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Please note that if your order includes both pre-order and warehouse items, your order will not be sent until the items are in-warehouse. Physical kingdoms and pre-order products are estimated to start shipping at the end of 2021.ã, Â »Your order is in stock and the shipping label was created, you will receive an e-mail from the warehouse with A tracking number. To follow with the director and development of the Warfare product, check our Kickstarter updates. About this product Strongholds & Followers is a fifth edition supplement that you give your character something to spend their money and extend their influence in the local area. Lift the armies! Research spells! Spy on your enemies! More than a simple set of rules and graphs, this book also describes a style of play that takes on that your character becomes more interested in influencing the world around them. Adventure again adventure and fight monsters, but this supplement takes you tons of fun things to do during your catch times. It takes only a character building a stronghold to radically change the nature of a campaign and introduce new narrative opportunities for GM and players. Huge new history opportunities arise! This book includes tons of examples for GMS to inspire them. Full-color PDF details, hypertestimmed and bookmark; Ã, 268 pages. After checkout you will receive an e-mail with a link to download Strongholds & Followers PDF.Ã ¢ If you need to recover your PDF, you can do it by accessing your MCDM Shop account and reviewing the history history. Version: 1.12 All sales are final. Strongholds & Followers, Hardback Supplement for D & D 5th Edition, Matt Colville Ã ¢ â,¬ Â "Strongholds & Follower is a supplement for the fifth edition that you give your character something to spend their money and extend their influence In the local area. Lift the armies! Research spells! Spy on your enemies! More than a simple set of rules and graphs, this book also describes a style of play that takes on that your character becomes more interested in influencing the world around them. Adventure again adventure and fight monsters, but this supplement takes you tons of fun things to do during your catch times. It takes only a character building a stronghold to radically change the nature of a campaign and introduce new narrative opportunities for GM and players. Huge new history opportunities arise! This book includes tons of examples for GMS to inspire them. Â »Strongholds & Followers is a supplement by McDM Productions. It is the result of a Kickstarter 2018 project that presented this book, as well as new miniatures of the dragon and funding for the countryside of Livestreaming Matt Cottles. I must say that we also made a video version of the review. It is only audio and about an hour. So if you are having the background noise while working, it may interest you. In case you cross it, any feedback is more than welcome. And let me know if you want to see more content of this type. I promise, in the next, I didn't win "Returning the microphone on the table is on this. The Kickstarter before moving to review the book and its contents, we would like to mention some things on the same kickstarter So we cannot say that we have a lot of experience with them. However, the entire project was very well organized and the team continued to release regular updates on the progress of the book, minis, streaming and shipping. Even when there were some Block blocks, have been managed very well without appearing on the stationery. As a side note, this was one of the most successful kickstarters concerning if not in general. However, we should mention that there was a delay almost 1 year in the arrival of books. While this is not ideal, there were frequent updates on the issue, which relieved any significant concerns. The quality of the book to get first negatives throughout the path, the book arrived with its cover coverHe bowed and stayed so regardless of whether he was pressed by a large load of other DnD books. This is also a complaint made by others online, so it seems that it is not an isolated incident. We have no further negative comments on the physical copy. On a lighter note, the quality of the book is excellent. The cover material feels very robust, and the pages are shiny and do not feel flimsy. Also, there were no pages blocked together or otherwise cursed, something we have also experienced with WotC publications. Content supports About 1⁄4 of the book (60 pages) is dedicated to Strongholds. There are 4 basic types of strongholds; the Maintain, the Tower, the Temple and the Institution, each with unique traits. Each class has no restrictions on the type of Stronghold they can possess, but there are certainly better synergies for most Class-Stronghold combinations. Each Stronghold has a single owner who benefits from its effects. This means that not all party members will enjoy such benefits. The solution provided in the book is a Castle, a kind of Stronghold Megazord that can combine different types in a location. However, it is limited in the way that only a fortress of any kind can be built in a single castle, potentially leaving the party members to find alternative positions for their own bases. This seems a little unfair, when it could have been easily solved by allowing more owners dependent on the Stronghold level, perhaps with an additional cost involved as well. The whole process is simplified and directed; there is only the question of cost and time. The DM may add extra complications, both in political nature with local gentlemen, and economic with the absence of resources or labor force. There are some examples provided, and while there are no explicit instructions on how to translate it into mechanics, there is not even need of it, since it is strongly dependent on the single DM and campaign. While the 4 types of Strongholds appear generic at first sight, some of them also have catering variations to a specific class. For example, the Keeping of a barbarian can be a Campo Barbaro, which has some differences marked by the normal, chief