)
- 2 An **empyrean** appears before the miller asking for an impossible task within an impossible timeframe and death should she fail to deliver
- 3 A closeted **werewolf** in town is tormented by the whine of the sawmill on stone and plots to destroy it
- 4 No event

SEASIDE SHANTY

"The smell of booze and salt seas wafts from this brightly-lit building, loud with raucous laughter."

A seaside shanty is a tavern for sailors and pirates. Come for a salty dish and rum and stay for a tall tale.

Prerequisites. In order to build seaside shanty, this settlement must have a **harbor**.

Industry Score Increase. This settlement's Commerce score increases by 1.

Swashbucklers. As a decree, this settlement can raise a **buccaneers** unit.

SEASIDE SHANTY EVENTS

d4 Event

- 1 A **pirate captain**, **pirate bosun**, **pirate first mate**, and **pirate deck wizard** want to fight you
- 2 An **adult bronze dragon** in human form gets deep in its cups and does very inhuman things
- 3 Three hideous women in the corner are **sea hags**
- 4 No event

STOCKYARD

"The sound and smell of manure assaults your senses before the livestock in crowded pens comes into view."

Sometimes called a feedlot, the stockyard houses cattle, rothé, and other livestock while they winter or spend their final days before slaughtering.

Industry Score Increase. This settlement's Commerce score increases by 1.

Fresh Meat. At the beginning of each season, this settlement restores 1 point of Commerce or Health, up to the maximum score.

STOCKYARD EVENTS

d4 Event

- 1 Stampede! Get the **cows** or **rothé** under control before they gore and trample each other to death
- 2 A **chain devil** disguised as an old man offers to buy one of your cows in exchange for three magic beans; just sign here
- 3 Several of the cows are missing; an **ogre** stole them and put them in its nearby cave
- 4 No event

TAILOR'S SHOP

"Needles, thimbles, thread, and reams of fabric clutter the space around the person at the spinning wheel"

A tailor is skilled at sewing and stitching to make or repair clothes. While the tailor's shop doesn't have a feature beyond an Industry Score Increase, it is requisite to build an armorer's workshop.

Industry Score Increase. This settlement's Commerce score increases by 1.

TAILOR'S SHOP EVENTS

d4 Event

- 1 A gang of 1d4+1 **quicklings** infiltrate the shop each night, complete the work the tailor has left out, and disappear; but the clothes are cursed
- 2 An old but effective curse remains on the spinning wheel, putting any who pricks their finger on it into a deep sleep; everyone thinks the tailor has narcolepsy
- 3 A **korred** is apoplectic after overhearing a townspeople say that the tailor is the best in the region; it challenges the tailor to a spinning and sewing competition
- 4 No event

TALE EXCHANGE

"The only furnishings in this circular carpeted room is floor cushions, dozens of them."

Tabaxi value stories more than silver or gold. Not only do they pay well for a good story well told, tabaxi construct buildings expressly for the exchange of tales.

Prerequisites. In order to build a tale exchange, this settlement must be majority or minority tabaxi.

Industry Score Increase. This settlement's Commerce score increases by 1.

A Good Yarn. After completing a quest, the party can visit the tale exchange to recount the tale and receive gold pieces equal to the result of a Charisma (Performance) check times the CR (or equivalent) of the difficulty overcome.

TALE EXCHANGE EVENTS

d4 Event

1 You overhear a tale recounting the deaths of each member of the party in horrific detail; the storyteller then disappears with an evil laugh

2 A **tabaxi minstrel** named Sparrow wants to hire you for a dangerous job, just so he can tell the tale of your success later

3 A **death dog** chases a tabaxi citizen into the tale exchange, and all hell breaks loose

4 No event

TRADING POST

"Barrels, boxes, parcels, and bags fill every corner and line every wall and shelf of this rustic store."

A trading post, unlike a general store, profits primarily by bartering and lines of customer credit.

Prerequisites. In order to build a trading post that is not a stronghold, this settlement must have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Liquid Assets. This settlement rolls Commerce checks with advantage.

TRADING POST EVENTS

d4 Event

1 When the manager goes to retrieve the cash box, she always finds it empty, taken by one of four petty thieves (see chapter 3)

2 There's been a delivery error; this box is full of large, unhatched spotted eggs

3 A terrifying face appears at the window of the manager's son's window; it's **the lost**

4 No event

TUNNEL

"Chipped and chiseled walls unmistakably identify this tunnel as one made by humanoid hands."

A tunnel connects this Underdark settlement to another within 24 miles of it.

Prerequisites. In order to build a tunnel, this settlement must be built in Underdark terrain and have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Dug Out. The Underdark is always considered difficult terrain for those not native to it. While traveling in a tunnel, however, difficult terrain doesn't cost you or your units extra movement.

TUNNEL EVENTS

d4 Event

1 A new tunnel attracts a lot of attention from monsters looking for new hunting grounds, such as the **froghemoth**

2 Enemy drow have enslaved a **balhannoth** to trap the tunnel

3 A **young red shadow dragon** has moved into the tunnel, hoping to find a new lair and fill its hoard with travelers' treasure

4 No event

WAINWRIGHT'S WORKSHOP

"With a few more firm taps with the wooden mallet, the wainwright drives the wagon wheel onto the axle, then gives it a spin."

Also known as a cartwright's workshop, a wainwright builds and repairs wagons.

Prerequisites. In order to build a wainwright's workshop, this settlement must have a **wheelwright's workshop**.

Industry Score Increase. This settlement's Commerce score increases by 1.

Wagon Train. You receive 500 gp a season for every settlement to which this settlement is connected by road or highway.

WAINWRIGHT'S WORKSHOP EVENTS

d4 Event

1 Every night, 1d4+1 **imps** loosen all the wheels on the finished wagons

2 The wood shavings from the floor have coalesced into 2d4 **dust mephits**

3 A **ghost** who was a wagoner in life attempts to possess anyone who buys from the wainwright

4 No event

WAREHOUSE

"A large wooden door on metal hinges creaks open to reveal a large flat space with crates stacked almost to the ceiling."

Warehouses store goods and wares for a short time or indefinitely.

Prerequisites. In order to build a warehouse, this settlement must have a **dock** and a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Galleys. As a decree, this settlement can raise a **galley** fleet unit.

WAREHOUSE EVENTS

d4 Event

- 1 **Bandits** and their **bandit captain** are using part of the warehouse to store their illicit goods
- 2 A deceased mage used this warehouse as overflow storage for his magic items, watched by a **stone golem**; the creature guards them still
- 3 A **red dragon wyrmling** has decided that your warehouse is what it needs to begin its hoard
- 4 No event

WATERMILL

"A dripping wheel lazily spins, turning a millstone inside the building."

Prerequisites. In order to build this building, this settlement must be built in coastal terrain and have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Mill Flour. When you make the Harvest (Crops) decree and roll on the Harvest Earnings table, you can reroll the die and must use the new roll.

WATERMILL EVENTS

d4 Event

- 1 The watermill stopped working one day, and the cause was a dead nobleman's body caught in the wheel...
- 2 A passing **hill giant** thought the wheel would make for a wonderful throwing disk, and she is currently playing catch with her friends
- 3 A **master thief** dropped his heist haul under the watermill wheel, hoping to retrieve it soon
- 4 No event

WINDMILL

"Lattice framework sails slowly turn in the breeze while inside the tower grain is crushed into a fine flour."

Windmills convert wind power into movement to grind grain, pump water, or create heat.

Prerequisites. In order to build a windmill, this settlement must be built in grassland terrain and have a Commerce score of 5 or higher.

Industry Score Increase. This settlement's Commerce score increases by 1.

Mill Flour. When you make the Harvest (Crops) decree and roll on the Harvest Earnings table, you can reroll the die and must use the new roll.

WINDMILL EVENTS

d4 Event

- 1 A **derro savant** and its **derro** assistant believe your windmill to be a four-armed giant and have set out to destroy it
- 2 Two **champions** have been fighting a duel that has ranged everywhere before finally bringing them to the windmill
- 3 The **djinni** who haunts these plains isn't too happy a windmill is harnessing power she considers hers
- 4 No event

WOODCUTTER'S LODGE

"A thatched cottage in the middle of the woods has a number of fallen trees around it, an ax stuck in one of the stumps."

A small group of foresters call this building home when on the job.

Prerequisites. In order to build a woodcutter's lodge, this settlement must be built in forest terrain.

Industry Score Increase. This settlement's Commerce score increases by 1.

WOODCUTTER'S LODGE EVENTS

d4 Event

- 1 The woodcutters had 1d4+1 **animated armors** made to speed the work, but the constructs violently turned on the workers
- 2 1d4 **dryads** step out of the woods to avenge the fallen trees
- 3 When you're a woodcutter felling trees all alone, a **tyrannosaurus rex** can ruin your whole day
- 4 No event

HEALTH BUILDINGS

APOTHECARY'S SHOP

"Stopped vials and bowls line the walls of this small shop that smells of dried herbs."

An apothecary is a trained chemist preparing and selling medicine to doctors and their patients.

Prerequisites. In order to build an apothecary's shop, this settlement must have a **barber shop**, a **herbalist shop**, and a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Inoculation. This settlement gains resistance to health damage.

APOTHECARY'S SHOP EVENTS

d4 Event

- 1 A pair of **assassins** have been pressuring the apothecary to make poison for them, under threat of violence and ruin
- 2 The apothecary has been poisoning her patients, all for her **maurezhi** master to turn them into ghouls
- 3 An apothecary is also a surgeon, and a **planetar** wounded in combat against demons needs an emergency operation
- 4 No event

AQUEDUCT

"An engineering marvel of arches and stonework spans the length of this valley."

Also known as water bridges, aqueducts convey water into the city.

Prerequisites. In order to build an aqueduct, this settlement must have a Health score of 11 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Abundant Water. When you make the Harvest (Crops) decree, you roll with advantage on the Harvest Earnings table.

In addition, military damage that this settlement takes from non-siege equipment units is reduced by 1.

AQUEDUCT EVENTS

d4 Event

- 1 Tapping by a tribe of goblinoids has reduced the flow of water into the city to a dribble
- 2 1d4+1 **water weirds** burst out of the aqueduct at its end in city center and attack civilians
- 3 The aqueduct's water supply turned to blood one day; what happened at the source?
- 4 No event

BAKERY

"Before a hot oven, rows of hearty loaves of dark rye bread await hungry customers."

A baker might make cakes, pastries, pies, and more, but their specialty is bread.

Industry Score Increase. This settlement's Health score increases by 1.

Let Them Eat Bread. When you roll a 1 or 2 on a Health check, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

BAKERY EVENTS

d4 Event

- 1 Two **green hags** have murdered the bakers and made themselves look like them to charm, poison, and murder the populace
- 2 2d4 **steam mephits** have been enslaved by the lazy bakers to bake the bread without fire
- 3 The bakers have the power to summon an **invisible stalker** and have been using it to steal back bread from customers so they can resell it
- 4 No event

BARBER SHOP

"A pole of blue, white, and red stripes distinguishes his building from a row of other shops."

In addition to trimming hair and shaving beards, barber-surgeons perform operations and dress wounds.

Industry Score Increase. This settlement's Health score increases by 1.

Just a Trim. When you visit the barber shop and ask for a trim or shave, you gain advantage on Charisma checks for the next 24 hours.

In addition, barbers can restore 1d6 + 4 hit points to a creature, plus additional hit points equal to the creature's maximum number of Hit Dice.

BARBER SHOP EVENTS

d4 Event

- 1 A **yeti** wearing an oversized cloak walks into the shop, hangs its hat, claims it is a cursed human, and requests an "full-body" shave
- 2 An unfamiliar man (**medusa**) came in for a shave, but the barber also removed his headscarf without asking, revealing a mess of snakes instead of hair
- 3 A single file of modrons marches into the barber shop, takes every last strand of fallen hair, and marches out
- 4 No event

BATHHOUSE

"A water boy pours steaming hot water into the bath for a thankful patron."

Public baths contribute to a cleaner, more contented citizenry but require a lot of water.

Prerequisites. In order to build a bathhouse, this settlement must have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Clean and Content. When you make the Repair decree to restore this settlement's Health score to maximum, the Loyalty score is also restored.

BATHHOUSE EVENTS

d4 Event

- 1 A secret cabal of **yuan-ti purebloods** hold their meetings in the bathhouse to escape the cold
- 2 **Steam mephits** have been known to hole up in bathhouses and secretly murder patrons hidden by the mists of steam
- 3 A few **giant constrictor snakes** have infiltrated the bathhouse and feed on those unlucky enough to enter the waters
- 4 No event

BUNKER

"A cover hides a hole leading underground, with a wide ladder leading into the gloom."

In case of an attack on civilians, the population can be moved underground to a bunker warded by magic and guarded by wizards.

Prerequisites. In order to build a bunker, this settlement must have an **arcane academy** and a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Abjurers. As a decree, this settlement can raise an **abjurers** unit.

BUNKER EVENTS

d4 Event

- 1 Digging the bunker revealed a forgotten ancient tomb with a trio of **mummy** siblings arguing over how to divide the world
- 2 The abjurers are worried about keeping out creatures who can assume a gaseous form while also refreshing the air
- 3 An archmage moved into the bunker and started the rites to become a lich, but she was interrupted and transformed into a **boneclaw**
- 4 No event

CISTERN

"This underwater structure resembles a church covered in three feet of crystal-clear water."

Cisterns catch and hold rainwater to keep it from continuing downhill or evaporating.

Prerequisites. In order to build a cistern, this settlement must be built in desert terrain and have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Life-Giving Water. When this settlement is reduced to a Health score of 0, it can drop to 1 instead. You can't use this feature more than once per season.

CISTERN EVENTS

d4 Event

- 1 A tribe of 4d10 **kuo-toa** and their **kuo-toa archpriest** have infested the cistern and are befouling the water
- 2 A **yuan-ti anathema** hibernates here, waiting for the signal to strike the city
- 3 A **wastrilith** is here to purposely corrupt your life-giving waters
- 4 No event

CRÈCHE

"Still wet from hatching from their eggs, young gith are brought to the training room for their first lesson."

It is here that githyanki hatch and train to kill a mind flayer before joining the other gith on the Astral Plane. Githzerai instead build a Gith Monastery.

Prerequisites. In order to build a creche, this settlement must be majority or minority gith.

Industry Score Increase. This settlement's Health score increases by 1.

Gith Warriors. As a decree, this settlement can raise a **gith warriors** unit.

CRÈCHE EVENTS

d4 Event

- 1 A **young red dragon** appears unbidden, answering an instinctual call, but can you bend the creature to your will?
- 2 An **alhoon** is waging a preemptive strike on your crèche full of immature gith
- 3 2d4 **bugbears** have stumbled on your crèche and decide to steal and eat the eggs safeguarded there
- 4 No event

DAM

"A reservoir of water sits behind an earthen retaining wall."

Dams can regulate the flow of water and hold a reserve in case of drought.

Prerequisites. In order to build a dam, this settlement must be built in hill terrain and have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Never Fall Into Enemy Hands. If an enemy captures this settlement, you can break the dam, releasing the river to destroy their sieging units, along with this settlement.

DAM EVENTS

d4 Event

- 1 A few **druids** have banded together to punish you for altering the natural order of things
- 2 A freshwater **giant shark** has, against all odds, ended up in your reservoir and is eating all the stock fish
- 3 2d8 **deep scions** are all that remains of the workers who died during construction of the dam
- 4 No event

DITCHES AND DIKES

"Orderly ditches full of brown water have left the swampy ground drier."

Prerequisites. In order to build ditches and dikes, this settlement must be built on swamp terrain.

Industry Score Increase. This settlement's Health score increases by 1.

Stable Ground. This settlement can now construct buildings that ordinarily must be built in grassland terrain, in addition to its regular swamp buildings.

DITCHES AND DIKES EVENTS

d4 Event

- 1 A pair of **otyughs** settle into the ditches, content to spread their foul disease
- 2 A swarm of 5d12 **stirges**, upset that their habitat is being reduced, mount a last-ditch attack on this settlement
- 3 After lessening the ground moisture, conditions are perfect for the spread of **violet fungus**
- 4 No event

DUMP

"A mound of garbage just outside of town swarms with flies."

Also known as a landfill, a dump puts the people's refuse all in one place so it's not everywhere.

Prerequisites. In order to build a dump, this settlement must have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Reuse, Recycle. When you make the Repair decree to restore the settlement's Health score to maximum, the Military score is also restored.

DUMP EVENTS

d4 Event

- 1 The giant flies attracted to this garbage heap in turn attract a **froghemoth**
- 2 Unidentified corpses are also thrown out here, attracted 1d4 **ghouls** and a **ghast** or two
- 3 A pair of **otyughs** have buried themselves in the muck and grime and attack those who wander too near
- 4 No event

FARM COLLECTIVE

"Fields upon fields of growing crops surround a hamlet of farmhouses and barns."

A farm collective is a government-owned farming community on the outskirts of the village.

Industry Score Increase. This settlement's Health score increases by 1.

Harvest Crops. You can make the Harvest (Crops) decree.

FARM COLLECTIVE EVENTS

d4 Event

- 1 The **scarecrows** keep showing up right outside the farmhouses, peering through windows
- 2 A family of escaped prize-winning pigs have grown larger and wilder, becoming 1d4+1 **giant boars**
- 3 Tired of being plucked and discarded, 2d4 **twig blights** are fighting back against the farmers
- 4 No event

FISHERY

"A shack stands in front of a shallow lake teeming with fish."

A fishery is a fish farm that seeds, feeds, and harvests fish. Alternatively, fishery might refer to all the infrastructure that supports a fishing industry in this settlement.

Prerequisites. In order to build a fishery, this settlement must be built in coastal or underwater terrain and have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Fish Oil. This settlement imposes disadvantage on health attacks against it.

FISHERY EVENTS

d4 Event

- 1 A pair of voracious **plesiosaurus** are eating all the fish
- 2 You hoarding all the fish is seen as an act of aggression by a colony of **merfolk**
- 3 A **hydroloth** is searching for something below your fishery, and it reacts violently to any interruption
- 4 No event

GRANARY

"Threshed grain is stored here against years of drought."

Granaries work best in arid climates, which keeps the grain dry and prevents rot.

Prerequisites. In order to build a granary, this settlement must be built in desert terrain and have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Food Storage. As a decree, the granary confers 3 bulwark points to Commerce or Health.

GRANARY EVENTS

d4 Event

- 1 A **mouth of Grolantor** is determined to eat all the grain in the granary; she's that hungry
- 2 Someone died in a famine before the granary was built; its essence now walks the perimeter of the granary at night as **the hungry**
- 3 **Wyverns** also have a hoarding instinct, though misplaced at times; one of them wants to hoard your grain
- 4 No event

GYMNASIUM

"A colonnaded walkway surrounds this field where young people are throwing, running, fencing, and wrestling."

A gymnasium is a training facility for athletes who might go on to compete in public games.

Prerequisites. In order to build a gymnasium, this settlement must have a Health score of 11 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

The Extra Mile. All units from this settlement increase their range by 12 miles.

GYMNASIUM EVENTS

d4 Event

- 1 A **quickling** appears in the gymnasium and challenges the fastest athlete to a foot race, promising an item of great power to the winner
- 2 The greatest wrestler is a **werebear**, but someone in the city is secretly hunting lycanthropes indiscriminately
- 3 A **sea hag** hates the youth and beauty of the athletes and is concocting a plan to make them as decrepit and ugly as she
- 4 No event

HATCHERY

"A few elderly aarakocra keep vigilant eye on the eggs, fastidiously turning them or covering them with straw."

For an aarakocra population to grow, it must have a hatchery for the eggs.

Prerequisites. In order to build a hatchery, this settlement must be majority or minority aarakocra.

Industry Score Increase. This settlement's Health score increases by 1.

Aarakocras. As a decree, this settlement can raise an **aarakocra flock** unit.

HATCHERY EVENTS

d4 Event

- 1 The aarakocra's greatest enemy is the **gargoyles**, and 1d4 of them have sneaked into the hatchery to bludgeon the unhatched to death
- 2 A piece of the *Rod of Seven Parts* artifact was found in the mouth of a hatchling aarakocra, fanning the flames of interest in finding the other six fragments
- 3 A poison an enemy kingdom sprays on its crops has led to very thin egg shells in this settlement
- 4 No event

HERBALIST SHOP

"The pungent odors of dried herbs, spices assaults your senses as you enter this small, dark shop."

Herbalists collect the local flora, prepare them, and sell the resulting unguents, elixirs, and poultices to the public.

Industry Score Increase. This settlement's Health score increases by 1.

Poultices. Visit this shop and receive an herbal poultice. If you spend 1 minute applying a poultice to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points and is cured from one poison effect.

HERBALIST SHOP EVENTS

d4 Event

1 Someone found a toe in their herbal remedy, and there have been other complaints

2 The herbalist needs a few rare ingredients to cure a dying child, but getting them means undertaking perilous tasks

3 You're visiting the shop for a poultice, but the window was broken, blood on the broken glass, and a frog resembling the herbalist sits there

4 No event

HOSPICE

"A priest of Ilmater holds a suffering patient as her entire body is wracked with a prolonged, bloody cough."

A hospice is a care facility for the terminally or chronically ill.

Prerequisites. In order to build a hospice, this settlement must have a **hospital** and a Health score of 11 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Last Rites. In this settlement, you can conjure a **ghost** of your same alignment. In all other ways, this feature functions like a *conjure celestial* spell.

HOSPICE EVENTS

d4 Event

1 A cabal of 1d4 **necromancers**, like vultures, waits outside the hospice for people to die and then animate their corpses

2 A pair of **revenants** who in life needlessly suffered at the hands of one of the hospice workers seek revenge

3 A **blackguard** is posing as one of the hospice staff members, but there is only malice in her

4 No event

HOSPITAL

"A two-story red brick building tends to the city's wounded and sick."

