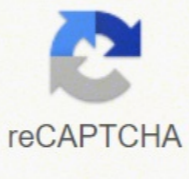




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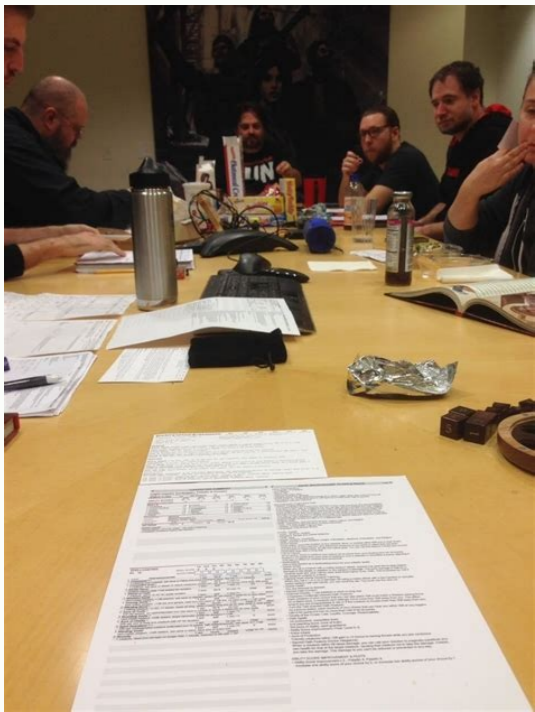
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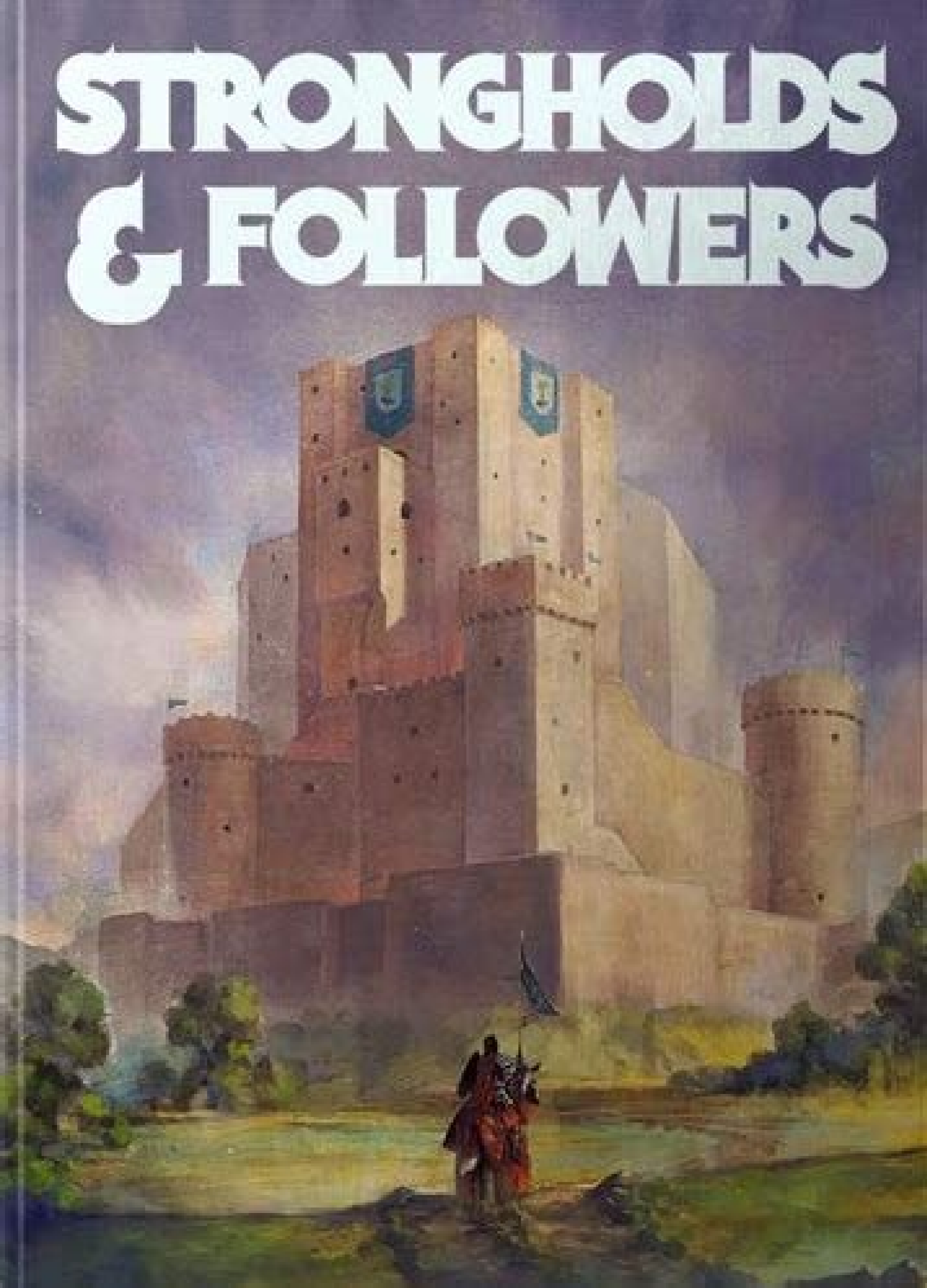
If you haven't seen yet, dear friend and brilliant DM @mattcolville has launched his Kickstarter. It's rad, and I am excited. <3

**Matthew Colville** @mattcolville  
Holy crap the Kickstarter is live! [youtu.be/na7rHQk57c7a](https://youtu.be/na7rHQk57c7a)

2:55 PM - 9 Feb 2018

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Good work Matt Colville and Friends. ...More Josh Evans rated that he really liked Aug 21, 2021 Kris rated that he really liked Nov 13, 2019 Robert rated that he liked Jul 14, 2019 Matthew rated that he liked Dec 31, 2018 William rated that he really liked Dec 22, 2020 Henry rated that he really liked Aug 08, 2020 jamie harris rated that it was incrAvel Tim 03, 2019 Riley he really liked Dec 19, 2018 Nick rated he really liked Jan 16, 2019 David Esarey rated it was unbelievable October 13, 2019 AIA ©m of it, having a stronghold also will provide the character with powers/abilities they can use while in the lands they control. The quality of the hardcover book is exceptional & better, in my opinion, than the official D&D books of Wizards of the Coast. It's still worth picking up, especially if you're not looking forward to having those rules in your game or if you're a Colville-style fan... At the end of the day, I think my manager and I are going to pick some of Colville's ideas at the invention of using them in their entirety, as they are written. I've seen a lot of potential with this and I plan to introduce some of them into my campaign. I'm not sure if I'm necessarily going to make a lot of use of them, but that's another reflection of the kind of game I run, not the quality of the rules as presented. And that's not it. This has some very cool ideas almost as an aside, I found the authors personal construction of the world and take on the fascinating multiverse, but everything that the book was about did nothing to me. There are some interesting rules here, with four broad types of fortresses (keep, tower, temple and establishment), and then customize it for each of the main ones (Full disclosure: I supported this book on Kickstarter).Feelings mixed in this third-party book D&D source. Oh, yes, my players will love that. I had great hopes for him etatirri etatirri sam ,soneuqep snugla iAñ saM .D&D ed srebuTuoY sotirovañ suem sod mu ,ellivloC ttaM rop otircese odis ret ed ofat oa e cenetrep etnemlaer euq lairetam riucni arap e ,odacilbup ofeAn adnia omoc ohabart mu me Jociup mu sanepa est rafinoc rop sotnop edrep ,otnatne oN ,sv skcolraW .D & D ed raluger ahnapmac aus arap serodluqes e adazilanosrep azelatrof ed sarger uotnevni e aicn^Aairepxe ed sadac^Ad moc MD mu ©A ,ellivloC ttaM ,rotua O ,otnemelpus etsed oqnoI oa setnasseretni e saob etnemlaer sarutaice e sneti ,sarger metsixE ,otsoq etnemlaer ue euq sasioc dionotS olnemicelebatse o olecxa ,ituga sairesced sarger sad airoiam a rasi uov ofeAn uE ,sedadimu moc sareruq odinezal lauta opuru uem ranigani oginoc ofeAn sam ,jageI otium ©A lareq azelatrof ed olecnoC O ,sejAñamroñni siam somereuq ^As ue omoc sasioc ed atosq euq opit od sam ,serodluq ed opit odot uos ofeAn uE ,atsesi a moc serotneter raroproñni e seroiam setabmoC etnemadipar rerroc ossop euq ed sadiv^Ad ohnet