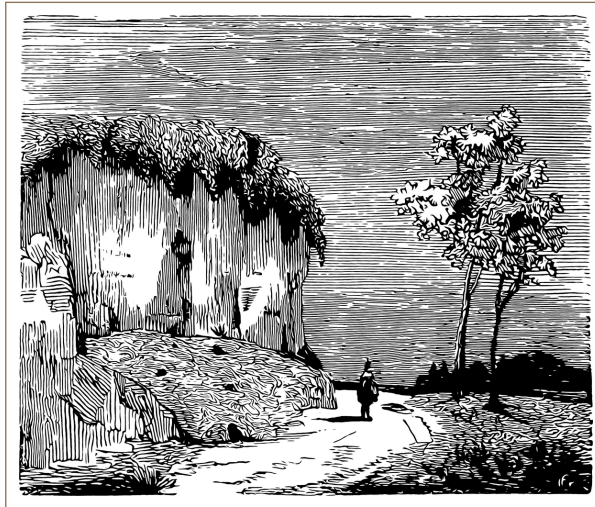


WIZARDS & LIZARDS

STRONGHOLDS AND HOLDINGS

A WIZARDS & LIZARDS SUPPLEMENT



B E T A

Version 0.12 · not yet playtested

Jon Mayo. PUBLIC DOMAIN (CC0-1.0)

CONTENTS

1. Claiming a Base	2
2. Facilities	2
3. Upkeep	3
4. The Crew	3
5. Raids and Attention	3
6. Growing into a Holding	3
7. For Authors	3

A base of your own: a cleared keep, a wizard's tower, a welded-together junkyard, a berth on a station, a ship. It turns a borrowed haven into **yours**, a reliable place to run downtime, a store for what you haul back, and a foothold that grows into a power in the world. This rung is the campaign frame; a one-shot needs none of it.

It sits on **Downtime** (a stronghold is built and run through downtime turns and clocks) and on the Distant campaign clock (a base is a target, and the world moves against it). No new dice: building is a project clock, and a raid is one roll on the usual bands.

CLAIMING A BASE

A base is a place secured and made yours: a ruin cleared, a deed bought, a charter won, a wreck salvaged. Claiming it is an adventure or a downtime project. Once it is yours, it becomes your haven, and every downtime turn taken there runs a little better than one taken in a rented room.

Bases come in scales. Start small and grow:

- **Hideout** — a safehouse, a den, a single hold-out room.
- **Hold** — a keep, a tower, a fortified yard, a station berth.
- **Seat** — a settlement, a fief, a holding: a place with people who answer to you.

FACILITIES

A base is a set of **facilities**, each a thing it does for you. A facility is built as a **downtime project** (a clock, gated by coin and materials; see Downtime), and each one **improves a downtime action or grants a standing comfort**, never a bonus you carry into the field:

- **Quarters / Infirmary:** safe rest guaranteed, and you mend fully and heal lasting hurts here without hiring a surgeon.
- **Workshop / Forge / Fabricator:** craft and commission at a die better, and make things you could not make anywhere else.
- **Library / Archive / Sensor-suite:** research at a die better; run down a foe's one true sentence faster.
- **Training yard / Range / Sim-deck:** train to advance here, where a setting routes advancement through downtime.
- **Storehouse / Vault:** raise your capacity for supplies and coin (see Encumbrance), and cache what a raid would otherwise take.
- **Walls / Defenses / Garrison quarters:** raise the base's defense (below).
- **Shrine / Comms / Contacts-hub:** a standing line to the wider world, rumors, allies, the setting's power.

Keep facilities **access and options, never raw power**. They make your downtime and your safety better; they do not buff your dice out in the world. Hold a base to a handful.

UPKEEP

A base costs to keep. Each downtime turn (or season), pay **upkeep** in coin and supplies, scaled to its size: a hideout is cheap, a seat is dear. Skip it and the base degrades, a facility goes cold, the crew drifts, a decline clock starts. Upkeep is what makes a stronghold a commitment rather than a free win: a base you cannot feed is a base you lose.

THE CREW

A base needs people to hold it while you are away and to man its defenses: a garrison, a crew, staff (hired per the setting). The size and quality of the crew, together with the walls, is the base's **defense**, rated as a position: a bare hideout defends at **Poor**, a walled and manned hold at **Fair** or **Good**, a true fortress at **Commanding**. Preparation (a warning, a readied trap, stores laid in) lifts it a die like any advantage.

RAIDS AND ATTENTION

A base is a target, and the bigger and richer it is, the bigger the target. When the **Distant campaign clock** turns (recall that every downtime turn advances it), a threat may come: bandits, a rival crew, a monster, a corporate reprisal, an army. Set it a **tier** as you would a foe (Lesser to Dire).

Resolve it by whether the party is home:

- **Home:** run it as a fight, from a fortified position. The walls and readied ground hand the party dice; the garrison fights as allies. This is the best case, and the reason to be there when it matters.
- **Away:** one roll settles it. The garrison captain (or whoever holds the base) rolls the **defense** position; the raid's tier drops dice as a foe would (Greater -1, Dire -2). Read the bands:
 - **Success:** repelled clean.
 - **Partial:** held, at a cost, stores spent, a facility scorched, crew hurt.
 - **Failure:** the base is hit, a hard move on the stronghold: a facility wrecked, the vault cracked (a Vault facility halves the loss), crew lost, a foothold gone.

A base never simply dies on one bad roll unless it was undefended; a Failure sets it back, and setbacks are the campaign.

GROWING INTO A HOLDING

Build facilities, survive the raids, and a base climbs the scale: hideout to hold to **seat**. At the top a stronghold becomes a **holding**, a settlement, a fief, a station, a house, a power others must reckon with, and that is the campaign's endgame. What it means to found a city, run a fief, or hold a station is the setting's own capstone; this rung is only the frame that gets a party there.

FOR AUTHORS

A setting fits this rung by naming the **base scales**, the **facilities** it offers (and which downtime action each improves), the **upkeep** currency, and the **raid threats** its region throws (as foe

tiers). Keep facilities to access and options, put every build on a clock, let a raid be one roll or a fight, and never a ledger. Tie the raids to the Distant campaign clock so that growing a base and stirring the world are the same motion.