

BASTIONS OF ELDRITCH POWER

STRONGHOLD BUILDING EXPANSION

In boisterous taverns and by flickering firelight at warm inns, dark tales are told of ancient structures, hidden and lost in the far reaches of the world. These places, consecrated to entities unimaginable to most mortals, are beacons of power and libraries of eldritch secrets, engraved in runes and bas relief on the very stones that construct them. Only the bravest seek them out, and only those most dedicated to the pursuit of forgotten arcana would dare construct them.

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 STRUCTURES

The additional structures listed here may be built, repaired, and maintained using the rules found

in *Fortresses, Temples, and Strongholds*.

Coven. Less of a structure in the traditional sense, a coven is a hidden convocation of tents, huts, or wagons centered on a site of great supernatural power. This may be an intersection of ley lines, a ring of antediluvian standing stones, the prison of an unfathomable being, or similar. Practitioners, cultists, and pilgrims journey to and from this site, which contains enough space to shelter up to 40 individuals. This structure includes a free Illusory Shroud that costs neither room points nor gold.

Ziggurat. An imposing spire reaching up towards the heavens, the tall glass windows of a ziggurat glow with an eerie light. Though they may be ancient remnants or newly-constructed, a ziggurat is typically consecrated to a mysterious and potent extraplanar entity, acting as a channel for their eldritch power. A ziggurat can comfortably house 20 individuals, and includes a free Invocation Chamber that costs neither room points nor gold.

ADDITIONAL STRUCTURES

Structure	Room Points	Construction Cost	Construction Time	Bonus Room	Skilled Hirelings	Unskilled Hirelings
Coven	2	5,000 gp	60 days	Illusory Shroud	2	20
Ziggurat	4	25,000 gp	150 days	Invocation Chamber	3	15



ADDITIONAL ROOMS

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

ILLUSORY SHROUD

Not all things were meant for all eyes. This room contains a complex working of arcane runes and foci, humming with a distant power, that project a constant illusion hiding your structure from view.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Your structure is under the unending effects of a *hallucinatory terrain* spell, the details of which you determine when you first build this room. If you choose, this spell may also affect the area around your structure in a distance of up to 300 feet in all directions.

At any time, the owner of this structure or an ally that they designate may change the nature of this illusion by entering the room and using an action to do so, determining whatever new attributes of the illusion apply. The illusion may be temporarily disabled with such an action, as well, or re-enabled with a similar action at a later time.

INVOCATION CHAMBER

The thrum of ancient and powerful eldritch magic permeates this room, its vibrations apparent to all that enter. At its heart sits an immense crystal the size of a man, glowing with an unearthly light, as visions and revelations stir just beneath its surface.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Once per day, a creature that possesses the Spellcasting or Pact Magic feature, has access to 5th level spell spots, and is either the owner of this structure or one of their allies, may use this room to invoke a powerful entity, beseeching it for aid or knowledge. That creature then casts either *contact other plane* or *scrying* without expending a spell slot, even if they do not know the spell they have chosen. When cast in this way, the Intelligence saving throw required by *contact other plane* has advantage, and a creature targeted by the *scrying* spell has disadvantage on its Wisdom saving throw.

Once every 30 days, a creature that meets the above requirements and can cast at least one 6th level spell may cast the *planar ally* spell within this room, even if they do not know it, without expending spell slots or uses of class features. A planar ally conjured within this room cannot leave it for 8 hours without permission from the creature that summoned them, and is unable to attack or bring harm to their summoner while their summoner remains within this room.

ADDITIONAL HIRELINGS

The following additional hirelings may be hired to work for you, by paying their listed wage. Both the cultist and the cult fanatic are considered skilled hirelings, and the cult fanatic is also considered a spellcaster.

Hireling	Pay	Page Number
Cultist	2 gp / day	MM 345
Cult fanatic	25 gp / day	MM 345

OPTIONAL RULE: CULTISTS AND RITUALS

Cultists have a long and storied history with ritual practices, using their numbers and fervent belief to create arcane masterworks well beyond their individual skill.

With permission from your DM, you may use the presence of cultists and other spellcaster hirelings to empower your rituals. A creature that is undertaking a ritual may have 4 (or more) other creatures or hirelings with the spellcasting or pact magic features assist them. You may also substitute two cultists for any one of these spellcasting hirelings, allowing you to have 8 (or more) cultists assisting you. If a ritual is completed with assistance in this way, choose one of the following listed effects, and apply it to the result of the ritual.