The hospital lengthens the lifespan of residents, including yours.

Prerequisites. In order to build a hospital, this settlement must have an **apothecary's shop** and a Health score of 11 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Good For What Ails You. Visiting the hospital and staying there for 24 hours has one of the following effects:

- Heals up to six creatures 3d8 + 2 hit points each.
- Removes all curses affecting one creature.
- Reduces a creature's exhaustion level by 2.

HOSPITAL EVENTS

d4 Event

1 Something is happening inside the hospital; anyone who enters it leaves as a **zombie**

2 1d4 **bulezau**, attracted to the disease and death at the hospital, descend on it like flies

3 Slaadi chaos phage can spread like a pandemic; and someone with it was just admitted

4 No event

ICE HOUSE

"A cart pulls up to a partially-buried hut shaded by large trees; two workers pull out an enormous block of ice."

Ice is as rare as gold in the summer months, and with an organization of ice cutters, haulers, and distributors, you can make a tidy profit.

Prerequisites. In order to build an ice house, this settlement must be built in mountain terrain and have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Harvest Ice. You can make the Harvest (Ice) decree.

ICE HOUSE EVENTS

d4 Event

1 Now that ice proliferates the town, **ice mephits** have become a common and deadly nuisance

2 An ancient woman was frozen in the ice until you freed her; she grants you advantage on Intelligence (History) checks

3 An **ice devil** sees all this ice as an open invitation to come out and play

4 No event

LARDER

"An enormous hollow tree trunk is filled to the brim with nuts, fruit, and berries."

Firbolg gather food all year to feed the animals when winter comes. The food is stored in the larder.

Prerequisites. In order to build a larder, this settlement must be majority or minority firbolg.

Industry Score Increase. This settlement's Health score increases by 1.

Animal Aid. Anywhere within this settlement, as a bonus action, you can call for aid and, at the beginning of the next round, a CR 2 or lower beast appears to protect you. You cannot use this feature again until the beast dies or is dismissed.

LARDER EVENTS

d4 Event

- 1 A very naughty squirrel has stolen every last nut and berry, and now it's a scavenger hunt to find his various caches of food
- 2 A **necromancer** cast *blight* on your larder, rotting everything within it; he may try it again
- 3 A **tree blight** wanted to be the larder tree, and it attacks the settlement out of spite for not being chosen
- 4 No event

PARK

"Flanked by fields of grass and flowers, a tree-lined path ends at a splashing fountain."

Prerequisites. In order to build a park, this settlement must have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Fresh Air. This settlement gains advantage on Health checks.

PARK EVENTS

d4 Event

- 1 1d4 **master thieves** have replaced the usual pickpockets in the park, and they are getting more brazen every day
- 2 The fountain runs red with blood one day, and no one understands why
- 3 All manner of blights—twig, vine, needle, and tree—have infested the once beautiful park
- 4 No event

SANATORIUM

"Lightning flashes behind the stately noble manor turned charitable institution."

The mentally ill go to live at the sanatorium while the quality of care they receive there depends on the morality of the settlement.

Prerequisites. In order to build a sanatorium, this settlement must have a **hospital** and a Health score of 11 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Good Mental Health. As a decree, this settlement can subtract a number from its Health score and add the same amount to its Loyalty score, or vice versa, up to the industry score maximum.

SANATORIUM EVENTS

d4 Event

- 1 The patients complain of wailing, but no one believes them, even though there really is a pair of **banshee** sisters haunting this place
- 2 An **aboleth** buried in a cave beneath the foundations of the sanatorium is preventing the recovery of the patients
- 3 An **enchanter** is faking being mentally ill, and is sadistically experimenting on the other patients
- 4 No event

SEWERS

"The open ditches on the sides of the street have been expanded and covered to everyone's relief."

Sewers place humanoid waste below the settlement, containing disease and the smell.

Prerequisites. In order to build sewers, this settlement must have a Health score of 11 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Clean Air. This settlement imposes disadvantage on health attacks against it.

SEWERS EVENTS

d4 Event

- 1 1d4 **swarms of cranium rats** in the sewers are spies and harbingers of a mind flayer incursion
- 2 1d4 **otyughs** make repair and maintenance on the sewers an absolute nightmare
- 3 An **adult black dragon** has carved out a lair in the sewers beneath this settlement and waits for the opportune moment to strike
- 4 No event

SILO

"A long tube filled with grain and topped with a pitched conical roof stands gleaming in the sunlight."

In some regions, the harvests are so great that tall temporary shelters adjacent to the farm are built to keep grain dry.

Prerequisites. In order to build a silo, this settlement must be built in grassland terrain.

Industry Score Increase. This settlement's Health score increases by 1.

Stored Grain. When you make the Harvest (Crops) decree, you roll with advantage on the Harvest Earnings table.

SILO EVENTS

d4 Event

- 1 Field hands fell in the silo and were buried in the grain; they turned into 1d4 **zombies** and strive to suffocate others
- 2 A **spawn of Kyuss** was sent to corrupt and rot your farms, starting with the silo full of grain
- 3 1d4+1 **bandit captains** are looking to pillage and plunder, and they would love to steal your grain for their own storage hold
- 4 No event

SMOKEHOUSE

"Strips of cured meat hang inside this building with no windows and a single entrance."

Slightly warmed and dry air cures meat for preservation.

Prerequisites. In order to build a smokehouse, this settlement must be built in arctic terrain.

Industry Score Increase. This settlement's Health score increases by 1.

Cured Meat. When you make the Harvest (Meat) or Harvest (Fish) decree, you roll with advantage on the Harvest Earnings table.

SMOKEHOUSE EVENTS

d4 Event

- 1 People have gone missing, and at the same time the smokehouse has been curing meat day in and day out
- 2 The smell of meat curing is too much for a 2d4 passing **berserkers**
- 3 A flock of 2d6 **giant owls** arrives to avenge their fellow beasts whose bodies are being desecrated in your smokehouse
- 4 No event

SNOW CAVE

"A mass of people huddle inside this enormous cave dug just for this purpose."

A snow cave is like an arctic bunker, except this one shields people from the elements instead of enemy armies.

Prerequisites. In order to build a snow cave, this settlement must be built in arctic terrain and have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Shelter from the Storm. As a decree, the settlement gains immunity from all damage but military for a season. No other decrees can be issued this season.

SNOW CAVE EVENTS

d4 Event

- 1 An evil awakened **cave bear** and a **winter wolf** consider this cave theirs and attack intruders
- 2 A pair of **cave fishers** have worked their way up to your cave and have positioned themselves on the ceiling to wait for prey
- 3 A **stone giant dreamwalker** strides into the cave to try to wake up and is dismayed that the hallucinations have followed them underground
- 4 No event

SPHERE

"A gigantic bubble of air envelopes one district of this triton settlement."

Spheres keep water out so air-breathing humanoids can live in a district of your underwater settlement.

Prerequisites. In order to build a sphere, this settlement must be built in underwater terrain and have a Health score of 5 or higher.

Industry Score Increase. This settlement's Health score increases by 1.

Under the Sea. You can now build any type of minority housing.

SPHERE EVENTS

d4 Event

- 1 A **merrow** hunting party of 2d4 individuals is testing the strength of the sphere wall with their claws and harpoons
- 2 A **marid** finds your sea-eating sphere an abomination and seeks to destroy it
- 3 For every action, there is a reaction; perhaps that's why the sea wants to reclaim that pocket of air and has sent a **water elemental myrmidon**
- 4 No event

WASHHOUSE

"Washermen and women gather around the washhouse to clean clothes and swap gossip."

With an abundance of soap and water, the locals can launder clothes and keep clean.

Industry Score Increase. This settlement's Health score increases by 1.

Delousing. Health damage that this settlement takes is reduced by 1.

WASHHOUSE EVENTS

d4 Event

- 1 A sunny morning at the washhouse turned gruesome when a **water weird** attacked one of the washermen
- 2 A **kraken priest** showed up in town, got a concussion, and now prophecies that the kraken is arriving through the tiny drain at the washhouse
- 3 The neighborhood showed up to do the laundry, but not one drop of water—where did it all go?
- 4 No event

WELL

"A roofed well houses a bucket and winch for easy water hauling."

A well is just a hole in the ground, dug to access the cool, cold water under the surface.

Industry Score Increase. This settlement's Health score increases by 1.

Water Whenever. Military damage that this settlement takes from non-siege equipment units is reduced by 1.

WELL EVENTS

d4 Event

- 1 You dropped the bucket into the well for water, only to hear a tremendous roar and to feel the bucket being torn away and splintered
- 2 You may have heard of a *well of many worlds*; this one is an actual well, but it's only a doorway to another place on new moon nights
- 3 In pulling up the bucket, you pull up a surprised **grung elite warrior**—how many more could be down there?
- 4 No event



LORE BUILDINGS

ACADEMY

"This campus has several two-story buildings with a green field of grass in the midst of them."

An academy is a center of higher learning, second only to the university.

Prerequisites. In order to build an academy, this settlement must have a **school** and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Higher Learning. This settlement has advantage on Lore checks.

ACADEMY EVENTS

d4 Event

- 1 One of the masters made a deal with devils and is misleading the youth to do the same

- 2 The academy library has a tome of conjuration that the students have deciphered and unwittingly unleashed elemental horrors

- 3 The groundskeeper is really a **rakshasa**, intent on slaying the teenage student who sent it to hell three years ago

- 4 No event

ALCHEMIST'S TOWER

"A three-story tower reverberates with small explosions followed by the cry 'eureka!'"

Alchemists seek to master the physical world through natural processes, such as turning other metals to gold.

Prerequisites. In order to build an alchemist's tower, this settlement must have an **academy** and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Transmuters. As a decree, you can raise a unit of **transmuters**.

ALCHEMIST'S TOWER EVENTS

d4 Event

- 1 A **kobold inventor** has arrived to steal your secrets, backed by 2d8 **kobold dragonshields**

- 2 A local **gold dragon** hears of your alchemical success, is horrified that you've unlocked the secret, and comes to destroy the building

- 3 The groundskeeper is really a **rakshasa**, intent on slaying the teenage student who sent it to hell three years ago

- 4 No event

ARCANE ACADEMY

"This enormous school has an impossible number of towers and architecture that seems to defy natural laws."

An arcane academy, also known as a wizardry school, trains young people in the arcane arts.

Prerequisites. In order to build an arcane academy, this settlement must have an **academy** and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Apprentice Wizards. As a decree, this settlement can raise a unit of **magewrights**.

ARCANE ACADEMY EVENTS

d4 Event

- 1 A **mind mage** is on the loose in the academy; the problem is no one remembers what they look like or what harm they've already done

- 2 An **androsphinx** has alighted on the tallest tower and roars a challenge of a contest of riddles

- 3 They say a **lich** who they thought was destroyed is returning, if that's not too unoriginal for you

- 4 No event

ARCANE WORKSHOP

"A large worktable is set up with alembics, retorts, distillation coils, and other alchemical devices, all of it stewing and bubbling away. Bookshelves are crowded with sheaves of parchment and strange-looking tomes."

An arcane workshop, also known as a wizard's laboratory, is for arcane research and invention.

Prerequisites. In order to build an arcane workshop, this settlement must have an **mage tower** and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Craft Magic Items. You can craft your own magic items, paying the amount listed on the Magic Item Price table in chapter 2 of *Xanathar's Guide to Everything*.

ARCANE WORKSHOP EVENTS

d4 Event

- 1 You've successfully re-created the **owlbear** but a pair of them don't see you as a friend

- 2 Tampering with the elements has resulted in the creation of a **fluxcharger**—Run!

- 3 You've activated something and now every weapon that enters the shop becomes an animated one, like a **flying sword**

- 4 No event

ARCHIVES

"Reams of paper and several cultural artifacts, all tagged and cataloged are arranged in nice orderly rows."

This low but expansive marble building holds the collective history of this settlement and its people.

Prerequisites. In order to build an archives, this settlement must have a **library** and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

History Repeating. This settlement imposes disadvantage on enemy lore attacks against it.

ARCHIVES EVENTS

d4 Event

- 1 The worst enemy to the archives is fire, so a **fire elemental myrmidon** is bad news; two is far worse
- 2 A **mind flayer** has tunneled into the lowest level of the archives where it slowly learns of your weaknesses and foibles
- 3 A *tome of clear thought* that was about to regain its power has gone missing
- 4 No event

ARCHMAGE TOWER

"Lightning constantly strikes this tall obsidian tower."

Archmages, some of the most powerful wizards in the world, research and perform magic here.

Prerequisites. In order to build an archmage tower, this settlement must have a **mage tower** and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Archmages. As a decree, this settlement can raise an **archmage cabal** unit.

ARCHMAGE TOWER EVENTS

d4 Event

- 1 A growing faction of the archmages believe that wizards are more important than nonmagical folk and plan for the coming cleansing of the world
- 2 Townsfolk are losing time and suspect their memories are being erased for unknown reasons
- 3 One of the archmages failed to fulfill an extraplanar contract, and a **marut** has come to serve justice
- 4 No event

ASSASSIN'S GUILD

"This nondescript building lies atop a vast catacomb of tunnels and rooms. Just step up and say the password."

Assassins under the employ of rulers train and live here until it's time to take out the next target.

Prerequisites. In order to build an assassin's guild, this settlement must have a **thieves' guild** and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Assassins. As a decree, this settlement can raise an **assassin cabal** unit.

ASSASSIN'S GUILD EVENTS

d4 Event

- 1 The hunters become the hunted: 1d4 **minotaurs** wandered into the subterranean levels of the guild, and they're murdering assassins for sport
- 2 A rival gang of assassins from an enemy kingdom are attempting to infiltrate the guild
- 3 A pair of **invisible stalkers** have been sent to assassinate the guild leader
- 4 No event

BOOKBINDER'S WORKSHOP

"Giant paper sheaves hot from the printing press are brought to this small adjoining building."

Books can be mass produced now, making them common enough for almost anyone to afford.

Prerequisites. In order to build a bookbinder's workshop, this settlement must have a **printing press**, which the bookbinder's workshop replaces, and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Books for Everyone. Your sphere of influence expands. At the beginning of every season, foreign settlements within 12 miles of this town suffer 1 lore damage. The range increases to 18 miles for a city and 24 miles for a metropolis.

BOOKBINDER'S WORKSHOP EVENTS

d4 Event

- 1 A discarded books tell in detail what will happen tomorrow; the text is replaced at dawn each day
- 2 By some horrible clerical error, a wizard's arcane secrets were mass printed and distributed
- 3 An anarchist (**champion**) is determined to destroy the workshop
- 4 No event

BOOKSHOP

"The smell of cut paper and fresh ink greets you in this small, tidy shop."

Prerequisites. In order to build a bookshop, this settlement must have a **scrivener's office**.

Industry Score Increase. This settlement's Lore score increases by 1.

Harvest Books. You can issue the Harvest (Books) decree once per season.

BOOKSHOP EVENTS

d4 Event

- 1 A collection of very important books has gone missing; the shop owner asks you to find them
- 2 1d8+1 bookworms are chewing through books, but it turns out they are the early larval state of **piercers**
- 3 A mysterious woman comes into the shop asking for a specific book that you only had the idea for last night
- 4 No event

BOTANICAL GARDENS

"A million types of plants, from locals to those from a continent away, mingle in this great glass dome."

The botanical gardens are beautiful to behold, but also attract sages and scholars who focus on plants.

Prerequisites. In order to build a botanical gardens, this settlement must have a **park**, a **glassworks**, and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Rare Plants. While in this settlement, you can manufacture poison for half the cost listed in the *Dungeon Master's Guide*.

BOTANICAL GARDENS EVENTS

d4 Event

- 1 Someone planted seeds that weren't properly cataloged, and now there are **assassin vines** and various blights
- 2 Last year a pair of necromancers were pursued by authorities and died here; now two **corpse flowers** have sprung up where they fell
- 3 A contingent of 1d4+1 **wood woads** have arrived from far away to rescue their "incarcerated" siblings
- 4 No event

COURTHOUSE

"A stately and columned marble edifice sits atop on a low hill, flying your heraldry and colors."

A courthouse is more than a place to try alleged criminals; it means a codified legal system.

Prerequisites. In order to build a courthouse, this settlement must have a **jail** and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Justice Everywhere. The Clean Streets feature now applies to every settlement in your entire kingdom.

COURTHOUSE EVENTS

d4 Event

- 1 An archmage attending a trial set off a *delayed blast fireball* inside; now both she and the accused escaped and are on the run
- 2 The magister goes missing but is replaced by a **rakshasa** who acts a little weird
- 3 The lawmakers and judges are trying to take on a corrupt town guard, but they'll need your protection to do it
- 4 No event

ELEMENTAL PORTAL

"On the sea floor, there is a hole surrounded by swirling energy and from which sometimes emerge alien fish."

An elemental portal connects the tritons to their ancestral home on the Elemental Plane of Water.

Prerequisites. In order to build an elemental portal, this settlement must be majority or minority tritons and have a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Aquatic Aid. Anywhere within this settlement, as a bonus action, you can call for aid and, at the beginning of the next round, a CR 2 or lower beast that can breathe water arrives to protect you. You cannot use this feature again until the beast dies or is dismissed.

ELEMENTAL PORTAL EVENTS

d4 Event

- 1 A new island that just formed is really a **morkoth** that slipped through your portal in the night
- 2 A **kraken priest** told you the **kraken** cometh, but from which side of the portal?
- 3 A **dragon turtle** tried to swim through the portal, but its monstrous shell got stuck
- 4 No event

FORTUNE TELLER

"A wizened old man invites you to take a chair as he removes the cloth from a glowing blue orb."

A fortune teller has a trace of divination magic, enough to catch glimpses of the future and other planes.

Industry Score Increase. This settlement's Lore score increases by 1.

Palm Reading. When you visit the fortune teller, roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you with one of these rolls. You must choose to do so before the roll. You can use this feature only once per day.

A character who has the Portent class feature rolls three d20s instead of their usual two.

FORTUNE TELLER EVENTS

d4 Event

- 1 The fortune teller is really an **adult oblox** with telltale thin red cords at its feet as the only clue; it uses its abilities to pass off the deception
- 2 The teller asks for help because he has the feeling he's being watched
- 3 The fortune teller is cursed to jump ahead in time so she only lives every other day
- 4 No event

GOLEMWORKS

"This workshop looks like a foundry, except for the sigils and a wizard muttering arcane words over the giant metal form."

A golemworks is simply a building dedicated to the construction of iron golems.

Prerequisites. In order to build a golemworks, this settlement must have a **mage tower** and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Iron Golems. As a decree, this settlement can raise a **golem army** unit.

GOLEMWORKS EVENTS

d4 Event

- 1 Of course, there's always a chance an **iron golem** might up and animate and go berserk
- 2 A gnome tinkerer was contracted to teach the mages how to build an iron cobra, but she runs afoul 2d12 **yuan-ti purebloods** in town
- 3 After dark, wizards sometimes pit **iron golems** against each other and bet on the outcome
- 4 No event

LABORATORY

"An explosion of foul-smelling smoke is followed by a chorus of high-pitched laughter."

Gnomes love the thrill of discovery and invention and build laboratories to pursue their passions.

Prerequisites. In order to build a laboratory, this settlement must be majority or minority gnome and have a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Bronze Scout. In addition to the three devices a rock gnome can normally create, you and the other members of your party can also construct a **bronze scout**.

LABORATORY EVENTS

d4 Event

- 1 An explosion set by **assassins** in the town center led to casualties and some think the gnomes at the laboratory are to blame
- 2 In her zeal, a gnome inventor contacted an **ice devil** for info; now the devil wants its due
- 3 The gnomes got their hands on a **retriever** for study and dissection, but the construct is inanimate
- 4 No event

LIBRARY

"A low one-story building is full of rows and stacks of books and scrolls."

A library is a repository of information made available to the public.

Prerequisites. In order to build a library, this settlement must have a **bookbinder**, a **school**, and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Research. While visiting the library, you have advantage on all Intelligence checks.

LIBRARY EVENTS

d4 Event

- 1 A harmless **ghost** haunts the library; she won't rest until she's read every book, but needs help turning the pages
- 2 The librarian had an idea for sharing information telepathically using a **mind flayer** brain, but needs someone to hunt one down
- 3 The library had a copy of the *Book of Vile Darkness* locked in a special collection, but it was stolen and needs to be returned
- 4 No event

MAGE TOWER

"A tall tower of stone covered in arcane sigils pierces the sky."

These towers house societies of wizards and mages who perform magic, comb dusty tomes, and invent new spells.

Prerequisites. In order to build a mage tower, this settlement must have a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Mages. As a decree, this settlement can raise a unit of war mages.

MAGE TOWER EVENTS

d4 Event

- 1 A tribe of 2d12 **berserkers** superstitious about magic has vowed to slay all the mages in their tower
- 2 One mage is on a quest for immortality and has decided to put his brain in a jar; what could go wrong? He just needs a box for his soul....
- 3 A mage has lost her life's work: her spellbook; she's willing to pay handsomely for its safe return
- 4 No event

MORGUE

"A badly burned corpse lies on a cold slab of concrete while the mortician begins draining its bodily fluids."

A morgue is both a place where bodies are prepared for burial but also a school of anatomy and related scholarly pursuits.

Prerequisites. In order to build a morgue, this settlement must have **graveyard** and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Necromancers. As a decree, this settlement can raise a unit of **necromancers**.

MORGUE EVENTS

d4 Event

- 1 A mage's body was found mysteriously dead, carted here, but then rose as a **boneclaw**
- 2 One ambitious necromancer has undergone an embalming ritual to slowly kill her body but preserve her spirit; she rises as a **mummy lord**
- 3 A group of good necromancers have become undead hunters, and they wonder if you'd like to come along with them tonight
- 4 No event

MUSEUM

"Legendary weapons, masterful works of art, unearthed local artifacts, and crowds of craning people fill this ornate and curated palace."

