

STRONGHOLDS: PATREON ROOMS

STRONGHOLD BUILDING EXPANSION

An imposing spire, bleak and powerful, breaks the skyline atop a stony hill. At its feet amid the crumbling foothills it is encircled by a twisting labyrinth, built of antediluvian stone by unknowable hands. Locals speak tales of the ghosts of former wanderers and horrifying monsters that haunt this place, but surely these are only legends.

A gong sounds, reminding those that dwell in their monastery amongst the mountaintops that this is a time for reflection. As it resonates and reverberates, monks take sanctuary in a simple stone garden, raked sand rolling in frozen waves against the rocks as they meditate.

Deep beneath the ground in a barrow built by a master arcanist, the flow of impossible energies hums amongst the roots and stones that make up this place. Set into the earth, windows to other worlds glow with an eerie light, showing vistas impossible and alien, incomprehensible and mind-breaking to the uninitiated eye.

Be they ancient edifice or new construction, structures made by mortal hands serve an almost unimaginable variety of purposes. Whether their function is benevolent, sinister, or simply the perpetuation of life's necessities, each structure is itself a font of a sort of civilization, order making itself evident upon the chaos of the wilds. Obvious or not, within each structure dwells its true purpose, which might be a secret to be kept or a bounty to be shared.

Should you possess such a structure, how will you build it? What will it hold inside? And what will its purpose be?

The rules presented here are an expansion to the original *Fortresses, Temples, and Strongholds* rules by WALROCK HOMEBREW, which may be found on the DM's Guild. These core rules are necessary to have this content function as intended.

ADDITIONAL ROOMS

The following are additional options for furnishing your rooms using a structure's room points.

MAZE

The high walls of this place arc up nearly out of sight, threatening to blot out the sun and sky. Creatures that find themselves wandering these labyrinthine corridors often feel a sense of hopelessness and impending doom, though whether this is enchantment or a product of the architecture itself, none can say.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

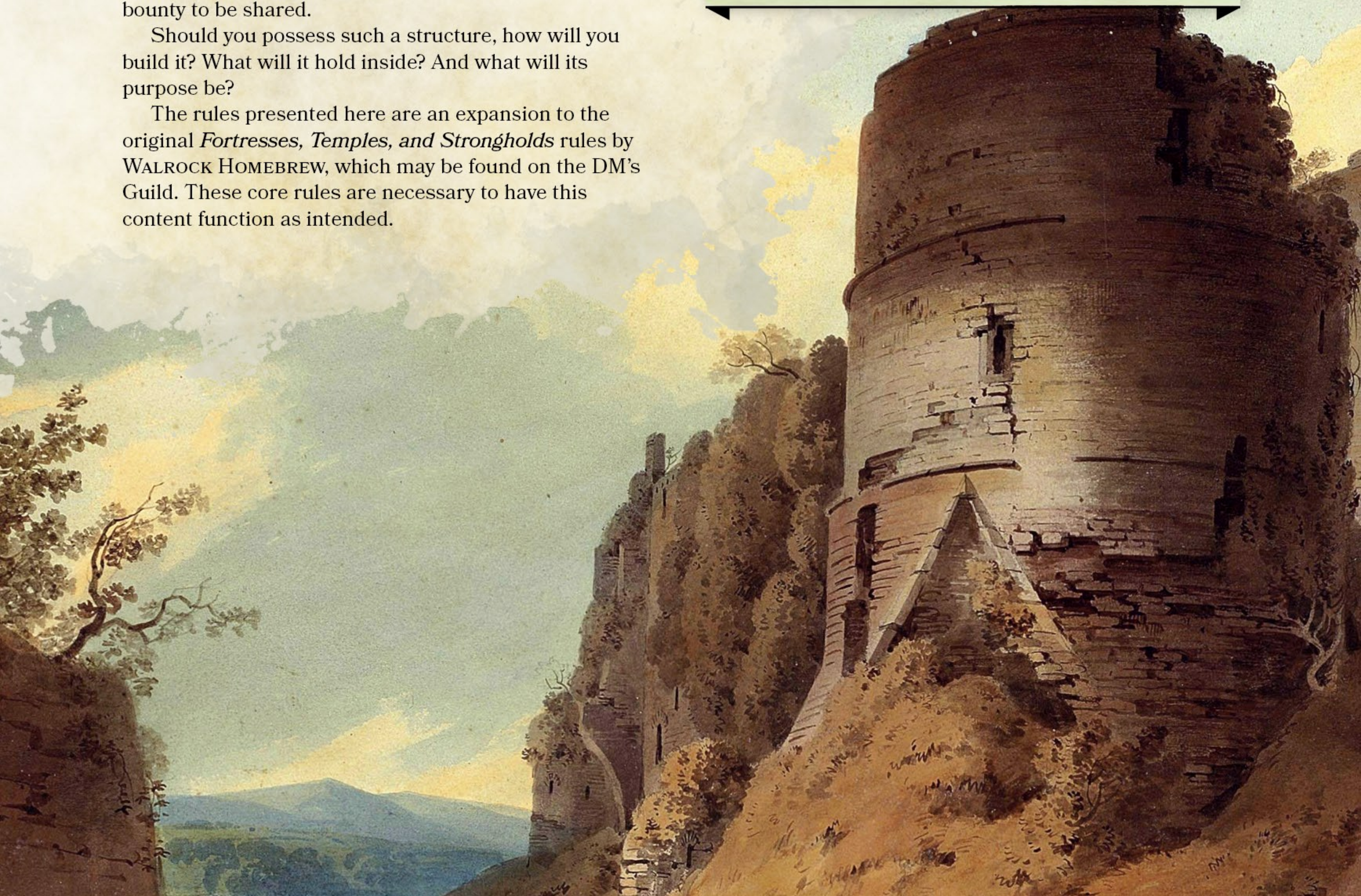
Requirements: A structure with at least 3 total room points