among them that is mobile. Speaking of mobile, the Keep has a second variant: the Pirate ship. To be honest, this was a disappointing part of the book. It was a kickstarter stretch goal, which added a 2-page spread, mainly dominated by art. The actual rules on the ship take at most 1⁄3 of a page, a quarter of which is a subnote on the history of sailing. In addition to the two variants mentioned above, there are no general rules for mobile strongholds. This is a missed opportunity, since we heard that the book only gave a small tease on them. There are several ideas that could be used as furniture Establishments (a travel circus or troupes, a merchant convoy, etc.) or even towers and mobile temples. Players can come with great ideas, and the absence of rules can leave the DM scrambling to come with their own system. Switch to individual class benefits. Each class gets 3 different effects that mainly follow the same model. The first are the effects of the Demesne. These are mostly fluffs, passive effects stretching across the area your fortress has under its influence (a hexagon of 24 miles). However, some of them are quite powerful mechanically, while others are insignificant. For example, the Bard Theatre has purely fluff effects, such as music playing like the wind blowing. On the other hand, the Church of Cleric grants immunity to all those who live in the demigrate, while the Campo Barbaro neutralizes the poisons. This could have been more evenly designed: every class you getfluff, or even diffusion of fluff and minor mechanical effects. Secondly, they are strongholds, which act as Lair actions for PCs. Overall, there are no significant complaints here, although once again there is a slight slightdiscrepancy between classes. Finally, there are improvements in class features. As the name suggests, these are upgrades to a key feature of the class in question. These can be used a limited amount of times before you need a prolonged rest, which means you need to spend a week at your stronghold. This is where the greatest difference in power between classes exists. Some of them are incredibly strong, while others are ridiculous, a concern that has been repeatedly raised by others as well. After the strong PC, there is an additional page on Villain Strongholds. There are some instructions on how they work, as well as some examples. However, there may be some more material, such as a wider selection of special skills. Follow us The Follower section is about 30 pages. There are different types of followers, including stoppers that help in combat, craftsmen who improve your stronghold and handcrafted objects, ambassadors from other groups in the area or special allies. Starting from the stops, their mechanics is rather slender We welcome it since this aspect of the game could increase the complexity of the game. However, a single point of dispute in these mechanics is the use of health levels, rather than hitpoints. In our view, rather than simplifying the use of followers, instead, it increases complexity. Every time a stop is hit, they must make a saving shot with a variable DC, then lose a number of health levels equal to the number of damage dice. This seems unnecessarily complicated than a simple subtraction, as it would have been used by HP. The main reason for this system according to Matt is to make the stops more difficult, allowing them to attack at your side longer though they are lower. However, even so, they don't seem to be particularly difficult than a PC of their respective level using HP. Finally, there is a little supervision; The followers take spell damage equal to the spelling level, but there are no explicit rules for cancer. Stops do not lose health levels from them (considered level 0 spells), or is there any other way of calculating it? Of course, most offensive gates require spelling rolls so that they are covered under the attack rules, but there are some as sacred flames or vicious beffe requiring saving shots. In addition, however, the rest of the rules is quite easy to understand and use. There is a significant collection of stops available, and it is not so difficult for msds even their own. After the stops, we have craftsmen. They are highly skilled workers who can improve your stronghold, or grant a service. There are 11 craftsmen, each with their own skills and a corresponding store that can be updated. Along with artisans, there are also some simple guidelines on how to collect parts of specific creatures. This seems strange at first glance, but they are used to create some new magical objects. These articles are all specific to the monster of the part originated from, such as kill arrows, protection potions and more. These magical objects also work only for the specific type of monster â€ "e.g. Black Dragons, not all dragons or all chromatic dragons. Some artisans can also know recipes for other magical objects. Craftsmen can also improve your stronghold through various effects, simply generating gold to training and equipping your army. And of course, there are many opportunities for role play, both with the same artisans who explore the results of their presence - for example, how would the gilde react to all these trained workers who areto your estate? Ambassadors and allies are a little more fluid, without many rules. Ambassadors come from neighboring societies - there might be an orc tribe, a citizen state or anything, and allow you to buy units from them for a lower cost (plus on units later). As mentioned in the book, they are not spies or sabotagers - they shouldA reward, and can be a great tool for the DM to open more policy options for players. As for the special allies, there are often more strong creatures than players, such as dragons, giants, devils, etc., whose interests are aligned with players. As such, they are not subordinated, but they will assist and advise the party â € "however they can naturally expect the party to help them in return. Overall, followers are well made, and feel like a good fit with the rest of the content. However, for a supplement called Strongholds and Followers, you would expect