

FELLOWSHIP OF HEROES RULESET

RISK IS INEVITABLE IN THE LIVES OF THOSE THAT SEEK TO DO GREAT WORKS UPON THE FACE OF THE WORLD. DANGER, COMBAT, AND EVEN DEATH. THESE ARE THE THINGS WE RISK TO MAKE A DIFFERENCE.

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IST 2022/2023**

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FELLOWSHIP OF HEROES

JIS AN EXPANSION TO THE BASE GAME DUNGEONS AND Dragons 5th edition.
The goal of the expansion is to allow players to build their own settlement as they go on their adventures. As the players acquire different resources, they can spend them to build different buildings and gain a variety of benefits, all the while recruiting their favorite NPC's to join them.



AN OVERVIEW OF THE SYSTEM

This expansion provides twenty five different buildings for the players to choose from, separated into three distinct tiers.

Players can acquire resources by going on adventures, buying them in shops or via buildings that allow their production.

During the night, the players may have to deal with an *Invasion*, where enemies will attack their settlement.

BUILDINGS

A full list of all possible buildings and the resources required for their construction is provided in the subsequent sections, and their stat blocks are presented at the end.

BUILDING ACTIONS

- **Demolishing** a building will restore half of the materials used in its construction;
- **Upgrading** a building means the players only have to pay the difference between the new and the current building's costs;
- **Repairing** a damaged building :

$$\text{RepairCost} = (\text{DamageTaken}) / (\text{BuildingMaxHP})(in\%)$$

RESOURCE PRODUCTION

All resource production values, indicate a die the players must roll after each indicated time frame. The players can choose to forgo these rolls and, instead, use half of the die's total value.

INITIAL BENEFITS

Players that take a long rest in the settlement will receive bonus temporary hp.

Settlement Tier	Bonus Temp HP
1	1d4
2	1d6
3	1d8
4	1d12

FOOD AND POPULATION

Food is a resource that the players will have to keep in mind throughout their entire play time.

Every inhabitant of the settlement requires **1 food per day** to stay in the settlement.

The settlement will have a **total population** and an **available population** amounts.

Available population is the amount of people in the settlement that can be deployed to work on different buildings.

If a building requires **N** population amount (according to the resource tables), it means it needs that amount of people to be effectively working.

For example: The Tier 1 hunting post requires 1 population, which means that to get the daily food bonus, it requires that 1 available person be working there.

INVASIONS

Invasions are recurring nightly events that the players will have to deal with.

Controlled by the Dungeon Master, enemies will attack the settlement and potentially damage it and steal resources.

These invasions will grow in danger as the settlement and the players grow in level.

TIER 4

While most tier 4 buildings have been planned, they have not been included in the gameplay prototypes, and as such, they are also excluded from this version of the the ruleset.

STRUCTURES AND BENEFITS



HE FOLLOWING IS A LIST OF ALL THE ICONS associated with the structures available, separated by tier. These are mere representations of what could be the final product. Below the name of each building is the amount of tiles they take up on the base camp map.

TIER 1 BUILDINGS



CAMPFIRE

Takes up 1 tile slot.
Has no benefits.



TENT

Takes up 1 tile slot.
Increases maximum population by 1.
Can be upgraded to Small House.



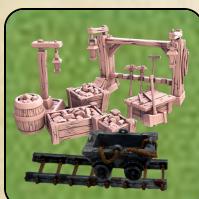
HUNTING POST

Takes up 4 tile slots.
Increases production by
1d4 food and *1d4* hide per day.
Can be upgraded to higher tiers.



FISHING POST

Takes up 4 tile slots.
Increases production by
1d6 food per day.
Can be upgraded to higher tiers.



MINER

Takes up 4 tile slots.
Increases production by
1d4 x10 stone per day.
Can be upgraded to higher tiers.



LUMBERJACK

Takes up 4 tile slots.
Increases production by
1d4 x5 wood per day.
Can be upgraded to higher tiers.

TRANSITION 1 → 2



MESSAGE POST

Takes up 1 tile slot.
Allows the players to communicate with the camp over long distances.

TIER 2 BUILDINGS



SMALL HOUSE

Takes up 1 tile slot.
Increases maximum population by 4.
Can be upgraded to House.



SPIKED WALL

Takes up 1 tile slot
(check stat block).



OUTPOST

Takes up 4 tile slots.
Adds defensive NPC's.
Check stat block for NPC to be added.
Can be upgraded to higher tiers.



