

With the upcoming release of the Dungeon Master's Guide in November 2024, Dungeons & Dragons continues to level up! Not only is this book introducing new rules and systems into the game but it is adding an official and optional system for the creation of a player base- the Bastion. New storytelling and worldbuilding opportunities open with the creation of bastions, a stronghold which players can access around level 5.

Here are five ways that players can interact with the Bastion System:

1. Establish a Base of Operations

If added to a game, bastions can serve as a primary home base for adventuring parties. Not only can players customize these strongholds, from the style of their rooms to the specialized crafting rooms (once at the appropriate level), they can use this as an operations base where they can plan for their adventures and strategize their next moves. Creating a safe haven can allow for roleplay moments and allow for character development as players can add their own special touch to the campaign.

2. Gathering Allies and NPCs

Besides being a central base for the player characters, the bastion can serve as a focal point for recruiting allies and forming alliances. Players can invite NPCs into their bastion for meetings or offer allies to share in the safety of their stronghold. Folding the bastion into the narrative with NPCs can lead to the creation of a community within a campaign and add a rich layer of character interactions. The upcoming Dungeon Master's Guide will offer up some ideas and rules regarding the bastions and narrative interactions to make this an even more engaging aspect of gameplay.

3. Defending Against Threats

Beyond being a place of safety, bastions may become a target for enemies that are made aware of this base. Should the story progress towards it, players may find themselves engaging in defense scenarios, protecting their bastion from invasion or serving as a stronghold in the face of an oncoming host. DMs can introduce siege mechanics, allowing players to strategize their defenses, set traps, or rally allies to their cause. This added element can add a new layer of cinematic interactions to a campaign.

4. Crafting and Upgrading

Utilizing the specialized rooms available in their bastion, players can have magical items crafted for them or even have gear created and/or upgraded. With the new rules introducing the ability to create specialized facilities and have hirelings work within the bastion, many downtime activities can now be completed without the player needing to dedicate the time in game to do so. Activities like forging weapons, brewing potions, crafting spell scrolls, or enchanting items,

can now be done in the bastion and be hirelings. Rules and further clarification for what is available to players can be found in the upcoming release.

5. Hosting Events and Celebrations

Finally, players can use their bastion to play host to events! From masquerade balls to festivals or tournaments and council meetings, these gatherings can be held within the players' customized space. Not only does this allow for bonds to be forged within the narrative, this can open up many opportunities for the Dungeon Master to interact with players.

Before this session ends...

The addition of the Bastion system in Dungeons & Dragons presents a number of opportunities for players to not only customize their gaming experience further but worldbuild in a way unique to their adventures and campaigns. From establishing a base of operations to defending against threats, the possibilities are endless. With the new Dungeon Master's Guide set to release in November 2024, players can look forward to even more ways to explore and expand their bastions.