Additionally, if your DM allows it, you may sacrifice a creature to gain additional effects from this list to add to your ritual, killing it as a part of the ritual itself. The creature must be incapacitated for the duration of the ritual, and the ritual spell must be one that could reasonably benefit from such a sacrifice. Spells such as *animal messenger* and *purify food and drink* would likely be a poor fit for a sacrifice, while others such as *augury* or *contact other plane* may work thematically well with a sacrifice.

In any case, sacrificing an animal or humanoid of low birth gains you one additional effect from the following list, while sacrificing a unique animal (such as an albino stag) or a humanoid of high birth gains two additional effects. You may add these effects to the bonus you gain from working a ritual with assistance from spellcasters or cultists, for a potential total of 3 additional effects.

The effects you may add to a ritual spell are as follows, and may only be each selected once for an individual ritual spell unless otherwise specified:

Additional Summons. If the ritual spell would summon creatures that would not be expected to attack in combat (such as *unseen servant* or *phantom steed*), the spell then summons an additional 4 of these creatures. This does not function with *find familiar*.

Extra Duration. The ritual spell has its duration time doubled.

Gold Value. You may reduce the required gold value of any reagents you use in the ritual by half.

Lower/Raise DC. If the ritual spell requires a saving throw, you may choose to lower or raise the DC of that saving throw by 5. If you are able to choose multiple ritual effects, you may choose this effect multiple times.

No Concentration. If the spell produced by the ritual would require concentration to continue functioning, it no longer has that requirement.

ADDITIONAL ITEMS

The magical items listed here have properties that may be used with owned structures. If you are using the rules for merchants located in the *Traders and Merchants* Stronghold expansion (found on the DM's Guild), these items are found in the inventories of merchants of the type and associated quality listed on the table below.

Item	Merchant	Price	Quantity
Mordenkainen's mystical model	Mechanical Contraptions (Good or greater)	500 gp	Only 1, ever
Rings of rooms	Furniture and Interior Decor (Good or greater)	5,000 gp	Only 1 set, ever

MORDENKAINEN'S MYSTICAL MODEL

Wondrous item, uncommon

This model originally appears as a simple unpainted wooden house, measuring 3 feet on each side and in height. You may set this model down on a surface in a structure owned by you or a creature you are friendly with and speak its command word. If you do so, the model will transform into an ornate scale model of the structure, complete with an animated wooden doll for each creature within the structure, that move around of their own accord in direct correspondence to the location of the creature they represent within the structure.

Creatures that are invisible or otherwise unable to be seen still have dolls that are visibly obvious representing them, though these dolls attempt to theatrically act out that the creature they represent is sneaking around. A doll removed from this model will, when not held by a creature or otherwise restrained, attempt to move back into the model structure and resume the actions of its counterpart.

If the structure the model is based on is modified in any way, the model will change to reflect that modification. Similarly, if new creatures enter the structure's area, new wooden dolls will manifest themselves to represent that creature, and will disappear if that creature leaves. The model is capable of being unfolded or taken apart floor by floor, allowing you to see the structure's inner workings, though dolls representing creatures may have to trek between the different pieces if you do so. Any damage done to the model that doesn't accurately reflect damage done to the structure will be repaired by whatever wooden dolls there are on hand, who do so before

continuing their routine.

This model may be removed from a structure, and continues to represent the workings of the structure even if on another plane of existence. Placing your hands upon the model and speaking the model's command word a second time causes it to revert to its original, intricate state.

RINGS OF ROOMS

Wondrous item, rare

This set of two mithral rings, inscribed with a string of runes, are about as wide around as bracelets. One of these rings may be placed on the doorknob of a door within a structure that you or a creature friendly to you owns. If you do so, you may choose to place the second ring on the doorknob (or otherwise against the door itself) of any similarly-sized door on the same plane of existence as the structure. That door then leads directly (from both sides) to the room the first ring is attached to in the structure. Exiting that room out of any door while the effect is active, even to go into the rest of the structure, instead leads you out the door the second ring is touching. Other creatures within the structure may still come and go as they please, and are unaffected by this magic.

Removing the second ring from the door it touches immediately expels all creatures that are using its magic to be in the structure's room, launching them with a small velocity out of the door that the ring was touching. Creatures affected by this magic may retrieve or leave behind items or objects, which are not expelled when the effect ends.

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