SMALL FARM

Takes up 1 tile slot. Increases production by
1d6 food per day.
Can be upgraded to Farm.



TRAVELLING MERCHANT

Takes up 4 tile slots.
Acts as a temporary general store.
May have special items.



MEDIC POST

Takes up 4 tile slots.
Restore player HP.
Remove debuffs (such as conditions).



STOCKPILE

Takes up 1 tile slot.
Increases storage capacity
(check storage table).



GENERAL GOODS STORE

Takes up 4 tile slots.
Allows players to purchase items.

TRANSITION 2 → 3



MAYOR'S OFFICE

Takes up 4 tile slots.
Production of all materials
increases by 10%.



WAREHOUSE

Takes up 4 tile slots. Increases storage capacity
(check storage table).

TIER 3 BUILDINGS



HOUSE

Takes up 4 tile slots.
Increases maximum population by 6.



STONE WALL

Takes up 1 tile slot
(check stat block).



BLACKSMITH

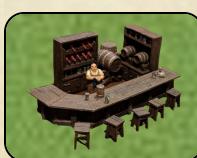
Takes up 4 tile slots.
Allows the players to craft and upgrade
items.

TRANSITION 3 → 4



MAGE TOWER

Takes up 4 tile slots.
Allows players to learn spells.



TAVERN/INN

Takes up 4 tile slots.
Increases maximum population by 8.
Increases production by
1d6 gold per day.

MISCELLANEOUS TILES



WATER

Takes up 1 tile slot.
Used by the DM if players set up camp
near a body of water.



GATE

Takes up 1 tile slot.
Similar stats to walls, but
allows passage.



TEMPLE

Takes up 4 tile slots.
Varying benefits depending on deity
(check temple table).



FARM

Takes up 4 tile slots.
Increases production by
1d12 food per day.

BUILDING COSTS



THE FOLLOWING SECTIONS PRESENTS THE VARIOUS tables that define the necessary materials for the construction of each building.

TIER 1



BUILDINGS

Building	— Materials —			
	Wood	Stone	Hide	Population
Hunting Post	30	40	5	1
Fishing Post	30	40	5	1
Lumberjack	40	60	2	1
Miner	20	100	0	1
Tent	15	0	5	N/A

MATERIAL COSTS

Material	Cost Per Unit
Wood	1 sp
Stone	1 cp
Hide	5 sp
Food	5 sp

TRANSITION TO NEXT TIER

— Materials —

Building	Wood	Stone	Hide	Hardwood	Glass	Population
Message Post	100	150	20	10	5	1

BUILDING AND JOB COSTS

Tier 1: Spend 3 days and 0 gold to build or spend 10 gold to hire a builder;

Transition: Spend 6 days and 0 gold to build or spend 30 gold to hire a builder;

Tier one and transition job costs: 2 gold per day to hire a worker if they're not part of the settlement



TIER 2

BUILDINGS

Building	— Materials —					
	Wood	Stone	Leather	Hardwood	Glass	Population
Small House	100	250	25	10	20	N/A
Spiked Walls	10	5	1	0	0	N/A
Outpost	60	100	4	0	5	1
Small Farm	75	125	5	5	25	1
Travelling Merchant	60	80	2	0	10	N/A
Medic Post	125	150	10	8	15	1
Stockpile	150	200	15	5	10	N/A

MATERIAL COSTS

Material	Cost Per Unit
Leather	2 gp
Hardwood	3 gp
Glass	2 gp

TRANSITION TO NEXT TIER

Building	Wood	Stone	Leather	Hardwood	Glass	Iron	Obsidian	Gold	Population
Mayor's Office	200	250	15	15	10	80	3	5	1

BUILDING AND JOB COSTS

Tier 2: Must hire a builder if settlement doesn't have one;

Cost: 20g;

Transition: Must hire a builder if settlement doesn't have one;
Cost: 50g;

Tier two and transition job costs: Due to the nature of the jobs,
workers must belong to the settlement.