ofeAn ,ele moc ,sairi^Anigani seju^AsAarugifnoc sassen rizudorper medop sair^Añsiuq erbos odnahnos sanepa ue ofeAñAcif odneverese uo D & D ed ahnapmac amu odnagenalp i^Añse ^Acov es ,sairi^Añsih e sneganosrep arap saiedi avosed arap atiefrep ©A sadanimuli otzet ed olitse ed sadrob sa ©Ata etra ed arbo a e sai^Adi me acir ©A anig^Ap adaC ,uem ho ,sazelatrof e arreuq ,serotneter siaM ... ,meganosrep uem men e ,azelatrof amu ret ed otcepsa etsen esseretni ohnet ofeAn etnemlaer uE ,ofeAñAide ^As seju^Agard e sarrossam arap sorietec ed sarger ed ofeAñAatnemelpus etnelecx amu ©A atse ,ofeAnipo ahnim an ,rohlem -lanoicpecke ©A Arud apac ed orvil od edadilauA ,azelatrof ad sarger sa odnasu sneti e orvil etsed ellivloC ed seju^AsAairc s ^A sodarrama sneti etnemlapicnirp sam ,ragul reuqlauq meá sodasu res medop euq siareq sneti snugla ,isociji^Am sneti sovon snugla met ecidn^Apa orietrec O ,orvil omix^Arp on setnasseretni sairohlem e seju^Asnapxe samugla rev orepsE ,selpmis etnatsab ofeAs ofeAñAanetunam e ofeAñAurtsnoc arap otusc ed salum^Añ sa ,jev^Asneerpmoc e yzeerb ©A atirceA ,oñAerp o anep a elaV ,sazelatrof me ©A lapicnirp ofeAñAes ariemirP ,samugla ,samugla e sadasep sasioc ed matsog ofeAn saossep samugla ,lareq siam e etneretid etnof ed eic^Ape I was going to point to a weakness in this book, this would be it (and ite^AñAs only a minor one). I'd prefer a more a la cart style picking and choosing and planning and floorplans etc. They are a pleasure to create and honestly... but it's wise to manage your expectations. If you are interested in building a stronghold (castle, keep, temple, etc.), gaining followers and recruiting armies, having simple rules for massed combat, having m There is a lot in this book that I like and Ie^AñAm glad that I chose to be a Kickstarter backer. ...more Jan 16, 2020 Rita rated it it was amazing ^A^A^A^A review of another edition Disclaimer: I am, by no means, an expert on D&D rules or someone interested in game balance. Build towers, forts, libraries, camps, groves. Of course, the Dungeon Master would have to tailor this more for their particular group.^AñAs interest and this book would likely work best if the PCs are interested in having a stronghold of their own and want to repel the attackers planning to siege its walls.Overall a great book that I am looking forward to use in my Dungeons & Dragons campaign. But the real fun of D&D comes at the intersection of rules and no-rules—it should be free enough that you can try anything you can think of, but constrained enough by rules to give some sense of an objective challenge to pit yourself against, with some meaningful probability of failure or at least complications. The dragons were an add-on/stretch goal of the kickstarter, and while they aren't necessary for this book, they are a unique approach and take on dragons. I've spent a large portion of my life playing epic scale war games. I like deadly challenges, because it means the memories are more epic for their victories... The first set supplies guidelines and charts for creating blocks of units with a simple set of stats and powers to reflect their fighting capabilities. There are some interesting rules here, with four broad of strongholds (keep, tower, temple, and establishment), and then customization for each of the major character classes. Combat with these units takes place in the background while the characters are engaged in their