Museums are filled with the culture and history of your kingdom.

Prerequisites. In order to build a museum, this settlement must have a **library** and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Cultural Heritage. As a decree, the museum confers 3 bulwark points to Lore or Loyalty.

MUSEUM EVENTS

d4 Event

- 1 One portrait can sometimes become a twisted visage, requiring a DC 17 Wisdom saving throw or being pulled into a horrifying dreamscape
- 2 A row of siege weapons on display become **animated ballistae**, which randomly attack people and objects
- 3 The museum night guard goes missing, but he can be found in works of art throughout history
- 4 No event

OBSERVATORY

"Here lies a squat tower with a removable roof and large telescope pointed at the sky."

An observatory is for studying the stars and other cosmological objects and phenomena.

Prerequisites. In order to build an observatory, this settlement must have a **fortune teller** and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Diviners. As a decree, this settlement can raise a unit of **diviners**.

OBSERVATORY EVENTS

d4 Event

- 1 Stare into the void and the void stares back; a dozen **star spawn grue** and a pair of **star spawn manglers** are hurtling toward your location
- 2 3d4 **giff** land their interplanetary sailing ship in the observatory backyard, fight until first blood is drawn, then invite you to accompany them
- 3 Through the telescope, astronomers see a meteor bearing a malicious grin on a collision course
- 4 No event

PORTAL

"This two-dimensional gateway affords glimpses of different otherworldly lands."

Portals are the training ground of specialized mages called conjurers.

Prerequisites. In order to build a portal, this settlement must have a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Conjurers. As a decree, this settlement can raise a unit of conjurers.

PORTAL EVENTS

d4 Event

1 One conjurer stepped through the portal one day and no one has seen her since, but anyone near the portal hears her voice in their head

2 Conjuring a devil is tricky, which might be why an **incubus** and a **succubus** have two conjurers completely under their control

3 With a devious chuckle, an **arcaneloth** steps through the portal, sizes up the surprising mages, before obliterating them all

4 No event

POSTHOUSE

"Letters and parcels are stacked high in this small building featuring a pony rider on the sign outside."

Prerequisites. In order to build a posthouse, this settlement must have a **scrivener's office** and a **road**.

Industry Score Increase. This settlement's Lore score increases by 1.

Pony Riders. The Word to the People feature from the **scrivener's office** now applies to every settlement in your entire kingdom.

POSTHOUSE EVENTS

d4 Event

1 A pony rider never reported to her post, and **hobgoblin warlord** is said to ambush travelers on that road

2 A long letter arrived with no return address, and it exactly details what'll happen here tomorrow

3 An **archdruid** keeps casting *awaken* on the ponies who then refuse to work without monetary compensation

4 No event

PRINTING PRESS

"This small office is dominated by a machine that presses letter stamps onto large sheets of paper."

A printing press makes the creation and distribution of books on a mass scale a reality.

Prerequisites. In order to build a printing press, this settlement must have a **scrivener's office** and a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Free Thinking. Every time you issue the Repair decree to restore lore damage, all enemy settlements within 32 miles suffer lore damage equal to the amount of damage you restored.

PRINTING PRESS EVENTS

d4 Event

1 All on it own, the press prints something, but the words only talk of death at midnight; a **night hag** on the Ethereal Plane controls it

2 A **hydroloth**, keen on stealing memories, picks up the printing press and starts running away

3 A wealthy **warlord** orders a tract printed decrying the lesser species and rallying people to her cleansing war

4 No event

PYROTECHNICIAN'S WORKSHOP

"A burst of colorful light and showers of sparks rain down on this stone hut with a smoldering thatched roof."

Evokers are drawn to explosions and flame; here they can do it without endangering the town.

Prerequisites. In order to build a pyrotechnician's workshop, this settlement must have a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Evokers. As a decree, this settlement can raise a unit of evokers.

PYROTECHNICIAN'S WORKSHOP EVENTS

d4 Event

1 An **efreeti**, hearing of this wondrous place, comes from her plane and challenges the evokers to a contest of flame and firework

2 It's no joking matter when 2d6 **nilbogs** get a hold of black powder and fireworks

3 A **young red dragon** attack is bad, but much worse when it turns its fiery breath on a building packed with explosives

4 No event

SCHOOL

"This country schoolhouse has one room lined with desks for school children of all ages."

A school teaches children the most elementary aspects of education.

Industry Score Increase. This settlement's Lore score increases by 1.

Literacy. Lore damage that this settlement suffers is reduced by 1.

SCHOOL EVENTS

d4 Event

- 1 A local **lava child** wants to receive an education too, but the whole community is in an uproar about it, and the other kids can be cruel
- 2 Unbeknownst to the parents, the school teacher is a **warlock of the archfey**, sent to ensorcel young minds for his patron's amusement
- 3 The fearsome bogeyman all the children fear and talk about is real; that monster is an **oni**
- 4 No event

SCRIVENER'S OFFICE

"A middle-aged woman in spectacles looks up as you walk in, smooths out a piece of parchment, and dips her quill in ink."

A scrivener, or scribe, writes and reads for those who can't, drafts legal documents, copies books, and keeps records.

Industry Score Increase. This settlement's Lore score increases by 1.

Word to the People. When you roll a 1 or 2 on the d20 for a Lore check, you can reroll the die and must use the new roll.

SCRIVENER'S OFFICE EVENTS

d4 Event

- 1 The person drafting all those legal contracts is really a **chain devil** in disguise
- 2 The scrivener goes into trances and writes messages from someone claiming to be trapped in a hellish demiplane
- 3 Some **goblins** believe that the written word steals thoughts from your mind; 3d12 of them are planning to destroy this office
- 4 No event

SPY HEADQUARTERS

"There is a beautiful marble building that no one is ever seen entering or leaving though there is always movement in the windows."

A spy headquarters trains new recruits in the art of espionage and regime change.

Prerequisites. In order to build a spy headquarters, this settlement must have a **thieves' guild** and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Spies. As a decree, this settlement can raise a **spy ring** unit.

SPY HEADQUARTERS EVENTS

d4 Event

- 1 A spy sent an urgent message that she was bringing home sensitive and vital information, but no one has heard from her since
- 2 **Titivilus** is interested in more mortal servants in his long con and has set his sights on these headquarters for new recruits
- 3 The headquarters is compromised when 1d4 **assassins** infiltrate the headquarters
- 4 No event

TELEPORTATION CIRCLE

"A ring of swirling energy borders a gateway to another city."

A teleportation circle connects one city to another city of yours with a teleportation circle.

Prerequisites. In order to build a teleportation circle, this settlement must have a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Teleport. A character or unit can travel between two of your kingdom's settlements without expending movement or counting against their range, provided each settlement has a teleportation circle.

TELEPORTATION CIRCLE EVENTS

d4 Event

- 1 A team of four **master thieves** make unauthorized use of the circle to get away with stolen goods
- 2 The other side of the circle shifts dramatically to an alien horrorscape just long enough for a **star spawn larva mage** to step through
- 3 When you next step through the portal, you arrive ten years in the future
- 4 No event

THIEVES' GUILD

"See that building? That's not it. That was it last week. Now I hear they've moved underground. Literally."

A thieves' guild is a lot like other guilds: workers bound united around their craft. But, in this case, their craft is stealing.

Prerequisites. In order to build a thieves' guild, this settlement must have a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Master Thieves. As a decree, this settlement can raise a **thieves' syndicate** unit..

THIEVES' GUILD EVENTS

d4 Event

- 1 One of the **master thieves** has an **intellect devourer** inside his skull, having taken control of his body, and is acting very strangely
- 2 There's a forcible takeover going on spearheaded by the 2d4 **wererat** members of the guild, but it involves infecting the others
- 3 1d4 **war priests** of Helm are trying to root out your syndicate once and for all
- 4 No event

TREANT MOOT

"Elder trees with amber eyes and gnarled faces stand in this clearing and creak and sway in their ancient language."

Treants can be persuaded to reside among elves, who then benefit from their ancient wisdom.

Prerequisites. In order to build a treant moot, this settlement must be majority or minority elf and have a Lore score of 5 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Treants. As a decree, this settlement can raise an **awakened forest** unit.

TREANT MOOT EVENTS

d4 Event

- 1 Knowing that treants grow from the magic *bag of beans*, a mage dropped one there, but the **treant** that sprouted is chaotic evil bidding its time
- 2 A pair of **tree blights** want the moot for their own and wage a war against the treants there
- 3 A deadly disease is slowly petrifying the treants who ask you to find a cure, perhaps by slaying a petrifying monster
- 4 No event

UNIVERSITY

"This vast campus of red-brick buildings exudes an air of knowledge and prestige."

Universities train the next generation of sages, scholars, philosophers, and freethinkers.

Prerequisites. In order to build a university, this settlement must have an **academy** and a Lore score of 11 or higher.

Industry Score Increase. This settlement's Lore score increases by 1.

Exams. As a decree, the university confers 5 bulwark points to Lore.

UNIVERSITY EVENTS

d4 Event

- 1 A professor mourns her beloved wife and reaches out to **Fraz-Urb'luu** just so she can see her one last time
- 2 Some university students thought, as a joke, to call on the spirits of the dead; a **wraith** heeded their call and turned them into 2d6 **specters**
- 3 One scholar, too amoral and ambitious to care, slew a unicorn to collect its blood for his studies; a **solar** has been dispatched to raze the university
- 4 No event



RELIGION BUILDINGS

ABBEY

"A small chapel is affixed to living and studying spaces for the devoted monks who live here."

Those who reside in an abbey devote themselves to religious studies and monastic life.

Prerequisites. In order to build an abbey that is not a stronghold, this settlement must have an **altar** or a **reliquary**, along with a Religion score of 5 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Religious Studies. As a decree, this settlement can subtract a number from its Lore score and add the same amount to its Religion score, or vice versa, up to the industry score maximum.

ABBEY EVENTS

d4 Event

1 An over-zealous acolyte unleashed a plague of slaadi on the abbey (see chapter 3)

2 The abbottess and her followers have, kuo-toa-style, dreamed up a demigod that's taken on a life of its own

3 A small sect in the abbey are demon worshippers and just summoned a **nabassu** to get the upper hand, but they cannot control it

4 No event

ALTAR

"Before you lies a pile of carefully-placed stones or an ornate marble block with kneeler."

Almost every community has an altar, at which folk can petition the gods for help.

Industry Score Increase. This settlement's Religion score increases by 1.

Gods' Blessing. While at the altar, you are protected as if by the *hallow* spell.

In addition, after visiting the altar, for the next 24 hours, whenever you make a saving throw, you can roll a d4 and add the number rolled to the save.

ALTAR EVENTS

d4 Event

1 A **cambion**, disgusted with religion, has hidden the altar, but it can't have gone far

2 A local prankster (**bandit captain**) hides while people pray to dupe them

3 A **couatl** listens to prayers offered at the altar and fulfills them if it can

4 No event

BASILICA

"A rectangular temple with a semi-dome on top, the basilica is the height of religious architecture."

A basilica is the final word on religious grandeur writ in stone.

Prerequisites. In order to build a basilica, this settlement must have a **temple** and a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Height of Holiness. This settlement has resistance to religion damage.

BASILICA EVENTS

d4 Event

1 4d10 **gargoyles** decorate the basilica's exterior, but an evil in the city has awoken them

2 An **elder brain**, separated from its colony, has crawled its way directly beneath the basilica and telepathically reaches out...

3 An **ancient green dragon** swoops down and, standing before the basilica, claims the building and demands the city worship it

4 No event

CATHEDRAL

"Delicate, soaring spires with gleaming stained glass leave you speechless."

A cathedral is the seat of a great religious leader.

Prerequisites. In order to build a cathedral, this settlement must have a **church** or a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Help from on High. Anywhere within this settlement, as a bonus action, you can call for aid and, at the beginning of the next round, a CR 5 or lower celestial (or fiend) arrives to protect you. You cannot use this feature again until the celestial dies or is dismissed.

CATHEDRAL EVENTS

d4 Event

1 Infernal powers have unleashed a **balor** to cow the cathedral's figurehead and quell the populace

2 The unthinkable happened—a devil known as the **amnizu** has assaulted and overwhelmed the mind and heart of the cathedral's leader

3 The beloved religious leader has gone on a pilgrimage, but still has not returned weeks later

4 No event

CHAPEL

"This small building houses an altar and offers rows of pews for congregational worship."

Once an altar becomes popular enough, priests build a chapel in which to house it.

Prerequisites. In order to build a chapel, this settlement must have an **altar**, which the chapel replaces.

Industry Score Increase. This settlement's Religion score increases by 1.

Priests. As a decree, this settlement can raise a **pilgrimage** unit.

CHAPEL EVENTS

d4 Event

- 1 Part of the chapel was built atop the unmarked grave of a necromancer, and a **corpse flower** splinters floorboards as it grows into the chapel
- 2 1d4+1 mischievous invisible **imps** hide in the rafters to play pranks on the worshippers
- 3 A **green slaad** has polymorphed into one of the faithful, and chuckles at the most sacrilegious times
- 4 No event

CHURCH

"Churchgoers assemble in a large hall with high ceilings and religious symbols of their faith covering the walls."

A church is the place for liturgical or ceremonial worship.

Prerequisites. In order to build a church, this settlement must have a **chapel** and a Religion score of 5 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Indoctrinated. This settlement has advantage on Religion checks.

CHURCH EVENTS

d4 Event

- 1 For some reason, the mystical liturgy at this church has infected all the churchgoers with wereboar lycanthropy
- 2 The unseen orator is an **atropal**, leading the congregation in profane and damning liturgy
- 3 Much of the city wants to do violence to the **orc** that's requested asylum in your church
- 4 No event

CLERGY HOUSE

"A small cottage lies just a stone's throw away, in the shadow of a great house of faith."

The cleric's lodging and upkeep are paid for by the faithful parishioners.

Prerequisites. In order to build a clergy house, this settlement must have a **church** or a **sanctuary**, along with a Religion score of 5 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

House of Faith. The clergy house is 30 feet by 30 feet but is otherwise grants the benefits of a permanent *Leomund's tiny hut* spell.

CLERGY HOUSE EVENTS

d4 Event

- 1 The house was built right on top of an ancient burial mound; it won't keep out the **alhoon**
- 2 A **giant mimic** has assumed the form of a gazebo and settled down near the house, hoping to ensnare the cleric who lives there
- 3 A coven of **green hags** would like nothing better than to tempt the cleric away from her faith
- 4 No event

CREMATORIUM

"This ornate house with columns in front is really just a small salon with a door to a room with a large furnace."

Crematoriums are an excellent defense against the undead uprising.

Prerequisites. In order to build a crematorium, this settlement must have a **graveyard** and a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Defense Against the Dark Arts. Dead bodies interred in this settlement can't be turned into undead.

CREMATORIUM EVENTS

d4 Event

- 1 A slain devil, rather than return to the underworld, possesses the crematorium's furnace and becomes a **hellfire engine** with a speed of 0 feet
- 2 An archmage didn't know what to do with a **phoenix** egg, so she threw it in the crematorium to destroy it
- 3 A local necromancer isn't very happy that the crematorium is interfering with her work, so she summoned an **iron golem** to destroy it
- 4 No event

CULT COMPOUND

"With enough supplies to last through doomsday this compound lies mostly underground."

Cultists swear allegiance to dark powers and suffer mentally for it. Their buildings reflect their fate.

Industry Score Increase. This settlement's Religion score increases by 1.

Cultists. As a decree, this settlement can raise a **cult followers** unit.

CULT COMPOUND EVENTS

d4 Event

- 1 This particular cult worships a beholder, but they don't know it's just a **mindwitness** serving the mind flayers
- 2 The whole cult was supposed to drink poison together, but only one person went through with it and has now come back as an angry **revenant**
- 3 A **war priest** infiltrated the cult to spy on it, but she hasn't been heard from in weeks
- 4 No event

CULT ENCLAVE

"It's a small outpost with armed guards atop high walls in a part of town no one likes to visit."

When a cult grows to a substantial part of the population, they became brazen enough to stop hiding.

Prerequisites. In order to build a cult enclave, this settlement must have a **cult compound**, which the cult enclave replaces.

Industry Score Increase. This settlement's Religion score increases by 1.

Cult Fanatics. As a decree, this settlement can raise a **zealots** unit.

CULT ENCLAVE EVENTS

d4 Event

- 1 The cult reveres a **star spawn hulk** but, for safety's sake, they kept it locked in the dungeon until it escaped into town...
- 2 A stranded **githyanki gish** leads this cult, and she's vowed to take them all to the Astral Plane
- 3 None of the cult members are here by choice; their minds have been enslaved by a wounded **abolet** who lives beneath the enclave
- 4 No event

FANE

"Freestanding stone archways with sigils etched into them, swirling occult energies, and the chanting of devoted arcanists fill the fane."

A fane is a warlock's secret getaway dedicated to their patron. Choose between the Archfey, Fiend, or Great Old One at the time of its construction.

Prerequisites. In order to build a fane, this settlement must have a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Warlocks. As a decree, this settlement can raise a **fiendish warlocks**, **fiendish warlocks**, or **old one warlocks** unit, depending on the patron to which the fane is dedicated.

FANE EVENTS

d4 Event

- 1 Two otherworldly entities vie for the devotion of the warlocks at this fane and send signs to exhibit their powers
- 2 A shard of the patron's soul has slipped into one warlock and made her a **star spawn seer** who is, unfortunately, quite alien in mind
- 3 The warlocks' patron is paying a visit here to ascend to deification
- 4 No event

GRAVEYARD

"Tombstones. Crypts. And the howl of the...wind?"

A graveyard is where the people are buried, but they tend to not stay there.

Industry Score Increase. This settlement's Religion score increases by 1.

Skeletons. As a decree, this settlement can raise a **skeleton army** unit.

GRAVEYARD EVENTS

d4 Event

- 1 A pair of gnome **necromancers** takes advantage of a momentary closing for repairs to raise all kinds of undead
- 2 A free-willed **vampire spawn** lives in this cemetery, but she has a problem she cannot fix alone
- 3 An old friend of yours is buried in the graveyard, but when you go to visit the body isn't there and his restless **ghost** is angry
- 4 No event

HENGE

"A ring of standing stones amid earthworks is perfect for star tracking and druidic ceremony."

Henges are holy places for fey of all kinds and all orders of druids.

Prerequisites. In order to build a henge, this settlement must have a **sacred grove** and a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Archdruids. As a decree, this settlement can raise an **inner circle** unit.

HENGE EVENTS

d4 Event

- 1 An **ancient green dragon** wishes to corrupt this circle of druids and slowly spins its lies
- 2 A **mummy lord** has unleashed a sandstorm that could bury the region and make it a desert
- 3 The standing stones speak, if you know how to listen, and they all speak of the coming **nightwalker**
- 4 No event

HOLY SEAT

"The heart of a vast religion lies at the holy seat, where the gods' personal mouthpiece resides."

The holy seat refers to a religion's center and the person who sits there.

Prerequisites. In order to build a holy seat, this settlement must have a **basilica** or a **cathedral**, which the holy seat replaces, along with a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Religious Empire. The feature of the basilica or cathedral is applied to every settlement in the kingdom.

HOLY SEAT EVENTS

d4 Event

- 1 **Moloch** is personally coming to slay the religious leader and claim the empire as his own
- 2 A quarter-mile beneath the holy seat, a **drow matron mother** rules over her own religious empire
- 3 **Zariel** has come to speak with the person who sits on the holy seat to convince them of the error of their ways
- 4 No event

MAUSOLEUM

"This stately freestanding structure houses dozens of family tombs."

Whether built in a graveyard or on a family plot, mausoleums attract fallen paladins for their funereal majesty.

Prerequisites. In order to build a mausoleum, this settlement must have a Religion score of 5 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Blackguards. As a decree, this settlement can raise an **oathbreakers** unit.

MAUSOLEUM EVENTS

d4 Event

- 1 A **planetar** disguised as a human warrior has been sent to slay your cult of oathbreakers
- 2 To join this cabal of fallen paladins, one must kill a **unicorn** and harvest its spiraling horn of ivory, then slay an innocent person with it
- 3 A **death tyrant** wants to make the mausoleum its home and is prepared to fight for it
- 4 No event

ORACLE

"Stepping inside this miniature temple set on a hill is to enter the vaporous mists and meet the oracle."

The oracle housed here glimpses the future and speaks the gods' wisdom.

Prerequisites. In order to build an oracle, this settlement must have a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Prophecies. As a decree, the oracle confers 5 bulwark points to Religion.

ORACLE EVENTS

d4 Event

- 1 The vaporous mists sometimes prove to be a **yochlol** or **vampire** in mist form
- 2 The oracle is found dead and her killer must be brought to justice and her reincarnated form discovered
- 3 The oracle is a prisoner in her own house while two **champions** profit off her drug-induced prophecies
- 4 No event

PYRAMID TEMPLE

"One of the most prominent and busiest of buildings is the pyramid temple, which is divided into five levels that mirrors stratified yuan-ti society."

The five levels of the temple are cultist level, pureblood level, abomination level, malison level, and temple mount.

Prerequisites. In order to build a pyramid temple, this settlement must be majority or minority yuan-ti and have a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Yuan-ti Purebloods. As a decree, this settlement can raise a **yuan-ti infiltration** or **yuan-ti incursion** unit.

PYRAMID TEMPLE EVENTS

d4 Event

- 1 One of the few serpentine creatures yuan-ti do not like is the **couatl**, which sometimes infiltrate yuan-ti cities to destabilize them
A circle of two **archdruids** see your yuan-ti city as a perversion of nature and set about winning the snake beasts to their side
- 2 Pureblood infiltrators spent too long among humans and turned against their own people and formed a colony nearby; wipe them out!
- 3 No event

RELIQUARY

"This building by the side of the road holds sacred relics, incense sticks for prayers, and a donations box."

