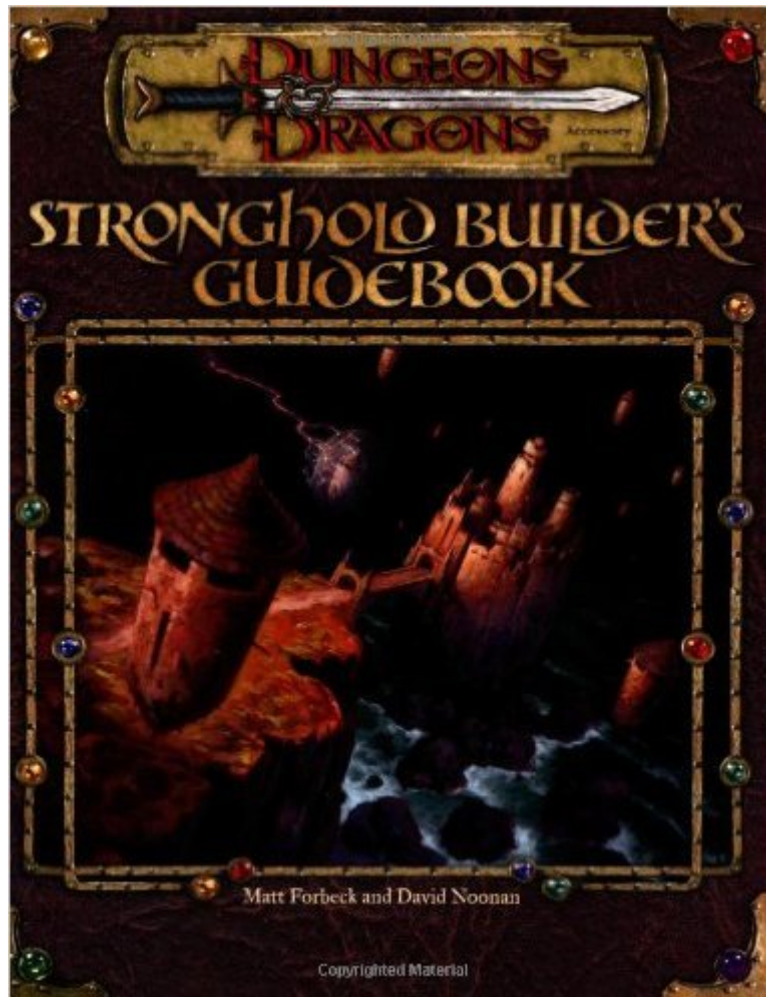


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# Stronghold Builder's Guidebook (Dungeons & Dragons D20 3.0 Fantasy Roleplaying)



## Synopsis

Defenses Wrought of Mortar and Magic Heroes need impregnable fortresses to assault, wondrous towers to explore, and majestic castles to protect. This book is stocked with everything needed to design any fortified structure imaginable, including: Over 150 new magic items. More than two dozen magical augmentations for stronghold walls. Rules for magic portals, mobile strongholds, and trap creation. Five complete strongholds, including maps, ready for immediate use. Players and Dungeon Masters who want to create customized strongholds will find all the construction materials they need within these pages. To use this accessory, a player or Dungeon Master also needs the Player's Handbook.

## Book Information

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## Customer Reviews

The Stronghold Builder's Guidebook (SBG?) provides both players and GMs with a simple solid system for building everything from massive castles in the clouds to dungeons in the underdark. I've purchased books on the subject before. Most are quasi-historical texts done up in game terms. The SBG is different. In addition to covering the usual subjects, it expands the concepts into a true high fantasy setting. The book is broken into three chapters. The first chapter layouts out the steps for building your dream structure. The second chapters goes on to describe in detail a wide variety of components to use in building your stronghold. These components include everything from the mundane (i.e. a basic kitchen) to the wondrous (a Bier to Resurrection). Details are also given on magically enhanced walls and traps. Please note some of the information on traps is a repeat of that found in Song & Silent. The third chapter deals with how a stronghold interacts with the fantasy

world around and also gives some good example keep. All in all the SBG is a good solid reference for gamer who want a solid foundation for their castle building adventures.

It's now possible for even the severely map-challenged, namely yours truly, to design dungeons that are something more than an endless string of boxes connected by doors. I realize that many resources existed before, but until now I hadn't found all those resources in basically the same place, outlined so simply. While I agree with some critics of this book who claim that it makes building an impenetrable castle a little too affordable, I've always believed that it's the DM who's responsible for keeping the game from tipping too far in the player's favour, not the sourcebook. What I really appreciated were the simple rules for figuring out how much staff a given structure would need, and how much you ought to pay them.

I remember a short campaign I ran a while ago, where my players amassed so much wealth that they decided to buy a tavern and some empty lots in the city they were basing out of. On those empty lots, they were hoping to open shops selling the jewels that some gnomes were going to sell to them. Having recently cleared out a gem mine, they had met the enterprising gnomes and struck a deal. Also, they were hoping to build a mansion on the biggest lot. I did not have this book at my fingertips, so I guessed and estimated. I now realize how wrong I was. This book has cleared up everything I found difficult about building strongholds. It gives you details on how to build everything from a one-room cottage to a 200+ stronghold space dungeon. The rooms are not broken up into 5 feet and such, but into stronghold spaces, which are something like 20 square feet, maybe more. There are everything from privies to huge, fancy libraries, magic labs to heavily fortified barbicans and gatehouses, and nearly a dozen or more different wall types, both interior and exterior. It also gives you three or four premade strongholds, and details on how to run, assault, and conquer strongholds. All in all, this book is a godsend both to PCs and NPCs alike.

I bought this book a while ago and have found it informative and useful. The system devised for this book on keep construction is easy to learn and use quickly. Players simply purchase construction "units", which can be any type, ranging from armories, bedrooms, kitchens, temples, etc., then draw/place the units on a map accordingly. This makes the details of creating and building a keep to a minimum, and standardizing tasks so that they are not so mundane. Other information I found useful was the commentary on working keeps into your campaign as bases of operations, using NPCs and staff to maintain your keep, and defending your keep from enemies. An essential book if

you're a player or DM looking to build or add a keep to your campaign.

This is a great resource for dungeon master who wants players to use their excess gold on something other than trying to purchase excess magic items. The book describes how to create everything from a castle or tower to a store or inn. It also explains how existing dungeons can be retrofitted by an enterprising party. The best part is that the book contains a lot of cool stuff that costs a lot of money and thus entices players to reduce their gold pieces in a way that does not imbalance your game. The best part is that this book will give players options at nearly any stage of their careers. A player can start an inn/tavern for under 15,000 gp... or blow 100,000 gp on that platform of telekinesis they need to impress their friends. This book enticed my players to spend over 1.5 million excess gold pieces accumulated over nearly 5 years... this alone has gone a long way in balancing the campaign again and made them interested in finding more treasure to improve their strongholds.

This is a great book for both dungeon masters and players alike. DMs can use it to make extremely cool Lairs for their villains and what player hasn't dreamed of their character owning a huge fortress of their own? It has rules for making the buildings themselves, how much time and money it takes to build it and all sorts of magical properties to add for flavor (such as flying, now you can actually have that castle in the sky that song talks about). It also tells you how many guards and workers you should hire based on the stronghold you design. There's a whole chapter on how to use traps and spells to defend your new lair. I'm going to use this book when ever I add a new Stronghold to my campaign setting and I think a lot of other DMs would benefit from doing so as well. Over all a great buy.

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