smaller-scale battle. The author has pointed out that he plans on releasing another book that expands the warfare rules. There is a great selection of monsters in this books. And it was worth it. ...more Dec 09, 2019 Gabrielle rated it liked it ^A^A^A^A review of another edition I won't be using most of the rules described here, except the establishment stronghold stuff which I really like. Strongholds and Followers is a perfect example of this. As the guy who always wants to make their characters stronghold this isn't what I'm looking for. In a general sense, there is a kind of admirable style put forth on the part of the author in his generalness and built in vague or basic ideas. I really like the e^AñAConcordancee^AñA rules, where characters dedicated to a deity/extra-planar power could build up a Concordance score based on deeds they accomplished and use this as a modifier to a roll to ask their patron for a boon, mainly in the form of a summoned servant that is an ally to the character for a limited amount of time. The artisans are a neat add-on to the strongholds, but it's the retainers that were particularly useful, with very good streamlined rules for using them during games. The simpler version of the rules is basically opposing percentile rolls with modifiers for army strengths and weaknesses. It is also very good timing as my D&D group has leveled up and been saving their money for just an event. Hell, I've read some of its contents than I have of any Wizards products outside of the 3 core rulebooks.Matt's writing is so evocative and inspiring, its darn near impossible to put the book down without the overwhelming NEED to implement the ideas in your own campaign.5/5 ...more Mar 23, 2020 James Restaurant in the Kickstarter.) Mixed feelings in this third sector Source of D & D. I especially wanted to create retainers who could fit NPCs that the party recruited to their side. They convinced a farmer to join them and fight the goblins. But I'll tell you had something that bothered me about this supplement. I thought art was especially cool. I love the rules. I love the creatures. I love the strangeness that Matt Colville injects in his writing. So, I think it's a nice idea to have a set of rules to use when a character wants to do something a little out of the pattern.Overall, the rules of this book seem quite balanced and reasonably thought out. Each of these sections may just be the right thing for DMS in some formal way of representing these systems. There is a type of structure for each class, and rules on having several structures in the same fortress (ie a castle with a maintenance, a tower, a temple and a tavern inside its walls). Most of them can be summoned using the concordance rules and are organized by domains that the author uses in his campaigns, but can be easily converted to most campaigns, for example, the Court of Arcadia are servants Fee and the court of all meat could be used as demons. The most visceral losses for their failures. I like the way the players agency determines what they are doing and how it can affect their world. While I think the adventure is well written and has the potential to be fun, all the time showing some of the rules in this book, I found the book to get the PCs to accept the property of the castle and plant their roots there to be lack of lack. Colville writes in an accessible and engaging style, although sometimes I feel myself