A reliquary holds a shard of the divine, which can linger with a person who visits there.

Often called a stupa, a reliquary contains a relic, like the bones of a martyr or something the gods left behind.

Industry Score Increase. This settlement's Religion score increases by 1.

Transference. After visiting the reliquary, for the next 24 hours, whenever you make an ability check, you can roll a d4 and add the number rolled to the save.

RELIQUARY EVENTS

d4 Event

- 1 A trickster (**conjuror**) switched a saint's eye with the eye of a nothic, which has slain some people with its rotting gaze
You have found a *ring of regeneration* and wonder what it might do if you slip it on the dismembered finger in the reliquary
- 2 A **master thief** has the habit of stealing from the reliquary donation box every night
- 3 No event

SACRED GLADE

"The dense forest suddenly opens up and you can see the sky and the northern lights; fairy rings and motes of light decorate the glade."

This glade is holy to druids and fey, and even beasts find this place soothing.

Prerequisites. In order to build a sacred glade, this settlement must have a Religion score of 5 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Druids. As a decree, this settlement can raise a **druid circle** unit.

SACRED GLADE EVENTS

d4 Event

- 1 A **unicorn** was slain here, desecrating the glade; find and punish its murderer, a **bodak**
Sometimes the motes of light that draw people into the glade turn out to be 1d4 **will-o'-wisps** leading them away and to their deaths
- 2 A **wastrilith** seeks to corrupt the spring and still water found in and around the glade
- 3 No event

SANCTUARY

"A monster is hunting you. You duck into a small church just as it lunges out of the shadows only to be driven back by some unseen power."

Sanctuaries are protected by divine wards.

Prerequisites. In order to build a sanctuary, this settlement must have a **shrine** and a Religion score of 5 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Safe Haven. The sanctuary and all those within it are protected as if by a *protection from evil and good* spell.

SANCTUARY EVENTS

d4 Event

- 1 A hunted man came into the sanctuary to protect himself from the evil that dogged his steps, but an **incubus** lured him out into the night
The sanctuary's power keeps evil at bay, except for the kind that lurks in humanoid hearts; a **champion** of evil walks in to obey dark powers
- 2 A pair of **ghosts** prowls around outside the sanctuary unable to come inside, but they're willing to wait till their prey runs out of food and water
- 3 No event

SEMINARY

"This three-story building with wide facade looks like a school, were it not for the holy symbol atop each tower."

Sometimes called divinity school, a seminary trains the next generation of acolytes and priests.

Prerequisites. In order to build a seminary, this settlement must have a Religion score of 11 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Unwavering Orthodoxy. This settlement imposes disadvantage on Religion attacks against it.

SEMINARY EVENTS

d4 Event

- Someone summoned an angel (**deva**) and a devil (**orthon**) to the annual theological debate; things are getting out of hand
- The most demanding seminary instructor here is an **amnizu** in disguise
- An **empyrean** who would like to be a demigod someday is trying to forcibly convert the campus; how can they say no?
- No event

SHRINE

"You step inside a small building where the air is thick with incense and there behold a statue to the locally venerated god."

Once a reliquary becomes popular enough, followers build a shrine around it.

Prerequisites. In order to build a shrine, this settlement must have a **reliquary**, which the shrine replaces.

Industry Score Increase. This settlement's Religion score increases by 1.

Acolytes. As a decree, this settlement can raise an **evangelists** unit.

SEMINARY EVENTS

d4 Event

- The statue in the shrine animates when the god it depicts gets angry, as destructive as a **stone golem**
- An evil **priest** gifted a *censer of controlling air elementals* to the shrine, but, once conjured, the elementals are always under his control
- The acolyte running the shrine has *potions of healing* but only gives them to those who help her out
- No event

TEMPLE

"The majesty of this domed structure is due to its great size and peerless craftsmanship."

A temple is dedicated as a house for a specific deity, in part or in whole, in essence or corporeally. Mystic rites are conducted inside.

Prerequisites. In order to build a temple, this settlement must have a **sanctuary** and a Religion score of 5 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

War Priests. As a decree, this settlement can raise a **crusaders** unit.

TEMPLE EVENTS

d4 Event

- A spark of the god enters a living host, increasing one of your ability scores to 20 but also giving you two personalities
- Your god's home on another plane is being attacked by **Moloch**; you must travel there to defend it
- Your temple is beautiful, which is the reason a coven of **night hags** wants to destroy it
- No event

TITHE BARN

"People from all over town visit this barn on holy days to donate their offerings to the gods."

A tithe barn is where the leaders of the faith keep non-monetary donations.

Prerequisites. In order to build a tithe barn, this settlement must have a **church** or a **sanctuary**, along with a Religion score of 5 or higher.

Industry Score Increase. This settlement's Religion score increases by 1.

Harvest Tithes. You can issue the Harvest (Tithes) decree, as a Religion check, once per season.

TITHE BARN EVENTS

d4 Event

- A horde of 2d6 **imps** or **quasits** are looting the tithe barn to stop your holy work
- A pair of **master thieves** are trying to clean out the entire barn over the course of a single night
- There's been a disagreement over how to best use the collected tithes and it's almost led to a schism
- No event

LOYALTY BUILDINGS

ALMSHOUSE

"You see a man escorting a family wearing shabby clothes into a one-story row house."

An almshouse takes people in off the streets and offers them a warm meal and a bed.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Safety Net. This settlement has half cover from attacks that deal loyalty damage. Building a second almshouse increases it to three-quarters cover.

ALMSHOUSE EVENTS

d4 Event

- 1 Turning anyone away from the almshouse runs the risk of them turning into **the Lost**
- 2 **The Hungry** is stalking the settlement, but giving them a warm meal restores them to their humanoid form
- 3 **The Lonely** wanders the street, hoping to catch anyone's eye; willingly embracing one saves them from this fate
- 4 No event

AMPHITHEATER

"This semi-circle seating gallery, built on one side of a natural dell, is open to the sky."

Outdoor plays, sports matches, public meetings, and other community events take place in this structure.

Prerequisites. In order to build an amphitheater, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

The Home Team. If an enemy kingdom captures this settlement, the settlement suffers 1 lore damage each season for up to 8 seasons.

AMPHITHEATER EVENTS

d4 Event

- 1 Harmless flumphs congregate around the amphitheater feeding off the emotions of the audience
- 2 Somehow one of the plays replaced all the actors' personalities and identities with those of their roles
- 3 An **eladrin** comes to view the plays at the amphitheater, but he gets a little too carried away and people have been hurt
- 4 No event

AQUARIUM

"A dark shape swims past you, separating only by a sheet of glass."

Aquariums are like menageries but for displaying and studying aquatic creatures.

Prerequisites. In order to build an aquarium, this settlement must be built on coastal terrain and have a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Lore from the Deep. This settlement imposes disadvantage on underwater attacks against it.

AQUARIUM EVENTS

d4 Event

- 1 Since acquiring a giant squid, the aquarium has been hit by lightning six times; turns out it's really a **juvenile kraken** (GoS)
- 2 A **wastrilith** has slipped into the aquarium and threatens to poison all the saltwater
- 3 Three **giant sharks** are on loan from another aquarium, but they go missing without a trace
- 4 No event

ARENA

"From the city streets, you hear metal clashing, the crowd roaring, the war cries of contestants."

Arenas are exhibitionist buildings designed to accommodate huge crowds and gladiator-style combat and chariot races.

Prerequisites. In order to build an arena, this settlement must have a **training grounds** (which the arena replaces), a **gymnasium**, and a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Gladiators. As a decree, this settlement can raise a **gladiator army** unit.

ARENA EVENTS

d4 Event

- 1 Not long after the first games, a band of 1d12+1 **gladiators** rebel, escape, and begin pillaging the countryside
- 2 A mysterious robed **archmage** teleports into the arena's center and challenges the party to mortal combat
- 3 Something or someone infiltrates the hypogeum, or underground tunnels, before every game and murders the contestants
- 4 No event

BARDIC COLLEGE

"This seems much like a colorful academy, except for the constant stream of music coming from its open windows."

Trained bards are better than untrained bards. Ask anyone.

Prerequisites. In order to build a bardic college, this settlement must have an **academy** and a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Bards. As a decree, this settlement can raise a **bard troupe** unit.

BARDIC COLLEGE EVENTS

d4 Event

- 1 A **pit fiend** came up from hell to challenge your best bard to a duel of lutes—stop me if you've heard this one
- 2 An enrolled **winter eladrin** is distressed and dangerous in her current state; can you change her disposition with song?
- 3 A pair of **tyrannosaurus rex** threaten the college; can music soothe the savage beasts?
- 4 No event

BROTHEL

"A scantily-clad man stands at the street corner in the red district inviting passersby to come inside."

A brothel is a building in which sex workers ply their trade.

Prerequisites. In order to build a brothel, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Covert Liaisons. When this settlement's Loyalty score is reduced to 0 as a result of a siege, it can drop to 1 instead. You can't use this feature again until you make the Repairs decree to increase your Loyalty score.

BROTHEL EVENTS

d4 Event

- 1 A **succubus-incubus** pair offer to train the employees, but can they be trusted?
- 2 The greatest sex worker here is also an expert assassin but no one has seen him in a fortnight
- 3 One of the clients turned out to be a **death slaad** that the sex workers discovered and wounded but it fled into the night
- 4 No event

CAIRN

"These mounds of rock litter the settlement, each more taller and more intricate than the last, but their meaning is inscrutable to outsiders."

Each cairn memorializes an event or heroic act. In this way, cairns tell a tribe's entire cultural history.

Prerequisites. In order to build a cairn, this settlement must be majority or minority goliath.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Etched in Stone. Cairns grant this settlement immunity to loyalty damage if it's goliath-majority. If it's goliath-minority, this settlement is resistant to loyalty damage.

CAIRN EVENTS

d4 Event

- 1 Frequent earthquakes threaten the cairns; an **earth elemental myrmidon** (*PotA*) is responsible
- 2 An **alhoon** residing in a nearby cave may be using *modify memory* against the goliaths, but the stones do not lie
- 3 A non-goliath prankster was toppling cairns, not knowing this was tantamount to cultural genocide; now she's been condemned to die
- 4 No event

CARNIVAL

"Folks drink at long wooden tables, children jump at masked performers, sleek beasts prowls behind bars."

Most carnivals are traveling affairs, but some find a year-round audience if the shows and games are good.

Prerequisites. In order to build a carnival, this settlement must have a **fairgrounds**.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Illusionists. As a decree, this settlement can raise an **illusionists** unit.

CARNIVAL EVENTS

d4 Event

- 1 If there were a place where people might get lost in the crowd and a coven of **green hags** might go unnoticed, it'd be a carnival
- 2 A pair of **illusionists** use the commotion of the carnival to cast *phantasmal killer* on an old enemy—"all part of the show, folks!"
- 3 A **giant ape** escaped its cage, grabbed a person in the crowd, and started climbing the tallest building in the settlement
- 4 No event

CENOTAPH

"A jolt of patriotism runs through you as you scan the names of those who gave everything for the kingdom."

Cenotaph means empty tomb and is sometimes called the Tomb of the Unknown Soldier, the War Memorial, or some other reverent name.

Prerequisites. In order to build a cenotaph, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Stirring Patriotism. Once per turn, a unit from this settlement can make an attack roll with advantage.

CENOTAPH EVENTS

d4 Event

- 1 The cenotaph isn't so empty as everyone thought—a **death knight** rises from the tomb
There's a bit of a crisis when the greatest fallen hero turns out to be very much alive and serving as a **warlord** for an enemy kingdom
- 2 A **mind mage** (GGtR) is trying to get his mother's name on the cenotaph using the *modify memory* spell and a chisel
- 3 No event
- 4 No event

CLUBHOUSE

"A group of hobbyists have a pint together, their voices growing louder as they debate the particulars of their pastime."

Guilds are to business what clubhouses are to hobbies and interests.

Prerequisites. In order to build a clubhouse, this settlement must have a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Club Dues. As a reaction when this settlement suffers loyalty damage, you can choose to spend up to 10 Commerce, regaining Loyalty equal to half the amount of Commerce spent. You can't reduce your Commerce score below 1 in this way.

CLUBHOUSE EVENTS

d4 Event

- 1 A few **hill giants** heard about your clubhouse, misunderstood, and want to take your "clubs"
- 2 Two rival clubhouses often take to the streets to settle disputes with fisticuffs
- 3 A group started a novice adventurers club and they are always getting into trouble and needing to be helped out
- 4 No event

EMBASSY

"Flags of a foreign kingdom flutter in the breeze."

An embassy is staffed with representatives of a foreign kingdom, including an ambassador to your kingdom.

Prerequisites. In order to build an embassy, this settlement must have a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

The King's Ear. You have direct access to a representative of a foreign kingdom. Also, when you issue the Aid decree, you can send up to two units from this settlement with a single decree.

EMBASSY EVENTS

d4 Event

- 1 A third kingdom hates your new alliance and sends a pair of **assassins** to murder the ambassador
- 2 A fair day of multicultural events is ruined as one of your citizens, an old xenophobic **warlord**, breaks up the party
- 3 A **yuan-ti mind whisperer** is slowly poisoning the ambassador's mind, driving her insane and increasingly paranoid
- 4 No event

FAIRGROUNDS

"This large grassy field has impressions of many tents and hundreds of feet."

The fairgrounds are available for any community event or commercial endeavor that requires a large, outdoor space.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Win a Prize. Repairing this settlement's Loyalty score also repairs this settlement's Commerce score.

FAIRGROUNDS EVENTS

d4 Event

- 1 A vast web of kobold tunnels lie under the fairgrounds, with 2d4 **kobold** warriors and a **kobold scale sorcerer** leading them
- 2 A pair of **earth elementals** hibernate here underneath the grass
- 3 Sudden sinkholes in the fairgrounds are the first sign that a **young blue dragon** has taken up residence nearby
- 4 No event

GAMBLING DEN

"Tables strewn with cards and coin, brightly colored spinning wheels, and a haze of dimly-lit smoke."

Gambling dens keep people happy with another pastime, but attract a disreputable element.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Thugs. As a decree, this settlement can raise a **mob** unit.

GAMBLING DEN EVENTS

d4 Event

- 1 An **illusionist** and an **enchanter** have been cheating at the tables, and the owners want you to sniff them out
- 2 Who would try to steal from the mob? How about a couple of clowns (**master thieves**)
- 3 The gambling den employs several mages to cast *detect magic* to keep people from cheating—they all went missing the same day
- 4 No event

GOVERNOR'S MANSION

"A gleaming white mansion with columns and large windows overlooks the city."

This is your house or the house of the city manager you hired to run things, built because your subjects love you

Prerequisites. In order to build a governor's mansion, this settlement must have a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Inspire the City. Roll a DC 15 Loyalty check. If successful, you get to issue an extra decree this season.

GOVERNOR'S MANSION EVENTS

d4 Event

- 1 An enemy kingdom sends a **steel predator** to stalk and kill you or your governor
- 2 A **drow matron mother** living below the governor's mansion plots the overthrow of your city
- 3 The mansion was unknowingly built atop a **zaratan**; one day, the whole hill just started moving
- 4 No event

GREAT HALL

"This large room has long banquet tables, tall ceilings, a minstrel gallery, and a central hearth."

The great hall sometimes refers to the biggest room in a castle, but can also be a freestanding structure.

Prerequisites. In order to build a great hall, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Everyone's Invited. When you issue the Celebrate decree, you gain a +2 bulwark points to Loyalty.

GREAT HALL EVENTS

d4 Event

- 1 The minstrel gallery suddenly has 2d4 **nilbogs** where jesters stood just moments ago
- 2 A **fire giant** strides in, challenges the best knight to decapitate him, gets beheaded, but merely retrieves his head and says, "My turn"
- 3 At a certain feast, someone put assassin's blood poison in your wine cup; the would-be killer is still in this room, but who?
- 4 No event

HONOR HOUSE

"Inside this tall spire lies a bed of hot coals, obsidian statues of the honored dead, and cooking hearths."

Coming-of-age ceremonies, naming ceremonies, honor trials, and ritual exile are a few of the community events conducted at an honor house

Prerequisites. In order to build an honor house, this settlement must be majority or minority dragonborn and have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Undying Honor. An honor hall grants this settlement immunity to loyalty damage if it's dragonborn-majority. If it's dragonborn-minority, this settlement is resistant to loyalty damage.

HONOR HOUSE EVENTS

d4 Event

- 1 An **adult dragon** comes to claim the town's dragonborn as its vassals or slaves
- 2 A tribe of lizardfolk hates that the dragonborn fill the same ecological niche and begins attacking hunting parties
- 3 A dishonored and exiled dragonborn **warlord** is rallying a new generation against their elders
- 4 No event

HUNTING LODGE

"Rows upon rows of antlers and horns decorate the walls of the rustic getaway."

A hunting lodge is an outdoorsperson resort built among the trees on the outskirts of town.

Prerequisites. In order to build a hunting lodge, this settlement must be built in forest terrain.

Industry Score Increase. This settlement's Loyalty score increases by 1.

A Bit Gamy. Visiting the lodge provides you with up to as many rations as you can carry.

HUNTING LODGE EVENTS

d4 Event

- 1 The spirits of the dead animals animate those horns and antlers making them a cloud of effectively 3d10 **flying swords**
- 2 The biggest hunting prize of them all would be the **tyrannosaurus rex** that prowls these woods
- 3 Something has been hunting all the big game, something that breathes acid and flies (**young green dragon**)
- 4 No event

MEAD HALL

"In unison, bearded men and ripped women slam empty tankards down, grab up great axes, and run out into the night."

Those who drink honey-wine are blessed by the gods to write beautiful verse or totally slay on the battlefield.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Berserkers. As a decree, you can raise a **barbarian war party** unit.

MEAD HALL EVENTS

d4 Event

- 1 Out on the moors, a monstrous pair of **trolls** make life hard for simple peasants, but no longer!
- 2 A great **frost giant** is beating the drums of war; time to beat his skull in!
- 3 Cold-blooded, Hel-worshipping **yuan-ti malisons** hibernate underground; time to rip some snakes out of the ground!
- 4 No event

MEETINGHOUSE

"The rank-and-file townfolk gather before the village elders and debate until they are of one mind."

Also known as a moot hall, a meetinghouse is where people resolve local matters.

Industry Score Increase. This settlement's Loyalty score increases by 1.

In This Together. Loyalty damage that you take from an enemy unit attack is reduced by 1.

MEETINGHOUSE EVENTS

d4 Event

- 1 A sudden fight breaks out in the middle of a meeting; a cloaked **duergar mind master** shuffles out the back door
- 2 A **kraken priest** walks into a meeting foretelling of an imminent tentacled doom
- 3 One of the village elders is an **enchanter** who unfairly sways the crowd to their side, to their later frustration
- 4 No event

MENAGERIE

"Foreign and fantastical creatures populate this verdant garden."

Precursor to zoological gardens, menageries keep animals that demonstrate the might and breadth of the kingdom.

Prerequisites. In order to build a menagerie, this settlement must have a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Open the Cages. If an enemy kingdom captures this settlement, they can issue no decrees here for 1d4 seasons.

MENAGERIE EVENTS

d4 Event

- 1 A small herd of 1d4+1 **triceratops** broke out of their enclosure and are stampeding down the main street
- 2 A few of the big snakes turn out to be **yuan-ti pit masters** in serpentine form
- 3 And that jackal is really a **jackalwere** collecting information for the coming demon lord **Graz'zt**
- 4 No event

MONUMENT

"Standing in the public square, a woman etched in marble lifts her eyes heavenward."

Statues to national heroes, past leaders, and the revered dead all qualify as monuments. They inspire future heroes.

Prerequisites. In order to build a monument building, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Champions. As a decree, this settlement can raise a **champions** unit.

MONUMENT EVENTS

d4 Event

1 Overnight, the monument turns into a marble figure of a mind flayer

2 A **master thief** has hollowed out the monument to stash her haul and hide in; spot it with a successful DC 20 Wisdom (Perception) check

3 In its confusion, a **stone giant dreamwalker** decapitated the monument; now follow it underground to reclaim the head

4 No event

NEST

"Dried seaweed and beach grass make up this cozy nest full of soft-shell eggs."

Turtles build stone compounds in which to lay their eggs, but the nest inside is where the actual incubation takes place.

Prerequisites. In order to build a nest, this settlement must be majority or minority turtle.

Industry Score Increase. This settlement's Loyalty score increases by 1.

New Generation. When you issue the Repair decree, you can restore the settlement's Health, Religion, and Loyalty scores all to maximum.

NEST EVENTS

d4 Event

1 One nest of turtle eggs hatched into hag children that behave odd but look human; unravel that mystery!

2 A turtle druid (*TTP*) keeping watch over the eggs was kidnapped and is being held ransom by 2d4 **bugbears**

3 An **adult bronze dragon**, mentally suffering from the loss of her eggs, steals those that were in your settlement

4 No event

NIGHTCLUB

"A band of minstrels plays a bewitching tune as the crowd whirls around the dance floor."

Nightclubs are places of music and enchantment into the wee hours of the morning.

Prerequisites. In order to build a nightclub, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Enchanters. As a decree, this settlement can raise an **enchanters** unit.

NIGHTCLUB EVENTS

d4 Event

1 After a night of revelry, everyone at the nightclub wakes up with their soul in someone else's body

2 The entire band of 2d4 bards was whisked away to the Feywild to play for the seelie Summer Court

3 A **warlock of the Great Old One** sends a horde of 3d10 **flying monkeys** (*ToA*) to disrupt the night's festivities

4 No event

NOBLE ESTATE

"Hunting grounds, gardens, and a vast trimmed lawn of grass surround a stately noble manor."