Benefit: When you create this room, it replaces the

PATREON BACKER EXCLUSIVE

The stronghold options listed here are compiled as an exclusive feature for our Patreon backers of Elite (\$10/mo.) level and above.

Thanks very much for your continuing support! Your donations are greatly appreciated, as they make it possible to keep producing content for Walrock Homebrew.



entrance to your structure with an elaborate maze which creatures without a flying speed must make their way through in order to enter your structure. You may choose to include a hidden passage that bypasses the maze at no additional cost, which follows the rules for the Secret Passage room modification.

Creatures attempting to navigate the maze must make a number of successful DC 15 Intelligence (Investigation) or Wisdom (Survival) checks (their choice) equal to the structure's total room points. An hour must pass between making each of these checks, and failing three of these checks in a row causes a creature to become lost, resetting its count of successful checks to 0. If creatures are traveling through the maze as a group, one member of their group may make a single check for all the creatures in the group. The owner of this structure, their allies, creatures familiar with the maze, or any creature with a climb speed may make these checks with advantage.

The walls of this maze have an AC of 17; 27 hit points; a height of 40 feet, immunity to all damage except bludgeoning, thunder, necrotic, acid, force, and damage from a pick; and ignore any damage done to them from one source that would not instantly reduce them to 0 hit points with a single Attack action or spell. In place of a check to navigate the maze, a creature may choose to attack the maze's walls, using their Attack action or a spell to attempt to inflict the necessary damage. Successfully destroying a section of walls counts as a successful check, while failing to destroy a section of wall counts as a failed check. Destroyed walls magically repair themselves after 30 days.

If this structure also contains an Animal Pens or Jails room, the captive creatures contained within them may be released into the maze. While these captive creatures are within the maze, both the Animal Pens and Jails still count as if they were occupied, and the captive creatures are unable to escape the maze. If any creatures attempting to navigate the maze fail two checks in a row, they encounter the captive creatures, which may result in combat depending on the inclinations of the creatures involved.

MEDITATION CHAMBER

A calm, relaxing energy fills this room, which may be a small garden set against a waterfall, an enclosure of raked sand surrounding smoothed rocks, an artistic calligrapher's workshop, or similar. Those that spend time here feel a satisfaction with the way things are, their body's energy more fully aligning with that of the world.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Once each day, a creature may spend a short rest within this room. If they do so, they may once take the Dash, Disengage, or Dodge action as a bonus action. If this creature possesses ki, they also gain 2 ki points above their normal ki point maximum. These ki points do not return after they are spent.

A creature loses any of these benefits when they take a long rest, and once these benefits are used the creature requires a long rest before they are able to gain them again.

PORTAL CONFLUX

The cobblestones laid into the floor of this chamber rattle with the ebb and flow of the arcane energy pouring through the wide portal mouths that encircle the room's perimeter. Through the surface of each, a visitor may view new lands, cities, and even alien worlds.

Size Cost: 2 room points

Construction Cost: 15,000 gp

Construction Time: 30 days

Requirements: A structure with at least 3 total room points, a character or hireling capable of casting 7th level spells

Benefit: When you create this room, it contains a number of portals equal to half this structure's total room points (round up). Each of these portals follows the rules of the *gate* spell, excepting that they allow for two-way travel, do not require spell slots or a materials cost, do not require concentration, cannot forcibly draw creatures through them, and have an indefinite duration. Similar to



the *gate* spell, deities and other planar rules may deny a portal's creation in their realm or presence.

These portals may only be destroyed with a casting of *dispel magic* or similar, or with the destruction of this room or the structure itself. If the room and structure still stand, a destroyed portal may be reformed after 30 days, leading to a location chosen by the owner of this structure or one of their allies.