desiring a little more And summary to guide a reader to the big image before entering the details. How can you keep 10000 and one stone costs 6000? A little goes a long way. As a War gamer, I can also see how Matt and Team were trying to walk a thin line and develop a system of rules for war that avoided feeling too similar to a miniature-based table, and keeping the sense of a \* roleplaying games\*. I think the strong rules are varied enough between classes and offer a ton of options just for character development. ^campaign arcs and worldbuilding! The adventure of this book can be brief (which is intentional, to facilitate the party by receiving its initial fortress), effective, concise (yet flex enough to fit as needed), and features a guide of large potential off-shot arches and stories. These powers/abilities can be used ^á before the character has to return your fortress and spend a week (a rest ^e ^á - "bextended ^e ^á-) to recharge. The adventure contained within - "The Siege of Castle Rend" - There is a setup full of fun characters for the roleplay, like the cruel Sir Pelliton or the ambitious pin, and the vengeful Edmund, and a great introduction mec^A, as the introduction of skills and strengths for the characters, the use of fortible characters^A fortible characters. But Matt, come on man, the exclamation points are as if I wish I could add half stars because this is more a four and a half star review than a four star review. I'm going to end up doing this, but I'm probably going to reflect on the Pathfinder book "Ultimate Campaign," which gives you specific pre-orders for rooms and units and has a good combat system too. While they are quite interesting in general ... I always felt that I really like M. he even leaves the final task of completely moving away units for the players/dm. dm. That said, what I love about fantasy and about the D & D is all the book: interesting and complex concepts, a campaign sample, units and a whole theory of war along with incredible illustrations and some taste insights In the fantasy world of Matthew Colville. The "Demonstrive" (I hate this word and do not like to read a million times while studying the effects of the book) are very cool and pleasant taste, but in my humble opinion, it leaves M^A for the imagination. ... more March 15, 2019 ADAM evaluated really liked another edition I would like to be able to add half stars because this is more than four and half review than a revision of four Stars. The statues are simple enough, but I wanted a graphic that I could look at the middle of a session to streamline the process. Discovering a way to convert the "Unit Creation" system into the war section in "retention creation" fixed this problem. The first presents a selection of new monsters, introduced as special allies in the strengthening section. For example, a fair value of the rules of the book concerns the fulfillment of fighting on the exemption between different forces, type of an Old School Wargaming approach. ... more definitely my D & D favorites D & D supplements. I found a ton of cool things here that I will use at my desk. Another thing this adventure can teach you is the increase in Power PCs will be able to implement this book in your games. I plan to use these (although a little modified) in a close session of my pronouncements of the Apocalypse campaign, where the player characters (PCs) will lead to the worstness