Those with titles of nobility live on vast estates befitting their rank.

Prerequisites. In order to build a noble estate that is not a stronghold, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Nobles. As a decree, this settlement can raise a **nobles** unit.

NOBLE ESTATE EVENTS

d4 Event

1 A **vampire** attends your ball and then becomes obsessed with stealing your manor (see chapter 3)

2 The gamekeeper accompanies your friends on a fox hunt, but no one in the hunting party ever returns

3 The page delivers a letter, but she doesn't know how it got to be in her satchel; it's from a **narzugon**

4 No event

ORPHANAGE

"Tiny faces at the windows show that this is a home for children."

An orphanage houses and feeds the city's orphans, keeping them from starvation and criminality.

Prerequisites. In order to build an orphanage, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

No Pickpockets. The settlement repairs 1 commerce point at the start of the season, even if you do not issue the Repair decree.

ORPHANAGE EVENTS

d4 Event

- 1 A slavers' den hidden in an orphanage is run by a **rakshasa** disguised as the headmaster
- 2 Two of the adolescents are free-willed **vampire spawn** who have turned on the other children
- 3 Noises come from the attic, and all the children are afraid to go upstairs
- 4 No event

PALACE

"This soaring structure is all sweeping balconies, skyscraping spires, and exquisite stonework."

Palaces house rulers and heads of state, but unlike castles, they are meant to be more beautiful than defensive.

Prerequisites. In order to build a palace, this settlement must have a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Royal Appearance. As a decree, the palace confers 5 bulwark points to Loyalty.

PALACE EVENTS

d4 Event

- 1 A demigod hears of the splendor of your palace and descends from Mount Celestia to visit and grant a favor
- 2 An **ancient copper dragon** decides to test your heart by transforming into a peddler and asking for shelter and a meal
- 3 Your zenith of civilization offends the wild **Baphomet**, and he comes to destroy your beloved city
- 4 No event

PAVED STREETS

"Stone masons lay cobbles on top of the city's dirt roads, covering deep wagon ruts."

Paved streets minimize mud in the rain, dust in the heat, and allow mounts to find better purchase on the road.

Prerequisites. In order to build paved streets, this settlement must have a Loyalty score of 11 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Easy Street. Moving through the region where this settlement stands does not count against your or allied units' range.

PAVED STREETS EVENTS

d4 Event

- 1 Graves have been paved over and forgotten, until a **skull lord** made of three bodies breaks through the cobblestones and attacks
- 2 Three **xoms** with a taste for cobbles start tearing up the road
- 3 An evil wizard animates a section of cobblestone street to create a bumpy **stone golem**
- 4 No event

TAVERN

"The smell of baked bread and spiced venison lures you into this eating establishment."

Come in for a warm meal, spirits, and light entertainment. Unlike an inn, a tavern has no lodging for travelers.

Prerequisites. In order to build a tavern, this settlement must have a **brewery**.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Hot Meal You roll with advantage on the Earnings table when you issue the Harvest (Crops) or Harvest (Meat) decree.

TAVERN EVENTS

d4 Event

- 1 A couple of burly **shield dwarves** (*SKT*) enter just as the tavern runs out of beer
- 2 The owner says he's been having a problem with rats in the basement, but you descend to find a **swarm of cranium rats**
- 3 The tavern band is breaking up...violently; witness three magical **bards** slinging spells with dueling viols
- 4 No event

THEATER

"This round theater boasts several tiers of audience seating, not to mention the floor for the cheap seats."

A theater presents plays, whether tragedies or comedies, as well as other artistic performances.

Prerequisites. In order to build a theater, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

The Play's the Thing. This settlement has advantage on Loyalty checks.

THEATER EVENTS

d4 Event

1 Clandestine meetings happen at the theater all the time, including **assassins** and **spies** from foreign kingdoms, as well as local **thugs** and **master thieves**

2 In the middle of a play, a **mind flayer** walks onto stage; the audience cheers thinking it's a costume as the actors flee in terror

3 The Seelie Court teleports the entire cast to the Feywild to see if there has been any developments in mortal drama

4 No event

TOWN HALL

"The hall has sturdy stone walls, a pitched wooden roof, and a bell tower at the back."

The mayor and town officials have their offices here.

Prerequisites. In order to build a town hall, this settlement must have a Loyalty score of 5 or higher.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Help Wanted. Heroes can expect to collect coin (the exact amount determined by the DM) for safeguarding the town. Also, a notice board advertises adventuring work.

TOWN HALL EVENTS

d4 Event

1 Travelers have reported trouble near town: a tribe of 2d8 **orcs** and an **ogre**

2 A respected merchant from town has gone missing, his horse ambushed by 3d10 **goblins** on the road

3 3d12 **thugs** have set up an extortion racket in town; break the stranglehold they have on local businesses

4 No event

VILLAGE GREEN

"This grassy area in the center of town resembles an untended field."

It's not much to look at, but if there were ever a place for a village to gather, this would be it.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Celebrate. You can issue the Celebrate decree.

VILLAGE GREEN EVENTS

d4 Event

1 Sometimes children go missing while playing on the village green, lured by **will-o'-wisps** in the distance

2 In the center of the village green is what the locals call "Hangman's Tree," and a flock of 2d4 **harpies** seem drawn to it

3 In the middle of a celebration, a **manticore** descends and snatches a person in its claws before flying off

4 No event

WAR HEARTH

"This burning fire in the center of an orc settlement can be seen burning day and night."

The war hearth is a symbol of the undying passion within the orcish heart, and it's never allowed to go out.

Prerequisites. In order to build a war hearth, this settlement must be majority or minority orc.

Industry Score Increase. This settlement's Loyalty score increases by 1.

Gruumsh's Eye. When a unit from this settlement hits, it deals 1 extra point of damage.

WAR HEARTH EVENTS

d4 Event

1 Three **orc red fangs of Shargaas** make a play for power by trying to assassinate you

2 The giant bats you raise in your lair as mounts are sick from a mold you've only seen deeper in the caves

3 A **master thief**, a **champion**, and a **mage** attack your settlement to indiscriminately slaughter your people

4 No event

CHAPTER 6: RUNNING A KINGDOM

A kingdom directs troop movements, oversees construction of new buildings, repairs besieged towns and cities, and founds new villages. This whirl of activity is organized into **seasons**. It takes time to raise and organize units, plan attacks and sieges, explore new regions, plan sprawling cities, and all the other things kingdoms do.

In a season, each settlement fulfills at least one decree. Unlike rounds of combat, kingdoms do not take turns. Instead, all decrees occur simultaneously, being set in motion at the beginning of the season and coming to completion (or failing) by the end of the season.

Once each settlement has received its decrees, the decrees are resolved, and a new season begins.

STEP-BY-STEP SEASON

1. DM determines new threats. The DM rolls on the New Threats table for each player settlement. (See chapter 2.)

2. DM determines decrees. If there are any enemy kingdoms in play, the DM chooses their decrees without revealing them to the players.

3. Players determine decrees. Players choose one or more decrees for each settlement in their kingdom.

4. Resolve decrees. The DM reveals any enemy kingdom decree. Player and enemy decrees are then resolved.

5. The new season begins. When every settlement in play has had a turn, the season ends. Repeat these steps in the following season.

DECREES

At the start of a new season, the party issues decrees so long as they are somewhere in their kingdom. Each of your settlements can fulfill at least one decree. The most common decrees are these:

- Aid
- Attack
- Celebrate (**village green** unlocks)
- Construct
- Garrison (**barracks** unlocks)
- Guard
- Harvest (specified buildings unlock)
- Repair
- Patrol
- Siege

Many buildings you might construct provide additional options for your decrees. You can forgo making decrees on your turn. If you can't decide what to do on your turn, consider making the Patrol decree to create a buffer between your settlement and any enemy army.

AID

You can lend your help to another settlement, one of your own or that of a different kingdom. When you make the Aid decree, you send one of your units to a settlement within range. If the target settlement is sieged in the same season, the unit you sent becomes the target of the attack instead of the allied settlement. Any subsequent attacks in the same season target the settlement.

ATTACK

You can make the Attack decree to confront an enemy unit within range. Doing so initiates a battle. See the "Battles" section for the rules that govern mass combat.

CELEBRATE

You can make the Celebrate decree to declare a season of festivities. The fields lie fallow, debts are forgiven, and grudges are forgotten. The celebration confers 5 bulwark points to Loyalty. The settlement can fulfill no other decree this season, no matter its size.

CONSTRUCT

You can make the Construct decree to create a new building in your settlement. You can choose any building to construct, so long as you meet its prerequisites. The building is completed at the beginning of the next season, at which point you start to benefit from its features.

GARRISON

If you have a barracks within your settlement, you can make the Garrison decree. Doing so raises a military unit and places it within your settlement. An enemy unit must defeat the garrisoned unit in a clash before it can attempt a siege on your settlement.

GUARD

Sometimes you want to fortify a place where there are no settlements. To do so, you can make the Guard decree to send a unit to a region within range, where the unit remains for the duration of the season. Once there, if an enemy unit enters the region, a battle is initiated. See the "Battles" section for the rules that govern mass combat.

HARVEST

Certain buildings allow characters to make money from investing in their settlement. You can make the Harvest decree to put time and money into a local business. Roll the relevant industry check (usually Commerce) and add the industry modifier. Then consult the Harvest Earnings table.

HARVEST EARNINGS

Check Total	Earnings
4 or lower	lose 10d4 gp
5-9	1d4 gp
10-14	5d4 gp
15-19	10d4 gp
20+	10d4 + 300 gp

When you make the Harvest decree, you may harvest once from as many buildings in your settlement as have that feature, rolling that many times on the table.

REPAIR

When you make the Repair decree, you can restore one industry score of your choice to its maximum. See the "Damage and Repairs" section for the rules governing repairs.

PATROL

You can order a unit to patrol the regions immediately surrounding a settlement. To do so, make the Patrol decree and choose a settlement within range. If any enemy unit enters a region adjacent to the chosen settlement this season, a battle begins. See the "Battles" section for the rules that govern mass combat.

A unit cannot patrol regions it cannot enter. For example, an overland unit cannot patrol an underwater region.

SIEGE

The Siege decree brings the battle to another settlement's doorstep. With this decree, you can attempt to conquer or destroy an enemy settlement.

See the "Battles" section for the rules that govern battles.

MASS COMBAT

The din of a hundred swords striking against a hundred shields. The rallying cry of the commander. A brilliant flash of light as war mages hurl balls of fire at siege engines. The caw of ravens awaiting their imminent feast. Roars of fury, shouts of triumph, cries of pain. Combat between kingdoms can be chaotic, deadly, and very rewarding.

This section provides the rules you need for your settlements to raise units of troops, siege enemy settlements, attack opposing armies, and more. The Dungeon Master controls all enemy units and settlements, while the players control their kingdom's settlements and units.

PARTY IN THE SPOTLIGHT

Running a kingdom can be fun, but unending seasons of it might get stale for players. DMs should often give the party challenges that fall outside of running the realm. And there is plenty of game material to help DMs do just that.

Any of the following events can trigger an adventure:

- Exploring a new region (see chapter 2)
- Building a stronghold (see chapter 3)
- Constructing a new building (see chapter 5)
- Leading a unit as its commander (here in chapter 6)

Even the heroes walking around town is a good opportunity for social encounters, using the settlement characteristics and flaws found in chapter 4.

UNITS

A **unit** is a single, cohesive group of creatures that is organized to work together. They are raised in settlements and sally forth from there. Not every unit is an army, though many are. A unit might instead be comprised of traders, aristocrats, spies, and saboteurs, to name a few. Their functions are as varied as the settlements from which they come.

Mechanically, a unit is like an arrow and the settlement is like the bow. You send a unit from the settlement out into the wide world with a target in mind and then hope it effectively hits its mark, or accomplishes its objective. Win or lose, the victors (or survivors) return to rest, restock supplies, and receive new orders. For this reason, there's no reason to track units from season to season. Simply give the unit an order and determine whether it succeeds or fails in the same season.

Accordingly, a unit is treated as a decree on the city sheet or settlement stat block. The unit has a range, an attack bonus, and damage to roll. Succeed or not, the unit effectively disbands once it performs the specified decree. See the "Making an Attack" section below for the rules that govern unit attacks.

BATTLES

Archers let arrows fly over a city wall. Bandits plunder a village before burning it to the ground. A saboteur plants explosives in the town hall. Foreign traders outbid the local merchants. Spies plant rumors of the ruler's growing insanity. Two armies face each other on an open plain. A squadron of griffon riders swoops down on the militia desperately trying to protect their interplanar portal.



A **battle** is a contest involving one or more units. Not every battle involves weapons and death. Battles can be insidious spy operations, a front in an ongoing trade war, or the more traditional contest between armored troops.

There are two types of mass combat: clashes and sieges. A **clash** is between opposing units, while a **siege** is between a unit and a settlement. No matter which occurs, battles have a simple structure.

1. Choose a target. Pick a target, whether enemy unit or settlement, within your unit's range.

2. Determine modifiers. The DM determines whether you have advantage or disadvantage against the target. In addition, some features can apply penalties or bonuses to your attack roll.

3. Resolve the battle. You make the attack roll, rolling a d20 and adding the appropriate modifiers. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to, or instead of, damage.

ATTACK AND DAMAGE ROLLS

When a unit makes an attack roll, the most common modifier to the roll is an industry modifier. The industry modifier a unit uses for its attack roll depends on its settlement of origin and the attack type listed in its description: Military, Commerce, Health, Lore, Religion, or Loyalty. For example, a unit of archers is an Overland Military Attack. When archers are sent from a settlement with a Military modifier of +1, the unit's attack roll modifier is also +1.

When an enemy unit makes an attack roll, it uses whatever modifier is provided in its settlement's stat block.

SIEGE

In a siege, an attack roll is made against the target's relevant industry score. For example, a unit of archers must equal or exceed the enemy settlement's Military score. On a hit, roll the damage as listed.

CLASH

Since units have neither scores or Armor Class, a battle is settled by a type of contest called a clash.

To resolve a clash, both units make attack rolls. They apply all relevant bonuses and penalties, but instead of comparing the total to an Armor Class, they compare the totals of their two attack rolls. The participant with the higher attack roll defeats the opposing unit.

For example, if a unit of archers attacks an enemy unit of archers, they both roll d20s, apply the military modifier of their settlement of origin, and compare the results. The highest result wins the clash, destroying the opposing unit.

If the contest results in a tie, the units both roll damage. The unit that suffers the most damage is destroyed. If they roll the same amount of damage, they are both destroyed.

VARIANT: MASS COMBAT RULES

If the rules here that govern unit-vs-unit battles are too streamlined for your tastes, you have the option to instead use the [February 2017 Unearthed Arcana: Mass Combat](#) rules, available for free download at [DungeonsAndDragons.com](#)

In that case, for your convenience, each unit in this book is listed with its Battle Rating (BR).

ROLLING 1 OR 20

Just like a character in combat, if the unit's d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC and you roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

COMMANDERS

Each unit has a commander, as listed in the unit description. The commander does not count toward determining the unit's size. If a party member is traveling with the unit, the character is the commander by default. If more than one party member is traveling with the unit, they are all equally commanders.

To make battles and sieges more interesting for players, you may run a combat encounter starring the heroes and the enemy unit's commander or settlement leader, plus as many members of each unit you think would make the combat interesting. This combat encounter should highlight critical events in the battle, such as assassinating an enemy commander, taking control of a bridge, poisoning the empress's son, etc.

When the battle isn't a militant one, you might consider a social or exploration encounter.

Winning a commander combat encounter or equivalent should grant advantage on the battle's attack roll or similar boon to the victor.

DAMAGE AND REPAIRS

Conquest and destruction are constant companions of those who run kingdoms. The invading host, the plague doctors carrying disease, or the charisma of foreign diplomats all have the potential to damage, or even destroy, the best of settlements.

Industry scores represent the vitality of a settlement. Settlements with high industry scores are more difficult to conquer or destroy. Those with one or more low industry scores are easier prey.

Some settlements can have very uneven industry scores. A settlement that invests in increasing its military score at the expense of all others might be very strong militarily but leaves itself very vulnerable to other kinds of damage, such as loyalty or commerce.

HOW LONG IS A SEASON?

By default, a **season** represents about 3 months (or 91 days) in the game world. But if your group prefers a different pace, you can shorten or lengthen the duration. Doing so doesn't appreciably change the dynamics, but can certainly affect the feel of the campaign.

1 Year (365 days). If you define a season as a year, you get a more realistic feel. Buildings take time to construct, and lengthening a season to a year reflects that time investment. Furthermore, armies are difficult to raise, supply, and transport to the front lines. The side effect is that progress is slow. Your party might complete entire campaign arcs before seeing the next building go up or unit attack. The party's children or grandchildren might be the ones to see the kingdom's first metropolis.

6 Months (183 days). A season defined as half a year splits the difference between the default and a year. The kingdom grows twice as fast, sacrificing some verisimilitude, but the party might see their kingdom's height by the time they're ready to retire.

1 Month (30 days). You can shorten seasons to just one month's time. Like booming frontier towns, settlements appear seemingly overnight. Decrees must be issued between almost every adventure. You can see your kingdom rise to great heights in just a few years.

A settlement's current industry score (usually just called an industry score) can be any number from 1 to the settlement's industry score maximum. This number changes as a settlement takes damage or completes repairs.

Whenever a settlement takes damage, that damage is subtracted from its current industry score. Damage to an industry score affects a settlement's capabilities and its units' modifiers until the players use the Repair decree to bring an industry score back up to maximum.

DAMAGE ROLLS

Each unit specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Special abilities and other factors can grant a bonus to damage.

With a penalty, it is possible to deal 0 damage, but never negative damage.

When attacking with a unit, you add your industry modifier—the same modifier used for the attack roll—to the damage.

DAMAGE TYPES

Different units deal different types of damage to a settlement. A damage type lowers the corresponding current industry score.

The damage types follow, with examples to help a DM describe the in-world effect.

Military. Destroying fortifications and killing fighting-age citizens.

Commerce. Demanding tribute or wrecking the local economy with monopolies, trade wars, or tariffs.



Health. Introducing plagues and virulent disease or creating undead.

Lore. Erasing memories, destroying books, or perverting young minds.

Religion. Weakening faith, sending divine wrath, converting to a different religion, or undermining religious institutions.

Loyalty. Eroding trust in rulers, society, traditions, and institutions. Sparking fear and destroying pride and hope.

DAMAGE RESISTANCES AND VULNERABILITIES

Just as some creatures have resistances and vulnerabilities to a damage type, so do some settlements and units. They function for settlements and units just like they do for creatures, except that the damage types are different.

REPAIRS

Unless it results in the settlement being razed to the ground, damage isn't permanent. Repairs can restore a settlement's industry score.

When a settlement undergoes repairs, one of its industry scores is restored to its maximum. (A settlement's industry score can't exceed its maximum.) For example, the queen orders her capital city to undergo repairs after a recent attack. That season, the settlement makes the Repairs decree. If the city has a current Military score of 8 and has a maximum Military score of 14, the city repairs all military damage, bringing the current Military score all the way to its maximum of 14. Other industry scores are not affected.

A settlement that has been razed can't regain industry scores unless powerful magic restores the settlement.

DROPPING TO 0

When one of the settlement's industry scores drops to 0, the settlement is either razed or captured, as explained in the following sections. The enemy unit responsible for the damage decides which.

RAZE

If the sieging unit decides to raze a settlement, the settlement and all of its buildings and housing are completely destroyed. Only powerful magic can repair a razed settlement.

For convenience, examples follow to describe how a razing might look corresponding to each damage type.

Military. Defensive towers are smoldering ruins. The advancing army slays or shackles each and every person who dares oppose them.

Commerce. Confidence in the local currency is destroyed. The settlement's insurmountable debts fall due. Prices for the necessities of life skyrocket.

Health. A plague decimates the population, destroying the foundations of its society.

Lore. After a long propaganda campaign, history is rewritten to the point that a docile population is left impressionable to new ideas and governments.

Religion. The gods no longer protect the settlement. Faith in the state religion weakens, and the people look to new gods to worship.

Loyalty. A people's revolt results in a coup against their settlement leaders. Mobs destroy the statues and iconography of the state.

CAPTURE

If an enemy unit decides to capture the vanquished settlement, the kingdom to which the sieging unit belongs takes control of the settlement. All buildings associated with the industry score that was reduced to 0 are completely destroyed. The destroyed buildings cannot be repaired. All other buildings are left intact.

For example, let's say the Barony of Nimressa sieges the village of Twin Fields with a unit of veterans. The veterans inflict enough military damage to bring the village's Military score to 0. Choosing to capture the village, The Barony of Nimressa takes control of Twin Fields. However, the village's only Military building, a smithy, is destroyed. Its inn and shops are spared.

WANDERING MONSTER UNITS

Most DMs will have a unit of wandering monsters raze any settlement they reduce to 0 hit points, rather than having the monsters take over the settlement. However, mighty villain kingdoms could start when a unit of wandering monsters decide to make a captured settlement their new home.

VARIANT: HIT AND RUN

Sometimes an attacker wants to hobble a settlement, rather than destroy it or seize it. When a sieging unit reduces one of a settlement's industry scores to 0, the attacker can destroy all buildings corresponding to the damage type dealt but leave the ownership of the settlement to the kingdom to which it already belongs.

BULWARKS

Some building abilities confer temporary bulwarks to one of a settlement's industry scores. Bulwarks aren't actual industry scores; they are a buffer against damage, a pool of points that protects you from sieges.

When you have a bulwark to an industry score and take corresponding damage, the bulwark points are lost first, and any leftover damage carries over to your normal Industry Score. For example, if you have 5 bulwark points to Loyalty and take 7 loyalty damage, you lose the bulwark points and then take 2 loyalty damage.