SAFE ROOM

Tucked between the walls of this structure, this room appears on no maps. While its very existence appears forgotten, it contains everything necessary to shelter a number of creatures from harm indefinitely.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Away from sight in an obscure corner of the structure, this room is a shelter that the owner of this structure and their allies can escape to in times of need. When you build this room, it automatically benefits from the Hidden room modification with no additional cost. This room is constructed from walls made of mithral with an AC of 21; 40 hit points; immunity to all damage except necrotic, acid, force, and fire; and ignore any damage done to them from one source that would not instantly reduce them to 0 hit points with a single Attack action or spell. Entering this room, even via a secret passage, places you outside these mithral walls, which must be broken down or opened with a command word (known to the owner of the structure) to themselves be entered.

All the amenities of life are contained within these

mithral walls, allowing up to 4 creatures a limitless supply of pure water, preserved food, and clean air, along with bedding, waste disposal, and supplies to live a modest lifestyle without any cost. More creatures may be housed inside the safe room, but the lifestyle quality decreases with more creatures sheltered within the room. This room can support up to 6 creatures with a poor lifestyle, 8 creatures with a squalid lifestyle, or 10 creatures with a wretched lifestyle. The room does not contain enough food, water, or air to support more than 10 creatures, and attempting to shelter more than 10 creatures within the room subjects each creature in the room to a level of exhaustion for each day they spend within the room.

TOPIARY GARDEN

The wind whistles through this verdant garden, rustling the leaves in the large shaped hedges that make up this place. Though it is peaceful, those that enter here can't help but shake the feeling that they are being watched.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: This room is populated with a number of awakened shrubs equal to five times your structure's total room points, each of which counts as an unpaid, unskilled hireling for the purposes of any structure or room requirements. The owner of this structure or one of their allies may order these shrubs to undertake any task a human servant could perform, which they will complete to the best of their abilities.

Additionally, these shrubs may be ordered to combine, forming large topiary structures more capable of combat. Five shrubs may combine into a single entity, which uses the statistics of an awakened tree, and follows any orders from the owner of this structure and their allies. If this awakened tree is reduced to 0 hit points and dies, so do all the shrubs that make up its body. This tree may be ordered to split apart at any time by the owner of this structure or one of their allies. If it does and is missing hit points, one of the shrubs that makes up the tree dies for every 12 hit points the tree is missing. While formed into a tree, the constituent shrubs no longer count for the hireling requirements of a structure. Shrubs may also be ordered to form a tree and attack automatically when they see unknown intruders, or specific creatures or types of creatures designated by the owner of this structure or their allies.

Any dead shrubs regrow after 30 days, up to the maximum initially present when this room was first constructed. You may find the statistics for both the awakened shrub and awakened tree on page 317 of the *Monster Manual*.



ADDITIONAL ITEM

The *wardrobe of wearables*, featured here, may be placed within an owned structure. If you are using the rules for merchants located in the *Traders and Merchants* Stronghold expansion (found on the DM's Guild), this item may be found in the inventories of a Furniture and Interior Decor merchant of Good or greater quality. The *wardrobe of wearables* costs 5,000 gp, and only one of this item ever exists.

WARDROBE OF WEARABLES

Wondrous item, rare

This ornate wardrobe is carved from solid, heavy wood, and lacquered to a fine finish. It weighs 400 pounds, stands 7 feet in height, is 4 feet wide, and appears to be 2 feet deep. When opened, the wardrobe reveals an extradimensional space similar to a bag of holding that possesses breathable air and is filled with garments of every kind and description, from fancy noble's clothes to pauper's rags and non-magical armor of any type. Once per day before opening the wardrobe, a creature may speak aloud a specific request for the wardrobe to generate while visualizing it in their mind, such as "the fanciest dress at the lord's ball" or "the armor of guard-captain Arcturus." The desired garment (or an exact replica) then appears when the wardrobe is opened, created from a reserve of shadow-stuff deep within the wardrobe.

Only one of any type of garment may be removed from the wardrobe at any time, and removing another garment that may be worn in a similar fashion causes the first garment to disappear. For example, one could remove from the wardrobe a plate chestpiece, a hat, and a pair of noble's shoes, but removing a fine noble's tunic would cause the chestpiece to vanish. Garments originally from outside the wardrobe that you've chosen to store within it are exempt from this rule.

Any garment removed from the wardrobe disappears into nothingness and wisps of shadow after 7 consecutive days outside the wardrobe. If any non-garment object is attempted to be stored within the wardrobe, the wardrobe expels it with force as its doors are being closed.

CREDITS:

Thanks once again to our Patreon backers!
Photoshop & design by Walrock Homebrew

Visit **WALROCK HOMEBREW** for more!
<http://walrock-homebrew.blogspot.com>
Find us on Twitter: @WalrockHomebrew
Or on Patreon: patreon.com/walrockhomebrew

Made with artwork in the public domain.
Goodrich Castle, Hugh William Williams
The Great Statue of Amida Buddha at Kamakura, Known as the Daibutsu, from the Priest's Garden, John La Farge
Hortus Palatinus und Heidelberger Schloss, Jacques Fouquiere
Wardrobe, Herter Brothers

Thanks to the kind folks of reddit, /tg/, and tumblr, to /u/Smyris for their resource pack, and to /u/skybug12 for their Photoshop guide!