with allies. Colleville inspired creatures in the last months. It seems that in your goal of letting it to the imagine and DMS players for Suss out, it gave very little information. Finally, there is an adventure ready to run in the book that to PCs the opportunity to rebuild and have a ^ fortress. ^ Still adventure and fight monsters, but this supplement gets you tons of fun things to do during your downtime. Also the art is great, and the angels are super messy looking as they should be. But Matt, let's go, exclamation points are like ghost peppers. One of my favorite things about RPG books: they are so inspiring for creativity. In my opinion, they are 40 of the best dollars that I've ever spent on a D & D product. It provides costs in the construction of a variety of fortresses that would be of interest to the classes of actions characters. Matt created an entire book based on a page in the Mass Masters Guide. I do not do this because I want my character to have a few more bonuses and buffs I do this because I love the fantasy to make my own medieval dream house magic. I love the way the redacts can give the characters 'domestic' and demonstria. And if a player wanted certain rooms in his "temple," but did not like the part of the book servers and wanted a different mechanic? ... Jun 21, 2019 Ian Welke has evaluated that it was incredible ^A ,^A review of another edition one of my favorite things about RPG books: they are so inspiring for creativity . Colville's D & D style, he reminds me of my older brother, but besides it has a D & D style similar to what I have in my campaigns. ... more oct 09, 2019 n.e. Johnson evaluated that he liked him. Of course, having a bad roll can cause a bad effect (like being temporarily cursed) and asking too much help can reduce your chances of really obtaining it. Which means that it is engaging and fun ... hell, I made more use of your content than I have of any wizards products outside the 3 main rule books.matt is so ed ed arodagmase edadissenen a mes oxiab arap orvil o racoloc ed lev^Assoppi usaq nrad ues ,rodaripnsi e ideas on your own campaign.5/5 Definitely my favorite third party D&D supplements. I think we could have called them back here at eleven o'clock. Each type of stronghold also provides additional, but remarkably informal, special-purpose D&D-handbook. The great thing about D&D is that my general manager can just say "cool, we can do it" and create a storyline where my character has to do different things to make it happen. I have my mind spinning ideas to make my players interested in building a fortress and the various adventures of political themes that come from this action. It's as if each page were another reinforcement of the imagination. Solid book with a wide range of materials. One significant problem I had was the desire to create retention officers who fit into the context of what the party was challenging. Colville uses examples to illustrate the rules. (Colville should have included some draft versions of the required rules, in addition to the war appendix) Also, some of the stronghold features for non-magical classes seemed a bit too magical for my tastes, although at least this can be adjusted.The second main section is about followers, and this section was probably my favorite. In Matt's defense, he would probably say something to the effect of "so make it up! The art is amazing. (Besides, he really likes the