TIER 3

BUILDINGS

Building	— Materials —								
	Wood	Stone	Leather	Hardwood	Glass	Iron	Obsidian	Gold	Population
House	200	300	30	40	20	100	0	0	N/A
Blacksmith	150	250	20	30	40	200	10	5	1
Tavern	200	300	20	25	20	100	0	5	3
Temple	0	400	25	30	40	200	10	20	1
Farm	150	200	40	15	10	100	0	0	2
Stone Wall	0	50	0	5	0	0	0	0	N/A
General Goods Store	200	250	25	20	15	80	0	3	1
Warehouse	250	300	30	25	10	100	0	0	N/A

TRANSITION TO NEXT TIER

Building	Wood	Stone	Leather	Hardwood	Glass	Iron	Obsidian	Gold	Adamantine	Mithril	Quartz	Population
Mage Tower	250	350	40	50	30	150	5	10	10	10	5	1

BUILDING AND JOB COSTS

Tier 3: Must hire a builder if settlement doesn't have one; Cost: 30g;
Transition: Must hire a builder if settlement doesn't have one; Cost: 80g;
Tier three and transition job costs: Due to the nature of the jobs, workers must belong to the settlement.

MATERIAL COSTS

Material	Cost Per Unit
Iron	1 sp
Obsidian	10 gp
Gold	5 gp



ADDITIONAL TABLES



AS THE GAME PROGRESSES, THE PLAYERS WILL BE able to upgrade the buildings responsible for the production and storage of resources, and choose a deity to bless their settlement. The following section presents the costs and benefits of these upgrades.



STORAGE

	Wood	Stone	Hide	Leather	Hardwood	Glass	Iron	Obsidian	Gold	Adamantine	Mithril	Quartz
Initial	200	300	30	20	15	20	50	5	10	5	5	2
Per Stockpile	300	400	50	30	25	30	100	10	20	5	5	3
Per Warehouse	500	600	100	50	40	50	250	15	30	10	10	5

PRODUCTION UPGRADE BENEFITS

	Hunting Post	Fishing Post	Miner	Lumberjack
Tier 1	1d4 food + 1d4 hide	1d6 food	1d4x10 stone	1d4x5 wood
Tier 2	1d4 food + 1d6 hide	1d8 food	1d6x10 stone	1d8x5 wood + 1d4 hardwood
Tier 3	1d12 hide	1d12 food	1d12x10 stone + 1d8x10 iron	1d12x5 wood + 1d8 hardwood
Tier 4	1d20 hide	1d20 food	1d20x10 stone + 1d12x10 iron	1d20x5 wood + 1d12 hardwood

PRODUCTION UPGRADE COSTS

TIER 2

Building	— Materials —				
	Wood	Stone	Leather	Hardwood	Glass
Hunting Post	80	100	15	5	2
Fishing Post	80	100	15	5	2
Lumberjack	100	140	6	8	0
Miner	60	220	2	3	0

Notes on production:

- Unless explicitly mentioned, all values presented are **per day** amounts;
- Every tier requires **+1 population** working in the respective building to benefit from the upgrade;
- Due to the unpredictable nature of campaign duration it's left to the player's discretion whether to **use the presented daily rates or to scale them** for weekly/monthly rates for longer durations;

RESOURCE PROCESSING

	Hunting Post	Miner
Tier 2	1d4 leather	1d4 glass
Tier 3	1d8 leather	1d6 glass + 1d4 gold per week + 1d4 obsidian per week
Tier 4	1d12 leather	1d12 glass + 1d6 gold per week + 1d6 obsidian per week

TIER 3

Building	— Materials —							
	Wood	Stone	Leather	Hardwood	Glass	Iron	Obsidian	Gold
Hunting Post	190	230	30	10	45	60	1	1
Fishing Post	190	230	30	10	45	50	1	1
Lumberjack	230	310	12	16	3	80	1	1
Miner	140	400	4	6	3	100	1	1
Outpost	60	120	8	10	5	100	0	0

TEMPLE TABLE

Deity	Benefit
Helm	Increases Walls HP by 5xT and AC by 1
Malor	+ 5xT daily food
Tempus	+2 to attack rolls during invasions

T represents the current settlement tier

STAT BLOCKS

TIER 1 BUILDING

Structure

Armor Class 15
Hit Points 30

TIER 2 BUILDING

Structure

Armor Class 17
Hit Points 50

TIER 3 BUILDING

Structure

Armor Class 20
Hit Points 100

WOODEN WALL

Defensive Structure

Armor Class 15 (wood)
Hit Points 30 (4d10)

STONE WALL

Defensive Structure

Armor Class 17 (stone)
Hit Points 50 (6d10)

OUTPOST

Structure, NPC Station

Armor Class Equal to corresponding building tier
Hit Points Equal to corresponding building tier

NPC'S PER TIER

Tier Two Add an Archer NPC.
Tier Three Add a Guard NPC.