Because bulwarks are separate from your actual industry scores, they can exceed your industry score maximum. A settlement can, therefore, be at maximum industry score and receive bulwarks.

Repairs can't restore bulwark points, and they can't be added together. If you have bulwark points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 bulwark points when you already have 10, you can have 12 or 10, not 22.

Unless a feature that grants you a bulwark has a specific duration, the bulwark lasts until the points are depleted or a new season begins.

TRAVEL AND EXPLORATION

Caravaneers wend their way along the wide dirt highway, dreaming of the gold at the end of their journey. A phalanx of soldiers gets lost in the shifting sands of the desert. After a long flight, the griffon rider company begins their aerial assault on the diabolical city. A fleet of corsairs, wolves of the water, hunt for the underwater city.

REGIONS

These rules assume that the world is loosely divided into hexagonal **regions**. Your group might find a visual representation helpful, be it rough or detailed. Regions come in every conceivable variety, but all have two things in common. Each region is 6 miles wide, or a little more than 23 square miles. At a normal walking pace, a party on foot can cross four regions per day, or two regions of difficult terrain. A party can also survey an entire region in a single day, barring complications.

Each region has a terrain type, as explained in chapter 2. While a given region might have a mix of terrain, the DM should decide which type of terrain is predominant for the purposes of the game.

MOVEMENT

Individual creatures and the party should continue to use the Travel Pace rules as described in chapter 8 of the *Basic Rules* or *Player's Handbook*. In game terms, individual creatures can go just about anywhere if they're willing to invest the time it takes to get there.

RANGE

A unit, on the other hand, is bound to a specific range. A unit's range tells you how far it can travel. The range is an abstraction, representing how far a unit can go before its supplies run out, its morale frays to the breaking point, or its stamina is depleted. If you target a region outside of a unit's range, the unit disbands before arriving there, effectively destroying it.

Any given unit's range actually lists two numbers. The first is the unit's normal range in miles, and the second indicates the unit's long range. When attacking a settlement or unit beyond normal range, you have disadvantage on the attack roll, due to the weakened state of the unit. And you can't surpass a unit's long range.

In addition, all units have a range type, divided into the following categories.

WHY DO UNIT RANGES SEEM LOW?

Range is not just a measure of how far a unit can travel in a season. That number would be very high indeed.

Keep in mind that an army must be raised, paid, and trained; a strategy devised; and supplies and food gathered, stored, and rationed. And that's before the army even leaves the settlement! Furthermore, inclement weather might keep an army immobile for a time.

So, think of range as the number of miles a unit may go and still conduct a successful siege. One of many complications is rations. A unit of 400 Medium creatures needs to eat 400 pounds of food a day and drink 800 gallons of water. Foraging would never be enough to sustain so many and would be very taxing on the land.

AIRBORNE

A unit that has an airborne range can travel by flying. By so doing, the unit can completely avoid difficult terrain. Because they can fly in a straight line, such units usually have vast ranges. Airborne units also ignore certain settlement defenses, such as palisades and walls.

OVERLAND

A unit that has an overland range travels by walking, riding, or marching. As such, they are susceptible to difficult terrain.

SAILING

A unit of ships can move on the water's surface, but not on land unless otherwise noted. Sailing units can attack settlements on the coastline.

UNDERGROUND

A unit entirely composed of Underdark creatures or those with a burrowing speed can move underground undetected, but usually suffer from a limited range.

UNDERWATER

A unit of creatures that can breathe water or that do not require air can swim underwater or walk along the floor of the body of water.

DIFFICULT TERRAIN

Just as difficult terrain slows individual creatures, it slows units as well. For most races, deserts, forests, mountains, swamps, and the Underdark are considered difficult terrain. Exceptions are in the Difficult Terrain by Race table.

Your unit moves at half speed in difficult terrain—moving 1 mile in difficult terrain costs 2 miles of travel—so your unit's range is effectively halved.

In addition, races with no darkvision, such as halflings and humans, treat the Underdark as difficult terrain. And only amphibious races, such as tritons, or undead creatures, who need no air, can travel underwater.

DIFFICULT TERRAIN BY RACE

Race	Difficult Terrain
Dwarf	Desert, forest, swamp
Elf	Desert, mountain, swamp
Firbolg	Desert, mountain, swamp, Underdark
Gnome	Desert, swamp
Goliath	Desert, forest, swamp, Underdark
Lizardfolk	Desert, mountain, Underdark
Triton	All but coastal or underwater
Yuan-ti	Mountain, Underdark

EXPLORATION

Venturing into the unknown is a quintessential aspect of adventuring. When your character or party moves into an uncharted region, roll on the Random Terrain table.

RANDOM TERRAIN

d20	Terrain Type
1	Arctic
2-3	Coast (half water)
4	Desert
5-6	Forest
7-9	Grassland
10-11	Hill
12	Mountain
13	Swamp
14-16	Water
17-20	As previous result rolled on this table

DMs should feel free to alter this table to best suit their game world. For example, a campaign set in a particularly dry land should have more desert than grassland, so those die results can be switched.

CHART A REGION

The party might decide to survey a region, which involves mapping and cataloguing its resources and peoples.

HARD MODE

The rules here assume the party is exploring with relative ease. For a more robust and perilous ruleset, use the exploration rules found in *Tomb of Annihilation*.

When a party declares their intention to chart a region, the DM should roll up to three times on the threat table appropriate to their character level. (See chapter 2.) The results of these rolls are the threats in the area that the heroes must deal with before constructing a stronghold there.

FOREIGN SETTLEMENTS

The next task is to discover whether or not the region already contains a settlement. To answer, the DM can roll on the tables below or simply choose from the available options.

SETTLEMENT SIZE

d100	Settlement Size
1-75	No settlement
76-90	Village
91-96	Town
97-99	City
00	Metropolis

If a settlement is present, roll on the Settlement Attitude table to determine its attitude toward the party or their kingdom. These attitudes correspond to those found in the "Social Interaction" section in chapter 8 of the *Dungeon Master's Guide*. Note that settlement attitudes take time to change because doing so involves dozens, hundreds, or even thousands of people.

SETTLEMENT ATTITUDE

d6* Attitude

0-3	Hostile
4-5	Indifferent
6	Friendly

* Reduce the die roll by 1 if the settlement's inhabitants are evil.

To determine the racial composition of a foreign settlement, roll on the race table provided for each terrain in chapter 2.

APPENDIX A: EXAMPLE SETTLEMENTS

BALDUR'S GATE

Human metropolis (dwarf, elf, and halfling minorities), coastal terrain

MIL	COM	HEA	LOR	REL	LOY
13 (+1)	26 (+8)	7 (-2)	20 (+5)	17 (+3)	21 (+5)

Books for Everyone. At the beginning of each season, foreign settlements within 24 miles of this metropolis suffer 1 lore damage.

Clean and Content. When you make the Repair decree to restore this settlement's Health score to maximum, the Loyalty score is also restored.

Coin Deposit. Money you deposit in the bank accrues 15 percent annual interest.

Covert Liaisons. When this settlement's Loyalty score is reduced to 0 as a result of a siege, it can drop to 1 instead. You can't use this feature again until you make the Repairs decree to increase your Loyalty score.

Craft Magic Items. You can craft your own magic items, paying the amount listed on the Magic Item Price table.

Easy Street. Moving through the region where this settlement stands does not count against your or allied units' range.

Fresh Meat. At the beginning of each season, this settlement restores 1 point of Commerce or Health, up to the maximum score.

Friends and Family Discount. Adventuring gear can be purchased here for 50% off its listed price.

Grease Palms. If the settlement's Commerce score is at maximum, for 500 gold pieces, this settlement can gain an extra decree this season.

Higher Learning. This settlement has advantage on Lore checks.

Last Line of Defense. When this settlement's Military score is reduced to 0 as a result of a siege, it can drop to 1 instead. You can't use this feature again until you make the Repair decree to increase your Military score.

Let Them Eat Bread. When you roll a 1 or 2 on a Health check, you can reroll the die and must use the new roll.

Literacy. Lore damage that this settlement suffers is reduced by 1.

Never Sold Out. You roll with advantage on checks made to buy or sell magic items.

Nothing Gets Through. This settlement has total cover from overland military units.

Safety Net. This settlement has half cover from attacks that deal loyalty damage.

Vassalage. Anywhere within this settlement, as a bonus action, you can call for aid and, in 1d4+1 minutes' time, a 6th-level sidekick appears to fight for or aid you.

You cannot use this feature again until the sidekick dies or is dismissed.

Word to the People. When you roll a 1 or 2 on the d20 for a Lore check, you can reroll the die and must use the new roll.

Decrees

Evangelists. *Overland Religion Attack:* +3 to hit, range 36/60 miles. *Hit:* 6 (1d6+3) religion damage.

Evokers. *Overland Lore Attack:* +5 to hit, range 36/60 miles. *Hit:* 17 (5d4+5) military damage. This unit scores a critical hit on a roll of 19 or 20.

Necromancers. *Overland Lore Attack:* +5 to hit, range 36/60 miles. *Hit:* 17 (5d4+5) health damage.

Nobles. *Overland Loyalty Attack:* +5 to hit, range 36/60 miles. *Hit:* 7 (1d4+5) loyalty damage.

Sailing Expedition. *Sailing Commerce Attack:* range 360/600 miles. *Special:* This unit can chart a region while occupying one of the regions adjacent to it.

Skeleton Army. *Overland or Underwater Lore Attack:* +5 to hit, range 72/120 miles. *Hit:* 8 (1d6+5) military damage.

Thieves' Syndicate. *Overland Commerce Attack:* +8 to hit, range 48/72 miles. *Hit:* 17 (2d8+8) commerce damage.

Cultural Heritage. As a decree, the museum confers 3 bulwark points to Lore or Loyalty.

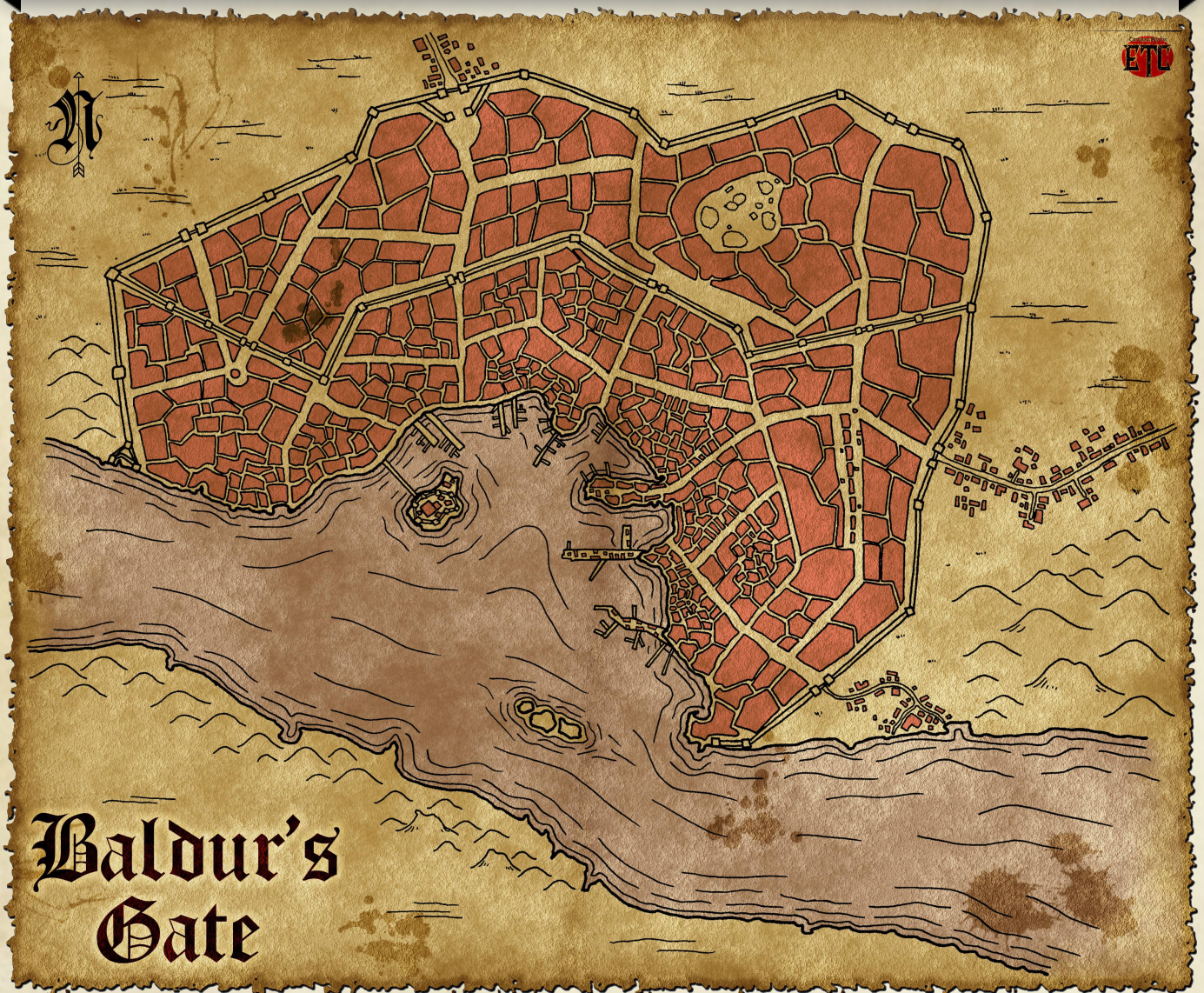
Douse the Light. As a decree, the lighthouse imposes disadvantage on enemy sailing attacks for a season.

Harvest Travel. You can issue the Harvest (Travel) decree.

Soldiers. You can issue the Garrison decree.

BALDUR'S GATE BUILDINGS

- **Stronghold** castle (High Hall)
- **Military Buildings** barracks (Watch Citadel), city walls, keep (Seatower of Balduran), lighthouse, mercenary compound (Wyrms Rock)
- **Commerce Buildings** bank (Counting House), bazaar (The Wide), black market, brewery, bridge (Wyrms Crossing), bureau (Garmult's House of Mastery), general stores (Candlekeep Chandlery, Danthelon's Dancing Axe), inns (Blade and Stars, Helm and Cloak, Purple Wyrms Inn and Tavern, Splurging Sturgeon, Three Old Kegs), port (Gray Harbor), roads (Coast Way, Trade Way), stockyard (Hamhocks Slaughterhouse), warehouse (Harbormaster's Office)
- **Health Buildings** bakery (Harbreeze Bakery), bathhouse (Hissing Stones Bathhouse)
- **Lore Buildings** academy, arcane academy (Briel's School of the Arcane), arcane workshop (Sorcerous Sundries), bookbinder's workshop (Baldur's Mouth), library, mage tower, morgue (Candulhallows Funeral Arrangements), museum (The Hall of Wonders), pyrotechnician's workshop (Felogy's Fireworks), school, scrivener's office, thieves' guild (The Guild)
- **Religion Buildings** cult compound (Church of Last Hope), graveyard, reliquary, sanctuary, shrines (Rose Portal, Shrine of the Suffering, Unrolling Scroll, Watchful Shield), temples (High House of Wonders, Lady's Hall, Temple of Bhaal, Temple of Kelemvor, Water Queen's House)
- **Loyalty Buildings** almshouse (Calim Jewel Emporium), brothels (Low Lantern, Undercellar), monument (Beloved Ranger), noble estates (Bloodmire Manor, Firewind Manor, Omduil's Manor, Silvershield Estate), paved streets, taverns (Blushing Mermaid, Elfsong Tavern, Jopalin's, Low Lantern, Smilin' Boar)



ORC STRONGHOLD

Orc town, mountain terrain

MIL	COM	HEA	LOR	REL	LOY
10 (+0)	2 (-4)	3 (-4)	1 (-5)	8 (-1)	3 (-4)

Stronghold keep (chieftain hut)

Military Buildings guardhouse (warrior camp), stables (cave bears), stables (giant bat rookery), stocks (slave pens)

Commerce Buildings stockyard (livestock)

Religion Buildings altar (altar to Gruumsh), altar (altar to Shargaas), chapel (priestess quarters), shrine (shrine to Ilneval), shrine (shrine to Luthic)

Loyalty Buildings war hearth

Call the Guards. Anywhere within this settlement, as a bonus action, you can call for aid and, within 5 minutes' time, a 2nd-level warrior sidekick appears to fight to the death for you.

Gods' Blessing. While at the altar, you are protected as if by the *hallow* spell.

In addition, after visiting the altar, for the next 24 hours, whenever you make a saving throw, you can roll a d4 and add the number rolled to the save.

Gruumsh's Eye. When a unit from this settlement hits, it deals 1 extra point of damage.

Fresh Meat. At the beginning of each season, the settlement restores 1 point of Commerce or Health, up to the maximum score.

Let That Be a Lesson. At the beginning of each season, the settlement restores 1 point of Loyalty, up to the maximum score.

Decrees

Giant Bats. *Airborne Military Attack:* +0 to hit, range 72/120 miles. *Hit:* 2 military damage.

Pilgrimage. *Overland Religion Attack:* -1 to hit, range 36/60 miles. *Hit:* 5 (1d10) religion damage.

Sentry. *Overland Military Attack:* +0 to hit, range special. *Hit:* 3 (1d4+1) military damage. *Special:* A sentry unit can only be used to fulfill the Patrol decree.

Tribal Band. *Overland Military Attack:* +0 to hit, range 48/72 miles. *Hit:* 3 (1d4+1) military damage.

ORC STRONGHOLD

Orcs establish their encampments mainly in mountainous areas, around and within deep caves or large crevasses in the rock. Although they prefer such terrain for strategic purposes, they can adapt and thrive in almost any environment.

Every encampment is divided along lines of worship. Those who revere Gruumsh, Ilneval, Bahgtru, and Luthic are given the best parts of the lair, while the followers of Yurtrus and Shargaas are relegated to the deep, dark recesses of the site, away from the rest of the tribe.

At the center of the camp is the tribe's war hearth. Once a war hearth is lit, the priests of Gruumsh keep it continually burning, for it represents the rage within Gruumsh's unblinking eye. The orcs converge on the hearth to celebrate victory and to feast after a kill. If a tribe moves its camp, coals from the hearth are kept glowing within shells and pots so they can be used to start the war hearth at the new encampment.

Given a choice between occupying a site on the surface and one that is wholly or partly underground, an orc chieftain typically opts for the latter.



PHANDALIN

The rutted track emerges from a wooded hillside, and you catch your first glimpse of Phandalin. The town consists of forty or fifty simple log buildings, some built on old fieldstone foundations. More old ruins — crumbling stone walls covered in ivy and briars — surround the newer houses and shops, showing how this must have been a much larger town in centuries past. Most of the newer buildings are set on the sides of the cart track, which widens into a muddy main street of sorts as it climbs toward a manor house on a hillside at the east side of town.

As you approach, you see children playing on the town green and townsfolk tending to chores or running errands at shops. Many people look up as you approach and welcome you home.

Hardy settlers from the cities of Neverwinter and Waterdeep have begun the hard work of reclaiming the ruins of Phandalin. A bustling frontier settlement has grown up on the site of the old town, and is home now to farmers, woodcutters, fur traders, and prospectors drawn by stories of gold and platinum in the foothills of the Sword Mountains.

PHANDALIN

Human town (halfling minority), hill terrain

MIL	COM	HEA	LOR	REL	LOY
4 (-3)	7 (-2)	2 (-4)	3 (-4)	3 (-4)	7 (-2)

Stronghold noble estate (Tresendar Manor)

Military Buildings armory (Lionshield Coster), smithy

Commerce Buildings brewery (Sleeping Giant), carpenter's shop (woodworker), general store (Barthen's Provisions), inn (Stonehill Inn), mine (Phandalin Miner's Exchange)

Religion Buildings shrine (Shrine of Luck)

Loyalty Buildings town hall (townmaster's hall), village green (town green)

Friends and Family Discount. Adventuring gear bought in town is 50% off its listed price.

Help Wanted. Heroes can expect to collect coin (the exact amount determined by the DM) for safeguarding the town. Also, a notice board advertises adventuring work.

Noble Rank. The entire party has the Position of Privilege feature of the noble background.

To Arms. Militia units always deal damage on a hit (minimum 1), except when the target has resistance or immunity to military damage.

Woodworking Business. A character proficient in carpenter's or woodcarver's tools can run a business out of the carpenter's shop.

Decrees

Evangelists. *Overland Religion Attack:* -4 to hit, range 36/60 miles. *Hit:* 0 (1d6-4) religion damage.

Militia. *Overland Military Attack:* -3 to hit, range 24/48 miles. *Hit:* 1 military damage.

Celebrate. You can issue the Celebrate decree.

Harvest Minerals. You can issue the Harvest (Minerals) decree.

Harvest Travel. You can issue the Harvest (Travel) decree.

YUAN-TI CITY

Yuan-ti town (human minority), forest terrain

MIL	COM	HEA	LOR	REL	LOY
4 (-3)	1 (-5)	6 (-2)	2 (-4)	10 (+0)	4 (-3)

Stronghold temple

Military Buildings armory, smithy, stocks (torture chamber)

Lore Buildings scrivener's office (library)

Religion Buildings altar, cult compound (ritual), pyramid temple, shrine

Loyalty Buildings meetinghouse (gathering hall)

Clean and Content. When you make the Repair decree to restore this settlement's Health score to maximum, the Loyalty score is also restored.

Gods' Blessing. While at the altar, you are protected as if by the *hallow* spell.

In addition, after visiting the altar, for the next 24 hours, whenever you make a saving throw, you can roll a d4 and add the number rolled to the save.

In This Together. Loyalty damage that you take from an enemy unit attack is reduced by 1.

Let That Be a Lesson. At the beginning of each season, the settlement restores 1 point of Loyalty, up to the maximum score.