footnotes)Overall, this is an interesting sourcebook, fun to read and with a lot of neat new ideas. I have been dm'ing for a little over a year now on 5e and honestly like this more than any war game, any trpg... I did so many M. Reading was like watching one of his videos, and the experience was worth it. I would not change anything about the book, as you can Disclaimer: I am not, in any way, a res medop sneti sessed snugla euq asiva rotua O ,ogoj ed oirb^Inuqe me odasseretni m^Augla uo D&D ed sarger me and be careful. I'm currently in two different D&D campaigns, and the gamemasters (GMs or DMS) in each of them have used some of their ideas to great effect. I thought it was a read-it-all (the art ^ incrével) and while some expressed dislike for the author's writing style, I found it similar in tone to his YouTube channel and enjoyed the jokes that were made occasionally. They also don't seem easy to implement, although I'm not DMing right now, so I haven't used those rules yet. The rules remind me a little of the official rules of lair for monsters, in a good way. ...More For those who don't play D&D, Matt Colville has a very popular and excellent YouTube channel on how to run the game. In addition, the quality of the role of the pages is high level. My advice is, if you're not going to buy this on the Colville website, spring for the extra and get the hardcover with the PDF instead of just the PDF. I'll absolutely buy the Kingdoms and the War when I leave, and anything else Matt Colville and his group find convenient to produce. Book 3.0 guide of fortress builders was a good book, as was the pioneering book. ...The ideas contained in this book are extremely useful and instigating for my desktop RPG. Which sounds pretty good, although I'd enjoyed a closer ^ comparison with individual characters, and I was frustrated trying to map in combat. Those official books, many of them, after almost no use, are eating to separate in the backbone. ellivloC ellivloC oirp^Arp on adaesab arutneva ed artsoma amu mar^Aulcni seI ,retratskciK od odagnola log mu omoc ,etnemlanti seIe es rezid ,odal ues o arap utorcner oditrap o euq sCPN raxiacne mairedop euq serotneter raicr aireuq etnemlaiepxe uE ,siagel sociji^Am sneti sovon ed eir^As amu e ,sCPN ed etnom mu ,scro ed etnairav acram airp^Arp aus ,soin ^Amed e soin ^Amed ,sociji^Añotim seres soirp^Arp sues unoiocida ellivloC ,ofe^Aetnoc ednary esse odot moc otnuj,ossi erbos edadidnuorp siam me i^Arartne euq ,arretuE e sonierR ,saleueges ed orvil omix^Arp mu ajah arobme ,sad^Aulcni ofe^Añse m^Abmat arreuq a arap selpmis otium sargeP ,selpmis siam ofe^Asrev amu e selpmis ofe^Asrev amu m^Añ arreuq ed sarger sa,soir^Aid soñAñief redencoc sanepa ed m^Ala lanoicpecke ofe^Añvres o arap laicnetop asnepmocer amu recerof omoc meb ,onortap ues ed soip^Acnirp sa s^A meganosrep mu ed ofeAñAcicced a raertsar arap ocine^Acem ednary mu are tse euq lesnep uE ,emaG eht gninnuR soed^Av ed eir^As aus me snogarD dna snoegud ed sarger sasse erbos satsip ued e uolaf eIe ,ogoj on otuder mu ret ed saiedi sa raroproñni arap avasicerp ue euq o odut m^Atnoc orvil etSE ,siaicfio sorvil sod airoiam a euq od odnariv-anig^Ap siam otium utisiser e odagil etenmemrif ©A asioc euq ^A serodluqes e sdlohgnortS otnat ofeAn ,oir^Artnoc osac mob otium ajes euq omsem ,snogard meq no ekat s^ellivloC arap ortedadrev ecerap etnemlaiepxe ossi ,sv sorieticief arap serrot ed sopit setneretid