a little more than 30 pages assigned content. Adventure - Castle Renders do not want to make a wide review of adventure since the article will be quite a long time without it. Our general opinion on adventure is positive. It is an adventure you will like to play, or run, and it's an interesting way to introduce book elements in your game. It covers all three adventure pillars, and is very well written. The adventure is 50 pages long. This is good and bad. It's good because it provides a lot of content for DM and players. We will discuss the bad part later. Creatures The bestiary at this supplement contains about 50 entries. It is a collection of demons, devils, celestial, fey, aberrations, elementals, dragons and constructs. Their majority comes from the context of Matt and are certainly unique. This means that they come with some very interesting lore on them, but it will probably be used as inspiration instead of being directly mentioned in your games. Some of them could benefit from a higher CR version, since the items vary from CR 5 to CR 9, while they are calling as Fey Lords or demonstrations of a god will. The only outliers are the gem dragons that follow conventions CR similar as the rest of the dragons. Once again, writing is quite good and monsters will provide a lot of inspiration for your games. We are not sure that the specific setting lore is going to be used. War war rules are simple, as mentioned in the book itself. They provide a very simple way to solve battles that involve more people than just the characters of the player. The rules of mass combat can trigger a ton of conversation and the level of preferred complexity differs from person to person. For example, I am satisfied with the level of abstraction, while Anastasios provides some strong topics on how it could use a little more complexity. However, they are much better than scared arcane attempts, even if this is not a very fair comparison. The war using these rules does not require a grid. There is a card that corresponds to each unit, detailing its statistics and special abilities. The units have a gold price depending on their statistics, which are attack, defense, power, tenacity, moral and size. There are some other features that do not affect their gold value, such as the front. This means the breed or place of origin of the soldiers who make up the unit. This strikes the composition of the army, which is something that we like a lot. Depending on the relationships between different ancestors, the units can be more expensive to buy and maintain or even impossible to integrate into your army. There is a diagram of attitude that details the relationships between different ancestors. Of course, these may vary in every environment, or even regions of the same world, but it is a good idea. New articles The supplement also includes 28 new magical articles. These can generally be divided into three categories: first, there are stronghold elements that provide a relatively minor bonus for your strongholds or demesnes. Some they require installation, which means they must be permanently affixed to your stronghold. Second, we have codes. These are artefacts-level objects, with very much capacity, very strong how to turn into a huge phoenix with particle particle(An attack that is a radius of 1000 feet length) and traveling in time. However, some of them require a price to pay. The codes have very interesting effects and skills, and while their sack is linked to Matt's settings, you can use them as inspiration for its artifacts. Needless to say, the elements of this power level are not simple prizes, but rather the focus of entire campaigns. Finally, we have specific alignment weapons. These are elements that can be in tune only by creatures of a specific alignment (good neutral-evil, legal-chaotic). An ability that everyone has in common is that on a critical strike, they evoke the servant from their respective airplane (Fey creatures for the chaotic good, aberrations for chaotic evil, the heavenly for the good, et cetera). Their abilities are not generally very exciting, but I am an interesting concept in itself and of themselves. Art and layout The art of the book is exceptional. All illustrations are very nice and complete the chapters in which they are very well. The creatures have an incredible art, with the celestials that are particularly remarkable. There are also multiple maps present, both for the adventure and for example Layout of stronghold. These are also very good, with a possible exception found in temple maps, whose intense coloring could make it a little difficult to discern the details. However, this color combination makes the temples like a vitro, which a little fits to their flavor, so it is going to decide. Layout is most good. However, there is an element that we found slightly annoying. In the pages containing Statblocks, the empty space is full of colored banners. Depending on how much space is left at the bottom of the page, these banners start taking more space than aesthetically pleasing. This is exacerbated by their bright and contrasting colors. Final words Teglo, Strongholds and Follower is a book that contains some really good ideas. Even the vast majority of them has also been implemented quite well. However, sometimes it seems the first half of a book whose second part, reigns and war, has not been published yet. There have been more references to the rules that would have been clarified or mechanical that would have been implemented in K & W, which do not sit just with many people. Furthermore, the writing style sometimes feels like one of Matt videos. Although this is not necessarily a bad thing, again it does not feel like the appropriate tone for a supplement. In conclusion, while it may seem to complain about many things, we enjoyed the ideas presented and look forward to the next episode. If you like what I do here on the blog and you want more, in the form of a start of access to items, sterile peeks and exclusive content, you can consider supporting me on ¢ patreon. On Patreon.

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