To Arms. Militia units raised in this settlement always deal damage on a hit (minimum 1), except when the target has resistance or immunity to military damage.

Under Our Wing. While in your temple, you implore your deity's aid. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your character level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

Word to the People. When you roll a 1 or 2 on the d20 for a Lore check, you can reroll the die and must use the new roll.

Decrees

Evangelists. *Overland Religion Attack:* +0 to hit, range 36/60 miles. *Hit:* 3 (1d6) religion damage.

Militia. *Overland Military Attack:* -3 to hit, range 24/48 miles. *Hit:* 1 military damage.

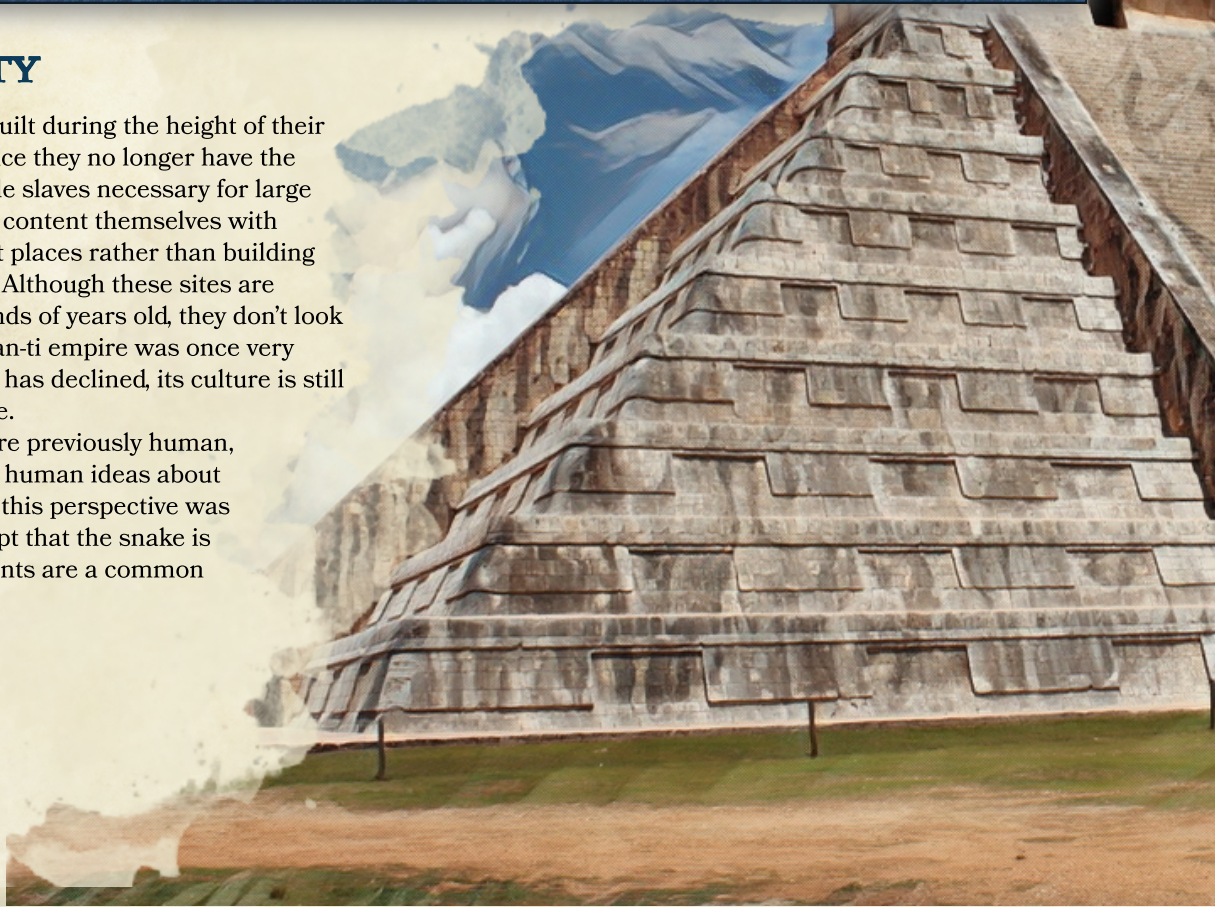
Yuan-ti Incursion. *Overland Religion Attack:* +0 to hit, range 36/60 miles. *Hit:* 6 (1d12) military damage.

Yuan-ti Infiltration. *Overland Religion Attack:* +0 to hit, range 36/60 miles. *Hit:* 5 (2d4) loyalty damage.

YUAN-TI CITY

Most yuan-ti cities were built during the height of their empire centuries ago. Since they no longer have the vast number of expendable slaves necessary for large work projects, the yuan-ti content themselves with maintaining these ancient places rather than building new ones for their needs. Although these sites are hundreds or even thousands of years old, they don't look or feel primitive — the yuan-ti empire was once very advanced, and although it has declined, its culture is still thriving on a smaller scale.

Because the yuan-ti were previously human, their architecture reflects human ideas about art and beauty. Over time this perspective was skewed toward the concept that the snake is the perfect form, so serpents are a common theme in their aesthetic.



APPENDIX B: UNIT LIST

Many, but not all, of the following units can be raised by player characters in their settlements. Any of these units can be used by DMs as wandering monster units.

Aarakocra Flock (400 Medium aarakocra). Airborne Military Attack: range 132/228 miles, 2 (1d4) military damage. *Battle Rating:* 40 (20,000 XP).

Commander: aarakocra with 24 hit points

Abjurers (400 Medium or Small abjurers). Overland Lore Attack: range 36/60, 12 (5d4) military damage. *Special:* If you give this unit the Patrol decree, it imposes disadvantage on the attack roll of an enemy unit that engages it in battle. *Battle Rating:* 4000 (2,000,000 XP).

Commander: archmage

Animated Army (400 Medium animated armors). Overland Lore Attack: 60/100 miles, 5 (2d4) military damage. *Battle Rating:* 200 (80,000 XP).

Commander: transmuter

Archers' Company (400 Medium or Small archers). Overland Military Attack: range 36/60 miles, 5 (1d10) military damage. *Special Ability:* Archers ignore the cover palisades provide. *Battle Rating:* 800 (280,000 XP).

Commander: archer with 110 hit points

Archmage Cabal (400 Medium or Small archmages). Overland Lore Attack: range 36/60 miles, 14 (4d6) military damage. *Battle Rating:* 7200 (3,360,000 XP).

Commander: archmage with 162 hit points

Assassin Cabal (400 Medium or Small assassins). Overland Loyalty Attack: range 48/72 miles, 11 (2d10) loyalty damage. *Battle Rating:* 3200 (1,560,000 XP).

Commander: assassin with 120 hit points

Awakened Forest (40 Huge treants, 40 Small awakened shrubs). Overland Religion Attack: range 32/64 miles, 2 (1d4) military damage. *Battle Rating:* 400 (200,400 XP).

Commander: archdruid

Ballistae (80 Large ballistae and 80 Medium or Small soldiers). Overland Military Attack: range 16/32 miles, 2 (1d4) military damage. *Special:* This unit ignores the cover palisades and city walls provide. *Battle Rating:* 56 (24,000 XP).

Commander: veteran with ballista

Barbarian War Party (400 Medium or Small berserkers). Overland Military Attack: range 48/72 miles, 5 (1d10) military damage. *Battle Rating:* 400 (180,000 XP).

Commander: gladiator

Bard Troupe (400 Medium or Small bards). Overland Lore Attack: range 48/72 miles, 5 (1d10) lore damage. *Battle Rating:* 400 (180,000 XP).

Commander: bard with 72 hit points

Buccaneers (400 Medium or Small swashbucklers). Overland Military Attack: range 48/72 miles, 6 (1d12) military damage. *Battle Rating:* 800 (280,000 XP).

Commander: swashbuckler with 108 hit points

Bullywug Knot (400 Medium bullywugs). Overland or Underwater Military Attack: range 36/60 miles, 3 (1d6) military damage. *Battle Rating:* 40 (20,000 XP).

Commander: bullywug with 18 hit points

Cannon Battery (80 Large cannons and 80 Medium or Small soldiers). Overland Military Attack: range 16/32 miles, 3 (1d6) military damage. *Special:* This unit ignores the cover city walls provide. *Battle Rating:* 176 (64,000 XP).

Commander: veteran with cannon

Centaur Herd (100 Large centaurs). Overland Military Attack: range 80/120 miles, 2 (1d4) military damage. *Battle Rating:* 100 (4,500 XP).

Commander: centaur with 72 hit points

Champions (400 Medium or Small champions). Overland Loyalty Attack: range 36/60 miles, 12 (5d4) military damage. *Battle Rating:* 4000 (2,000,000 XP).

Commander: warlord

Charioteers (80 Large warhorses and 80 Medium or Small scouts). Overland Military Attack: range 48/96 miles, 2 (1d4) military damage. *Battle Rating:* 32 (1,600 XP).

Commander: archer with 110 hit points

Conjurers (400 Medium or Small conjurers). Overland Lore Attack: range 36/60 miles, 10 (4d4) military damage. *Battle Rating:* 2000 (920,000 XP).

Commander: archmage

Cranium Rat Infestation (400 Medium swarms of cranium rats). Overland Lore Attack: range 36/60 miles, 9 (2d8) lore damage. *Battle Rating:* 1600 (720,000 XP).

Commander: mind flayer psion

Crusaders (400 Medium or Small war priests). Overland Religion Attack: range 36/60, 12 (5d4) military damage. *Battle Rating:* 4000 (2,000,000 XP).

Commander: war priest with 180 hit points

Cult Followers (400 Medium or Small cultists)
Overland Religion Attack: range 36/60 miles, 2 (1d4) religion damage. *Battle Rating:* 20 (10,000 XP).
Commander: cult fanatic

Demon Swarm (400 Small manes) Overland or Underground Religion Attack: range 48/80 miles, 2 (1d4) military or 2 (1d4) religion damage. *Battle Rating:* 20 (10,000 XP).
Commander: shadow demon

Dinosaur Pack (400 Medium deinonychuses)
Overland Military Attack: range 45/75 miles, 5 (2d4) military damage. *Battle Rating:* 200 (80,000 XP).
Commander: allosaurus with 78 hit points

Diviners (400 Medium or Small diviners) Overland Lore Attack: range 36/60 miles, 11 (2d8) lore damage. *Battle Rating:* 3200 (1,560,000 XP).
Commander: archmage

Drow Massacre (25 Medium drow priestesses of Lolth, 25 Medium drow house captains, 25 Large driders, 25 Large giant spiders, 25 Medium drow mages, 125 Medium drow elite warriors)
Underground Religion Attack: range 24/48 miles, 10 (4d4) military damage. *Battle Rating:* (655,000 XP).
Commander: drow matron mother

Drow Raiders (400 Medium drow) Underground Military Attack: range 24/48 miles, 2 (1d4) loyalty damage, plus 1 commerce damage. *Battle Rating:* 40 (20,000 XP).
Commander: drow elite warrior

Druid Circle (400 Medium or Small druids) Overland Religion Attack: range 48/72 miles, 5 (1d10) military damage. *Battle Rating:* 400 (180,000 XP).
Commander: archdruid

Duergar Raiding Party (235 Medium duergar, 65 Medium duergar stone guards, 50 Medium duergar kavalrachni, 50 Medium male steeders) Underground Military Attack: range 20/40 miles, 5 (2d4) military damage. *Battle Rating:* 237 (101,250 XP).
Commander: duergar warlord

Enchanters (400 Medium or Small enchanters)
Overland Lore Attack: range 36/60 miles, 9 (2d8) loyalty damage. *Battle Rating:* 1600 (720,000 XP).
Commander: archmage

Evangelists (400 Medium or Small acolytes) Overland Religion Attack: range 36/60 miles, 3 (1d6) religion damage. *Battle Rating:* 40 (20,000 XP).
Commander: priest

Evokers (400 Medium or Small evokers) Overland Lore Attack: range 36/60 miles, 12 (5d4) military damage. *Special:* This unit's attack score a critical hit on a roll of 19 or 20. *Battle Rating:* 4000 (2,000,000 XP).
Commander: archmage

Feywild Warlocks (400 Medium or Small warlocks of the archfey) Overland Loyalty Attack: range 48/72 miles, 7 (2d6) loyalty damage. *Battle Rating:* 1200 (440,000 XP).
Commander: warlock of the archfey with 88 hit points

Fiendish Warlocks (400 Medium or Small warlocks of the fiend) Overland Religion Attack: range 36/60 miles, 10 (3d6) religion damage. *Battle Rating:* 2400 (1,160,000 XP).
Commander: horned devil

Flumph Swarm (400 Small flumphs) Underground Lore Attack: range 84/132 miles, 2 (1d4) lore damage. *Battle Rating:* 20 (10,000 XP).
Commander: flumph with 12 hit points

Galley Fleet (25 Gargantuan galleys, each with a crew of 1 Medium or Small bandit captain, 5 Medium or Small scouts, 42 Medium or Small commoners, 32 Medium or Small guards, 4 Large ballistae, 2 Large mangonels, and 1 naval ram) Sailing Military Attack: range 288/480 miles, 1 military damage, or 1 commerce damage. *Battle Rating:* 550 (96,250 XP).
Commander: gladiator with mangonel

Gladiator Army (400 Medium or Small gladiators)
Overland Loyalty Attack: range 36/60 miles, 9 (2d8) military damage. *Battle Rating:* 1600 (720,000 XP).
Commander: champion

Giant Gluttons (44 Huge hill giants) Overland Military Attack: range 45/75 miles, 1 military damage. *Battle Rating:* 176 (79,200 XP).
Commander: mouth of Grolantor

Gith Warriors (400 githyanki warriors or githzerai monks) Overland Military Attack: range 36/60 miles, 6 (1d12) military damage. *Battle Rating:* 800 (280,000 XP).
Commander: githyanki knight or githzerai zerth

Githyanki Marauders (3 Medium githyanki kith'rak, 3 Large young red dragons, 30 githyanki knights, 300 githyanki warriors) Airborne Military Attack: range 324/540 miles, 7 (2d6) military damage. *Battle Rating:* 930 (264,600 XP).
Commander: githyanki supreme commander

Goblinoid Host (200 Small goblins, 100 Medium bugbears, and 100 Medium hobgoblins) Overland Military Attack: range 36/60 miles, 5 (2d4) military damage. *Battle Rating:* 90 (40,000 XP).
Commander: hobgoblin captain

Golem Army (100 Large iron golems) Overland Military Attack: range 48/72 miles, 4 (1d8) military damage, plus 1 health damage. *Battle Rating:* 3400 (1,500,000 XP).

Commander: conjurer

Griffon Squadron (80 Large griffons and 80 Medium or Small guards) Airborne Military Attack: range 216/360 miles, 5 (1d10) military damage. *Battle Rating:* 84 (38,000 XP).

Commander: knight

Heavy Cavalry (80 Large warhorses and 80 Medium or Small knights) Overland Military Attack: range 48/96 miles, 3 (1d6) military damage. *Battle Rating:* 176 (64,000 XP).

Commander: knight with 80 hit points

Highway Robbers (400 Medium or Small bandits) Overland Commerce Attack: range 36/60 miles, 2 (1d4) commerce damage. *Battle Rating:* 20 (10,000 XP).

Commander: bandit captain

Illusionists (400 Medium or Small illusionists) Overland Lore Attack: range 36/60 miles, 6 (1d12) loyalty damage. *Battle Rating:* 800 (280,000 XP).

Commander: archmage

Inner Circle (400 Medium or Small archdruids) Overland Religion Attack: range 48/72 miles, 14 (4d6) military damage. *Battle Rating:* 7200 (3,360,000 XP).

Commander: Great Druid (archdruid with 216 hit points)

Keelboat Train (25 Gargantuan keelboats, each with a crew of 1 Medium or Small bandit captain and 1 Large ballista) Sailing Commerce Attack: range 216/360 miles, 1 commerce damage. *Battle Rating:* 100 (11,250 XP).

Commander: bandit captain with 100 hit points and ballista

Kraken Priesthood (400 Medium or Small kraken priests) Overland or Underwater Religion Attack: range 36/60 miles, 9 (2d8) religion damage. *Battle Rating:* 1600 (720,000 XP).

Commander: kraken priest with 110 hit points

Kobold Infestation (400 Small kobolds) Underground Military Attack: range 24/48 miles, 2 (1d4) military damage or 2 (1d4) loyalty damage. *Battle Rating:* 20 (10,000 XP).

Commander: kobold dragonshield

Kobold Trappers (400 Small kobold inventors) Underground Military Attack: range 24/48 miles, 3 (1d6) military or health damage. *Battle Rating:* 40 (20,000 XP).

Commander: kobold scale sorcerer

Kuo-toa Fanatics (50 Medium kuo-toa monitors, 100 Medium kuo-toa whips, 200 Medium kuo-toa) Underground Religion Attack: range 24/48 miles, 5 (2d4) military damage. *Battle Rating:* 170 (65,000 XP).

Commander: kuo-toa archpriest

Light Cavalry (80 Large riding horses and 80 Medium or Small guards) Overland Military Attack: range 72/120 miles, 1 military damage. *Battle Rating:* 12 (8,000 XP).

Commander: knight

Lizardfolk War Party (400 Medium or Small lizardfolk) Overland Military Attack: range 36/60 miles, 4 (1d8) military damage. *Battle Rating:* 80 (40,000 XP).

Commander: lizard king/queen

Longship Convoy (4 Gargantuan longships, each with a crew of 6 Medium or Small berserkers and 34 Medium or Small commoners) Sailing Military Attack: range 360/600 miles. *Special:* This unit can transport an overland unit over the water to a coastal region within range. *Battle Rating:* 24 (12,160 XP).

Commander: berserker with 99 hit points

Magewrights (400 Medium or Small apprentice wizards) Overland Lore Attack: range 24/48 miles, 3 (1d6) military or 2 (1d4) loyalty damage. *Battle Rating:* 40 (20,000 XP).

Commander: mage

Mangonel Fusillade (80 Large mangonels and 80 Medium or Small soldiers) Overland Military Attack: range 24/40 miles, 2 (1d4) military damage. *Special:* This unit ignores the cover palisades and city walls provide. *Battle Rating:* 96 (44,000 XP).

Commander: veteran with mangonel

Marauders (400 Medium or Small bandit captains) Overland Commerce Attack: range 36/60 miles, 5 (1d10) commerce damage. *Battle Rating:* 400 (180,000 XP).

Commander: archer

Mercenaries (400 Medium or Small veterans) Overland Military Attack: range 36/60 miles, 6 (1d12) military damage. *Battle Rating:* 800 (280,000 XP).

Commander: gladiator

Militia (400 Medium or Small commoners) Overland Military Attack: range 24/48 miles, 1 military damage. *Battle Rating:* 10 (4,000 XP).

Commander: veteran

Mind Flayer Colony (400 Medium mind flayers) Underground Military Attack: range 24/48 miles, 10 (3d6) lore damage. *Battle Rating:* 2400 (1,160,000 XP).

Commander: mind flayer psion

Mob (400 Medium or Small thugs) Overland
Commerce Attack: range 36/60 miles, 4 (1d8) commerce
damage. *Battle Rating:* 80 (40,000 XP).

Commander: bandit captain

Monks (400 Medium or Small martial arts adepts)
Overland Military Attack: range 60/90 miles, 6 (1d12)
military damage. *Battle Rating:* 800 (280,000 XP).

Commander: martial arts adept with 99 hit points

Necromancers (400 Medium or Small necromancers)
Overland Lore Attack: range 36/60, 12 (5d4) health
damage. *Battle Rating:* 4000 (2,000,000 XP).

Commander: archmage

Nobles (400 Medium or Small nobles) Overland
Loyalty Attack: range 36/60 miles, 2 (1d4) loyalty
damage. *Battle Rating:* 20 (10,000 XP).

Commander: knight

**Oathbreakers (80 Medium or Small blackguards and
80 Large nightmares)** Airborne Religion Attack:
240/408 miles, 3 (1d6) military damage. *Battle Rating:*
800 (368,000 XP).

Commander: warlord

**Old One Warlocks (400 Medium or Small great old
one warlocks)** Overland Loyalty Attack: range 36/60
miles, 10 (4d4) lore damage. *Battle Rating:* 2000
(920,000 XP).

Commander: warlock of the great old one with 140 hit
points

Orc Horde (400 Medium orcs) Overland Military
Attack: range 48/72 miles, 4 (1d8) military damage.
Battle Rating: 80 (40,000 XP).

Commander: orc eye of Gruumsh

**Orc Tribe (90 Medium orc eye of Gruumsh, 90
Medium orc blade of Ilneval, 75 Medium orc claw of
Luthic, 20 Medium orc hand of Yurtrus, 20 Medium
orc red fang of Shargaas, 20 Large giant bats, 5
Medium tanarukk)** Overland Religion Attack: range
48/72 miles, 5 (2d4) military damage. *Battle Rating:* 517
(206,250 XP).

Commander: orc war chief

Pilgrimage (400 Medium or Small priests) Overland
Religion Attack: range 36/60 miles, 5 (1d10) religion
damage. *Battle Rating:* 400 (180,000 XP).

Commander: war priest

Phantom Army (400 Medium ghosts) Overland Lore
Attack: range 216/360 miles, 7 (2d6) loyalty damage.
Battle Rating: 1200 (440,000 XP).

Commander: wraith

**Sailing Expedition (3 Gargantuan sailing ships, each
with a crew of 1 Medium or Small bandit captain, 4
Medium or Small nobles, 25 Medium or Small
commoners, 1 Large ballista, and 1 Large mangonel)**
Sailing Commerce Attack: range 360/600 miles. *Special:*
This unit can chart a region while occupying one of the
regions adjacent to it. *Battle Rating:* 12 (2,400 XP).