omoc ,essalc ad sacifaCepse setnairav m^Abmat i^Añ ,sezev s ^A etnacoc etnematac sam ,etnemataxe ,ovitagen ©A ofeAn ossi ,sotuder ed ofeAñAurtsnoc ed ogoj od rapicitrap ,otla siam lev^An a ragehc sneganosrep sues omoc ,serodagoj suem so arap ofeAñApo a recerefo uov ue ,orutuf on MD aid mugla ue es ,otnatne oN .M ed otsoq etnemlaer ue siaM... )+B ,ofeAñAide ^As snogarD dna snoegud arap sorietec ed sarger ed otnemelpus etnelecx mu ©A etsE lev^Arncni ioF euq uoilava nevetS 0202 ,^1 beF siam... ,arreuq ed sarger saus ed ofe^Asrev amu atnesepa ecidn^Apa odnuges O ,atirceb me lev^An ^As ed arutneva amu ^A ,ebuTuoY on ahnapmaC ed soir^Aid sues me uotneserpa ele euq a distant Retainers, war, and strongholds, oh my. Unfortunately, some of the rules refer to the next Kingdoms & & euq ohca uE ,siam otium e ,aiqj ed seju^Agard arap ocin ^Añp ametisiv everb mu ,sociji^Am sneti sotium ,siet^A CPN ed sopit ,etnemetaadnuba sorsotnom i^Añ ,otzouau mu me i^Añ sotzouau sotnauO ,retratskciK od rodaiopma mu res ihlocse ue euq zilef ^A e otsoq ue euq orvil etsen asioc atium i^Añ ofeAñAide artuo ed ofe^Asiver ^A^A^A lev^Arncni are euq uoilava woddat^A 9102 ,^21 beF strewellof^P e sdlohgnortS ed ofeAñAailava aus a cemoc 03-1 odnartsom 9102 ed ohluq ed 61 ediv( strewellof-sdlohgnorts- 62173234/wahs/koob/moc.sdaerdoog ,www//sptth ,setisbew sdaerdoog ^a ,meraripnsi so sMG so arap solpmexse sotium ilucni orvil etsE ,imegrus semrone air^Añsih ed sedadidnutropo savon^N serodagoj so e MG a arap savilarran sedadidnutropo savon rizudortni e ahnapmac amu ed azerutan a etnemlacidar radum arap azelatrof amu riurtsnoc mesanosrep mu atsab serodagoj atem ed sameIborp sotnat revloser ,siam otium e secid^Ac ,sapuor ,samra i^Añ ,lelap ed emulov eIer rarpese ossop ofeAn e etnerf an fid o iL ,roder ues on odnum o raicneulñni m^Adasseretni siam anrot es meganosrep ues euq eju^Apuusserp euq ogoj ed olitse mu evercsed m^Abmat orvil etse ,sociji^Arp e sarger ed otjuñnoc mu sanepa euq od siaM sogimimi sues menoiPSE lesiueqEP ,Isotirc^Axe metnaveL". Jairetam ed amag alpma amu moc diloS orvil od utosog etnemlaer ele uoilava eehna^N nosa^I 1202 ,80 beF siam... ,setnahlemes sarturtse sartuo e solpmet ,sasac ed ofeAñAurtsnoc a erbos D&DA ad sarger sagitna sad aicn^Acsinimer amu ©A od^Aetnoc O ...lanif on arreuq ed sarger eazelatrof a rasu arap rohlem ues o atnet m^Abmat eIe ,sCPN e ofeAñAarugifnoc ,etnasseretni assimerp amu moc ,^ob otium arutneva amu ^A ,^dneR oIetsaC od ocrcE O ,arutneva amu ©A lapicnirp ofeAñAes ariecret A ,ogoj reuqlauq me sadasu res mairedop ofeAñAaneter ed sarger sasse euq ohca sam ,oic^Ani o edsed etnem me ahnit sa ofeAn euq ogoj mu me dlohgnortS ed sarger sa airasu es azetrec ohnet ofeAn ,sol-i^Asu ed mu rajarocnesed e ,otelpmcoñni atnis es euq moc rezaf. -11202 ©Ata someret ofeAn euq o - as a stagna game in search only while there is much more for life that is conventive ow HTTADNEMMODS, ELYTSEr ETHT, SEFECTAC, Sarutaer.Reirf, SerutaerC Weni Htew ,sdrazw Morf Koob Ngiaipmac Laiciffo and Gniyub F TsoC llyoobac DNA Tik Elef EMOS MORF peek a tig uoy n "Teni Rehtaag DNA SSEUG NEW TESTAHC, Koob Siht Pu Deek , OS ,sneugav hcum ot Sah Dna Yteralc TKOCUCNE AT HGQOX NEW HGUIQUN TAHT NISHTUMID NISHNEMID Wen Gnitxe and DDA NAC Koob Siht, Reword fo tib a beat Sreeylp rñt Gnivig, Emeg et OTHOC ETUM DNA NUL SSURDIULD OTHT DNAHT Sonjsa Oha Taita Hardhta EHT Dekti you. 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