

WOE TO THE WICKED / ALPHA v44

Holdings and Leadership

Build a home. Restore a community. Decide whom your power serves. Leadership guidance is a draft for review.

Stronghold: begin with a place

The local Adventurers' Guild coalition grants the party one shared sign-on property: a modest home, neglected guild hall or mostly ruined fortress. It is already yours. Agree its condition and usable spaces; it grants no unlisted facilities, staff or stock. Repair, buy supplies, craft additions or hire labor using existing rules. A small starting town can retain connections to capital guilds.

Settlement: earn an appointment

Draft offer: Noble Class opens settlement leadership opportunities. When the GM judges the party has done enough to restore the settlement and establish the means, deed-earned Renown and local relationships needed to serve it, its governing authority offers a settlement-level leadership commission. State the objective and appointment reward before acceptance. Completing it grants authority to govern and defend that settlement as its representative.

Use established improvements to safety, access, useful supplies and services as evidence. Record causes through existing settlement notes. There is no fixed restoration-quest quota or minimum Renown score for an offer; the GM considers the actual deeds, local needs and available support. Restoration grants only its normal rewards and established consequences; it does not automatically raise settlement supply tier.

Means: resources, usable assets and willing support to fulfill the role. Reputation: relevant deeds, Renown and the settlement's disposition. Recognition: the offered commission and completed appointment. Record the appointing authority, powers, assigned military assets, obligations and governing principles in Contacts and on the Party Sheet. Noble is economic standing, not a required hereditary title.

Realm: extend responsibility

A Realm spans multiple settlements: a kingdom, republic or other political territory. When the GM judges wider deeds, demonstrated leadership and support sufficient, offer a broader commission or recognized agreement. State the objective, reward and limits before acceptance; fulfilling it establishes the wider authority. Specify the settlements, routes and forces included. No fixed quest quota or Renown threshold applies. One settlement or capital appointment grants no automatic authority elsewhere.

Authority, consequences and succession

Make authority useful first. Later, an order may conflict with the people you protect. Establish the authority's principles and permit investigation, negotiation, obedience or defiance to change what follows. The patron need not be secretly wicked in every campaign. Lost support or broken obligations create consequences; resolve them through quests/events. On death, property and office are distinct: an agreed successor or a new claim resolves recognition.

Use existing records and rules

Renown is Guild recognition; settlement Reputation is local disposition. Retain your original Stronghold. Rough pacing: advancement Techniques 1-3 / 4-6 / 7-9 suggest Stronghold / Settlement / Realm; exclude Starter. Scope enlarges reach, not asset capacity. [Player Book](#) · [Party Sheet](#)