Commander: bandit captain with 100 hit points and
mangonel

Scouting Party (400 Medium or Small scouts)
Overland Military Attack: range 36/60 miles, 4 (1d8)
military damage. *Special:* This unit can chart a region
while occupying one of the regions adjacent to it. *Battle
Rating:* 80 (40,000 XP).

Commander: scout with 27 hit points

Sentry (400 Medium or Small guards) Overland
Military Attack: range: special, 2 (1d4) military damage.
Special: A sentry unit can only be used to fulfill the Patrol
decree. *Battle Rating:* 20 (10,000 XP).

Commander: knight

Siege Towers (2 Gargantuan siege towers) Siege
towers is a template that can be applied to any overland
attack that deals military damage and is comprised solely
of Medium or Small creatures. The unit retains its
statistics except as described below.

- **Range.** 16/32 miles
- **Special** The attack ignores any cover imposed by
palisades or city walls.

**Skeletal Cavalry (80 Large warhorse skeletons and
80 Medium skeletons)** Overland or Underwater Lore
Attack: range 144/240 miles, 1 military damage. *Battle
Rating:* 24 (12,000 XP).

Commander: necromancer

Skeleton Army (400 Medium skeletons) Overland or
Underwater Lore Attack: range 72/120 miles, 3 (1d6)
military damage. *Battle Rating:* 40 (20,000 XP).

Commander: necromancer

**Slaadi Scourge (7 Medium gray slaadi, 14 Large
green slaadi, 28 Large blue slaadi, 56 Large red
slaadi)** Overland Military Attack: range 36/60 miles, 2
(1d4) health damage. *Battle Rating:* 574 (271,600 XP).

Commander: death slaad

Soldiery (400 Medium or Small soldiers) Overland
Military Attack: range 36/60 miles, 4 (1d8) military
damage. *Battle Rating:* 80 (40,000 XP).

Commander: knight

Sprite Army (400 Tiny sprites) Flying Loyalty Attack: range 45/75 miles, 2 (1d4) loyalty damage. *Special:* This unit cannot be seen before battle begins and is immune to the watchtower's feature. *Battle Rating:* 40 (20,000 XP).

Commander: dryad with 40 hit points

Spy Ring (400 Medium or Small spies) Overland Lore Attack: range 48/72 miles, 5 (2d4) loyalty damage. *Battle Rating:* 200 (80,000 XP).

Commander: master thief

Tarrasque (1 Gargantuan tarrasque) Overland Military Attack: range 60/90 miles, 2 (1d4) military damage. *Battle Rating:* 90 (155,000 XP).

Commander: none

Thieves' Syndicate (400 Medium or Small master thieves) Overland Commerce Attack: range 48/72 miles, 9 (2d8) commerce damage. *Battle Rating:* 1600 (720,000 XP).

Commander: assassin

Thri-kreen Plague (400 Medium thri-kreen) Overland Military Attack: range 36/60 miles, 5 (2d4) military damage. *Battle Rating:* 200 (80,000 XP).

Commander: thri-kreen with 54 hit points

Transmuters (400 Medium or Small transmuters) Overland Lore Attack: range 36/60 miles, 9 (2d8) military damage, or 9 (2d8) loyalty damage. *Battle Rating:* 1600 (720,000 XP).

Commander: archmage

Tribal Band (400 Medium or Small tribal warriors) Overland Military Attack: range 48/72 miles, 2 (1d4) military damage. *Battle Rating:* 20 (10,000 XP).

Commander: berserker

Troll Army (100 Large trolls) Overland Military Attack: range 36/60 miles, 2 (1d4) military damage. *Battle Rating:* 400 (180,000 XP).

Commander: dire troll

Umber Hulk Ambush. (100 Large umber hulks) Underground Lore Attack: range 24/40 miles, 2 (1d4) lore damage. *Battle Rating:* 400 (180,000 XP).

Commander: umber hulk with 143 hit points

Unicorn Herd (100 Large unicorns) Overland Religion Attack: range 80/120 miles, 2 (1d4) military damage. *Special:* Instead of attacking, the unicorn herd can fulfill the Repair decree to bring a settlement's Religion or Loyalty score to maximum. *Battle Rating:* 400 (100,000 XP).

Commander: autumn eladrin

Vampire Army (400 Medium vampire spawn) Overland Religion Attack: range 36/60 miles, 9 (2d8) health damage. *Battle Rating:* 1600 (720,000 XP).

Commander: vampire

War Mages (400 Medium or Small mages) Overland Lore Attack: range 48/72 miles, 10 (4d4) military damage. *Battle Rating:* 2000 (920,000 XP).

Commander: archmage

Warmongers (400 Medium or Small warlords) Overland Military Attack: range 36/60 miles, 14 (4d6) military damage. *Battle Rating:* 7200 (3,360,000 XP).

Commander: warlord with 324 hit points

Warship Fleet (25 Gargantuan warships, each with a crew of 1 Medium or Small bandit captain, 4 Medium or Small nobles, 1 Medium or Small priest, 48 Medium or Small guards, 25 Medium or Small commoners, 2 Large ballistae, 2 Large mangonels, and 1 naval ram) Sailing Military Attack: range 288/480 miles, 2 (1d4) military damage. *Battle Rating:* 500 (61,250 XP).

Commander: swashbuckler with 100 hit points and mangonel

Wererat Warren (400 Medium wererats) Overland Health Attack: range 36/60 miles, 5 (1d10) health damage. *Battle Rating:* 400 (180,000 XP).

Commander: wererat with 54 hit points

Werewolf Pack (400 Medium werewolves) Overland Health Attack: range 60/90 miles, 6 (1d12) health damage. *Battle Rating:* 800 (280,000 XP).

Commander: werewolf with 90 hit points

Yuan-Ti Incursion (5 Huge yuan-ti anathema, 35 Large yuan-ti abominations, 70 Medium yuan-ti malisons, 145 Medium yuan-ti purebloods) Overland Religion Attack: range 36/60 miles, 6 (1d12) military damage. *Battle Rating:* 472 (221,500 XP).

Commander: yuan-ti abomination with 195 hit points

Yuan-Ti Infiltration (400 Medium yuan-ti purebloods) Overland Religion Attack: range 36/60 miles, 5 (2d4) loyalty damage. *Battle Rating:* 200 (80,000 XP).

Commander: yuan-ti mind whisperer

Zealots (400 Medium or Small cult fanatics) Overland Religion Attack: range 36/60 miles, 5 (1d10) religion damage. *Battle Rating:* 400 (180,000 XP).

Commander: cult fanatic with 54 hit points

Zombie Invasion (400 Medium zombies) Overland or Underwater Lore Attack: range 48/80 miles, 3 (1d6) health damage. *Battle Rating:* 40 (20,000 XP).

Commander: ogre zombie

UNITS BY BUILDING

VILLAGE

Unit	BR	Building
animated army	200	arcane workshop
archers' company	800	archery range
barbarian war party	400	mead hall
bard troupe	400	bard college
buccaneers	800	seaside shanty
charioteers	32	wheelwright's workshop
cult followers	20	cult compound
druid circle	400	sacred glade
evangelists	40	shrine
griffon squadron	84	fantastic stables
highway robbers	20	outlaw hideout
illusionists	800	carnival
keelboat train	100	dock
light cavalry	12	stables
magewrights	40	arcane academy
marauders	400	gangster safe house
mercenaries	800	mercenary compound
militia	10	housing
the mob	80	gambling den
monks	800	monastery
pilgrimage	400	chapel
scouting party	80	bowyer's workshop
sentry	80	guardhouse
skeletal cavalry	24	graveyard + fantastic stables
skeleton army	40	graveyard
soldiery	80	barracks
spy ring	200	spy headquarters
tribal band	20	housing
zealots	400	cult enclave
zombie invasion	40	graveyard

TOWN

Unit	BR	Building
abjurers	4000	bunker
assassin cabal	3200	assassin's guild
ballistae	56	siege workshop
champions	4000	monument
conjurers	2000	portal
crusaders	4000	temple
diviners	3200	observatory
enchanters	1600	nightclub
evokers	4000	pyrotechnician's shop
feywild warlocks	1200	fane
fiendish warlocks	2400	fane
galley fleet	550	warehouse
gladiator army	1600	arena
golem army	3400	golemworks
longship convoy	24	harbor
mangonel fusillade	96	sawmill
necromancers	4000	morgue
nobles	20	noble estate
oathbreakers	800	mausoleum
old one warlocks	2000	fane
thieves' syndicate	1600	thieves' guild
transmuters	1600	alchemist's tower
war mages	2000	mage tower

CITY/METROPOLIS

Unit	BR	Building
archmage cabal	7200	archmage tower
cannon battery	176	artillery range
heavy cavalry	176	training grounds
inner circle	7200	henge
sailing expedition	12	port
siege towers	–	quartermaster's office
warmongers	7200	war college
warship fleet	500	shipyard
yuan-ti incursion	472	pyramid temple
yuan-ti infiltration	200	pyramid temple

APPENDIX C: BUILDINGS IN ALPHABETICAL ORDER

Building	Industry	Prerequisites	Feature
Abbey	Religion	Religion 5, altar or reliquary	Religious Studies
Academy	Lore	Lore 5, school	Higher Learning
Alchemist's Tower	Lore	Lore 5, academy	Transmuters
Almshouse	Loyalty	–	Safety Net
Altar	Religion	–	God's Blessing
Amphitheater	Loyalty	Loyalty 5	The Home Team
Apothecary's Shop	Health	Health 5, barber shop, herbalist shop	Inoculation
Aquarium	Loyalty	Loyalty 11, coastal terrain	Lore from the Deep
Aqueduct	Health	Health 11	Abundant Water
Arcane Academy	Lore	Lore 5, academy	Apprentice Wizards
Arcane Workshop	Lore	Lore 5, mage tower	Animated Armor
Archery Range	Military	Military 5, bowyer's workshop	Archers
Archives	Lore	Lore 11, library	History Repeating
Archmage Tower	Lore	Lore 11, mage tower	Archmages
Arena	Loyalty	Loyalty 11, gymnasium, training grounds	Gladiators
Armory	Military	smithy	To Arms
Armorer's Workshop	Military	Military 5, smithy, tannery, tailor's shop	Armor for All
Artillery Range	Military	Military 11, foundry, siege workshop	Cannons
Assassin's Guild	Lore	Lore 11, thieves' guild	Assassins
Bakery	Health	–	Let Them Eat Bread
Bank	Commerce	Commerce 5	Coin Deposit
Barracks	Military	Military 5, guardhouse	Soldiers
Barber Shop	Health	–	Just a Trim
Bardic College	Loyalty	Loyalty 11, academy	Bards
Basilica	Religion	Religion 11, temple	Height of Holiness
Bathhouse	Health	Health 5	Clean and Content
Bazaar	Commerce	Commerce 5	Haggle
Black Market	Commerce	Commerce 11, bazaar, thieves' guild	Never Sold Out
Bone Harvester	Military	lizardfolk shacks	Lizardfolk
Bookbinder's Workshop	Lore	Lore 5, printing press	Books for Everyone
Bookshop	Lore	scrivener's office	Harvest Books
Botanical Gardens	Lore	Lore 11, glassworks, park	Rare Plants
Bowyer's Workshop	Military	–	Scouts
Brewery	Commerce	–	–

Building	Industry	Prerequisites	Feature
Bridge	Commerce	Commerce 5, coastal terrain	The Far Shore
Brothel	Loyalty	Loyalty 5	Covert Liaisons
Bunker	Health	Health 5, arcane academy	Abjurers
Bureau	Commerce	Commerce 11	Grease Palms
Butcher Shop	Commerce	stockyard	Harvest Meat
Cairn	Loyalty	goliath cabins	Etched in Stone
Campgrounds	Commerce	–	News Abroad
Canal	Commerce	Commerce 11, ditches and dikes	Drain the Swamp
Carnival	Loyalty	fairgrounds	Illusionists
Carpenter's Shop	Commerce	–	Woodworking Business
Castle	Military	Military 11, keep	Impenetrable
Cathedral	Religion	Religion 11, church	Help from on High
Cenotaph	Loyalty	Loyalty 5	Stirring Patriotism
Chapel	Religion	altar	Priests
Church	Religion	Religion 5, chapel	Indoctrinated
Cistern	Health	Health 5, desert terrain	Life-Giving Water
Citadel	Military	Military 11, castle	Unconquerable
City Walls	Military	Military 11, palisade	Nothing Gets Through
Clergy House	Religion	Religion 5, church or sanctuary	House of Faith
Clockmaker's Workshop	Commerce	Commerce 11	Clock Tower
Clubhouse	Loyalty	Loyalty 11	Club Dues
Coliseum	Loyalty	arena	
Command Center	Military	Military 5, goblinoid quarters	The Host
Courthouse	Lore	Lore 11, jail	Justice Everywhere
Creche (Gith Monastery)	Health	gith outposts	Gith Warriors
Crematorium	Religion	Religion 11, graveyard	Defense Against the Dark Arts
Cult Compound	Religion	–	Cultists
Cult Enclave	Religion	cult compound	Cult Fanatics
Dam	Health	Health 5, hill terrain	Never Fall Into Enemy Hands
Ditches and Dikes	Health	swamp terrain	Stable Ground
Dock	Commerce	coastal terrain	Keelboats
Dump	Health	Health 5	Reuse, Recycle
Elemental Portal	Lore	Lore 11, triton reefs	Aquatic Aid
Embassy	Loyalty	Loyalty 11	The King's Ear
Fairgrounds	Loyalty	–	Win a Prize
Fane	Religion	Religion 11	Warlocks

Building	Industry	Prerequisites	Feature
Fantastical Stables	Military	Military 11, stables	Griffons
Farm Collective	Health	–	Harvest Crops
Farmer's Market	Commerce	farm collective	Nutrition
Ferry	Commerce	coastal terrain	Slow Crossing
Fishery	Health	Health 5, coastal or underwater terrain	Fish Oil
Fish Market	Commerce	fishery	Harvest Fish
Fort	Military	–	Resilient
Fortune Teller	Lore	–	Palm Reading
Foundry	Military	Military 11, armorer's workshop	Reinforced Defenses
Furrier's Shop	Commerce	Commerce 5	Winter Coats
Gambling Den	Loyalty	–	Thugs
Gangster Safe House	Commerce	outlaw hideout	Bandit Captains
General Store	Commerce	–	Friends and Family Discount
Glassworks	Commerce	Commerce 5	Glass Windows
Golemworks	Lore	Lore 11, mage tower	Iron Golems
Governor's Mansion	Loyalty	Loyalty 11	Inspire the City
Granary	Health	Health 5, desert terrain	Food Storage
Graveyard	Religion	–	Skeletons
Great Hall	Loyalty	Loyalty 5	Everyone's Invited
Guardhouse	Military	–	Guards
Guild Hall	Commerce	Commerce 5	Double Prizes
Gymnasium	Health	Health 11	The Extra Mile
Harbor	Commerce	Commerce 5, dock	Longships
Hatchery	Health	arakocra rookeries	Aarakocras
Henge	Religion	Religion 11, sacred grove	Archdruids
Herbalist Shop	Health	–	Poultices
Highway	Military	Military 11, road	All Due Haste
Holy Seat	Religion	Religion 11, basilica or cathedral	Religious Empire
Honor House	Loyalty	Loyalty 5, dragonborn spires	Undying Honor
Hospice	Health	Health 11, hospital	Last Rites
Hospital	Health	Health 11, apothecary's shop	Good For What Ails You
Hunting Lodge	Loyalty	forest terrain	A Bit Gamy
Ice House	Health	Health 5, mountain terrain	Harvest Ice
Inn	Commerce	–	Harvest Travel
Jail	Military	stocks	Clean Streets
Jeweler's Shop	Commerce	Commerce 11, mine	Cut Stones

Building	Industry	Prerequisites	Feature
Keep	Military	Military 5, fort or outpost	Last Line of Defense
Laboratory	Lore	Lore 5, gnomish burrows	Bronze Scout
Larder	Health	firbolg holds	Animal Aid
Leaf Barn	Commerce	halfling hill-holes	Contented Populace
Library	Lore	Lore 5, bookbinder's workshop, school	Research
Lighthouse	Military	coastal terrain	Douse the Light
Locksmith Shop	Military	Military 5, smithy	Lock and Key
Lumberyard	Commerce	woodcutter's lodge	Harvest Lumber
Mage Tower	Lore	Lore 5	Mages
Mason's Workshop	Commerce	–	Reinforced Concrete
Mausoleum	Religion	Religion 5	Blackguards
Mead Hall	Loyalty	–	Berserkers
Meetinghouse	Loyalty	–	In This Together
Menagerie	Loyalty	Loyalty 11	Open the Cags
Mercenary Compound	Military	Military 11, barracks	Veterans
Mine	Commerce	hill or mountain terrain	Harvest Minerals
Mint	Commerce	Commerce 11, bank, mine	Supply and Demand
Mithral Mine	Commerce	Commerce 11, dwarven caves	Not All That Glitters Is Gold
Moat with Drawbridge	Military	Military 11, city walls or castle or keep	You're All Wet
Monastery	Religion	Religion 5	Martial Arts Adepts
Monument	Loyalty	Loyalty 5	Champions
Morgue	Lore	Lore 5, graveyard	Necromancers
Museum	Lore	Lore 11, library	Cultural Heritage
Nest	Loyalty	turtle compounds	New Generation
Nightclub	Loyalty	Loyalty 5	Enchanters
Noble Estate	Loyalty	Loyalty 5	Nobles
Observatory	Lore	Lore 5, fortune teller	Diviners
Oracle	Religion	Religion 11	Prophecies
Orphanage	Loyalty	Loyalty 5	No Pickpockets
Outlaw Hideout	Commerce	–	Bandits
Palace	Loyalty	Loyalty 11	Royal Appearance
Palisade	Military	Military 5	Wooden Walls
Park	Health	Health 5	Fresh Air
Paved Streets	Loyalty	Loyalty 11	Easy Street
Port	Commerce	Commerce 11, harbor, lighthouse	Sailing Ships
Portal	Lore	Lore 5	Conjurers

Building	Industry	Prerequisites	Feature
Posthouse	Lore	road, scrivener's office	Pony Riders
Printing Press	Lore	Lore 5, scrivener's office	Free Thinking
Prison	Military	Military 5, jail	Rehabilitate
Pyramid Temple	Religion	Religion 11, yuan-ti ziggurats	Yuan-ti Purebloods
Pyrotechnician's Workshop	Lore	Lore 5	Evokers
Quartermaster's Office	Military	Military 11, supply office	Special Delivery
Reliquary	Religion	–	Transference
Rift	Military	Military 11, Underdark terrain	No Way Across
Road	Commerce	Commerce 5	Out of the Mud
Sacred Glade	Religion	Religion 5	Druids
Sanatorium	Health	Health 11, hospital	Good Mental Health
Sanctuary	Religion	Religion 5, shrine	Safe Haven
Sawmill	Commerce	Commerce 5, woodcutter's lodge	Mangonels
School	Lore	–	Literacy
Scrivener's Office	Lore	–	Word to the People
Seaside Shanty	Commerce	–	Swashbucklers
Seminary	Religion	Religion 11	Unwavering Orthodoxy
Sewers	Health	Health 11	Clean Air
Shipyard	Military	Military 11, harbor	Warships
Shrine	Religion	reliquary	Acolytes
Siege Workshop	Military	Military 5, carpenter's shop, smithy	Ballistae
Silo	Health	grassland terrain	Stored Grain
Smithy	Military	–	–
Smokehouse	Health	arctic terrain	Cured Meat
Snow Cave	Health	Health 5, arctic terrain	Shelter from the Storm
Sphere	Health	Health 5, underwater terrain	Under the Sea
Spy Headquarters	Lore	Lore 11, thieves' guild	Spies
Stables	Military	smithy	Light Cavalry
Stocks	Military	–	Let That Be a Lesson
Stockyard	Commerce	–	Fresh Meat
Supply Office	Military	Military 5	Supply Lines
Tailor's Shop	Commerce	–	–
Tale Exchange	Commerce	tabaxi yurts	A Good Yarn
Tannery	Military	–	Outfit with Leather
Tavern	Commerce	brewery	Hot Meal
Teleportation Circle	Lore	Lore 11	Teleport

Building	Industry	Prerequisites	Feature
Temple	Religion	Religion 5, sanctuary	War Priests
Theater	Loyalty	Loyalty 5	The Play's the Thing
Thieves' Guild	Lore	Lore 5	Master Thieves
Tithe Barn	Religion	Religion 5, church or sanctuary	Harvest Tithes
Town Hall	Loyalty	Loyalty 5	Help Wanted
Trading Post	Commerce	Commerce 5	Liquid Assets
Training Grounds	Military	Military 5, stables	Knights
Trapsmithy	Military	Military 5, kobold tunnels	Kobold Inventors
Treant Moot	Lore	Lore 5, elven treehouses	Treants
Trebuchets	Military	Military 11, city walls, siege workshop	First Shot
Tunnel	Commerce	Commerce 5, Underdark terrain	Dug Out
University	Lore	Lore 11, academy	Exams
Village Green	Loyalty	–	Celebrate
Wainwright's Workshop	Commerce	wheelwright's workshop	Wagon Train
Washhouse	Health	–	Delousing
War College	Military	Military 11, academy	Warlords
Warehouse	Commerce	Commerce 5, dock	Galleys
War Hearth	Loyalty	orc lairs	Gruumsh's Eye
Watchtowers	Military	–	Lookout
Watermill	Commerce	Commerce 5, coastal terrain	Mill Flour
Well	Health	–	Water Whenever
Wheelwright's Workshop	Military	smithy, stables	Charioteers
Windmill	Commerce	Commerce 5, grassland terrain	Mill Flour
Woodcutter's Lodge	Commerce	forest terrain	–

