

FORTRESSES, TEMPLES, & STRONGHOLDS

WORLD-BUILDING OPTION

A castle on a wind-swept cliff, overlooking a verdant, bone-strewn valley where an ancient battle took place. Set against the seaside, an open-air ivory-columned temple spreads its arms wide to welcome in the elements. At a dusty crossroads, a lone trading post invites all travellers, especially those with purses filled with gold, or lips laden with rumors.

As storied as these locations may be, they were all founded at one point by historical figures. Bold, noteworthy folk of many walks of life, who invested coin and manpower into building these landmarks for purposes inscrutable, either lost to the passage of time or handed down in song and story between the generations. Immortality is available to all adventurers with sufficient coin, should they wish to build it.

Players often wish to leave their mark on the world, to establish something grand that can survive their characters and change the world around them, making it altogether better, worse, or simply different for its presence. Structures that are created by the characters are an excellent opportunity for roleplaying, quests, and story, being an instantly visible and prominent part of the world to those in regions nearby.

A structure included in a game is typically both a focal point of the campaign and an investment opportunity for the player characters. The more gold and time characters spend expanding, improving, and staffing their structure, the more benefits, defense, and utility it provides. A well-governed structure can act as a military bastion, a powerful trading hub, or the spiritual center of a faith, and those that control the structure may stand as the stewards of the fates of millions.



BUILDING YOUR HOME

Should players wish to build a structure, they must pay the associated construction fee and invest the proper construction time to build it, as indicated on the following table. If this structure will be on owned land in a kingdom or other governed region, players must typically buy the land to be allowed to build by the government, at a price determined by its size and location. The price of land typically runs between 100 gp and 1000 gp for a small to well-sized plot, but can stretch upwards of 5,000 gp for a large, expansive plot. The DM determines land prices, and not all land is inherently for sale.

BUILDABLE STRUCTURES

Structure	Room Points	Construction Cost	Construction Time	Bonus Room	Skilled Hirelings	Unskilled Hirelings
Abbey	6	50,000 gp	400 days	Garden	5	25
College or large school	6	50,000 gp	400 days	Theater	5	25
Cottage or medium house	1	2,500 gp	30 days	1/2 cost room	1	—
Dungeon or barrow	3	15,000 gp	100 days	Jails	3	15
Guildhall or lodge	2	5,000 gp	60 days	Dining Hall	5	3
Keep or small castle	6	50,000 gp	400 days	War Room	50	50
Noble estate with manor	4	25,000 gp	150 days	Library	3	15
Outpost or fort	3	15,000 gp	100 days	Armory	20	40
Palace or large castle	10	500,000 gp	1,200 days	Any*	200	100
Temple	6	50,000 gp	400 days	Chapel	10	10
Tower, fortified	3	15,000 gp	100 days	Stables	10	—
Trading post or large house	2	5,000 gp	60 days	Choice*	4	2

The cost of construction includes materials and labor, and players need not be present during construction. If a character is present and contributes to labor each for the entire duration of the construction time, you may reduce the structure's total cost by a percentage equal to half the character's level, rounded up. Multiple characters may work on a structure for its entire construction time in this way to secure this benefit multiple times.

The Skilled and Unskilled Hirelings indicate how many hirelings the structure and its expansions require to function (see the Hirelings & Soldiers section later on for more). For the purposes of this chart, soldiers qualify as Skilled Hirelings.

Hirelings must consistently be paid the wages indicated in the Hirelings & Soldiers section, and failure to pay hireling wages causes the structure and its expansions to provide no benefit. After 7 days of failure to pay, hirelings will abandon their posts.

Abbey. A religious retreat for those so inclined. Often dedicated to a particular deity or holy or monastic order. Made plain or ornate, befitting its order, out of local stone or wood. Contains mostly communal living quarters for up to 100 persons, and a free garden that costs neither room points nor gold.

College or large school. A center of scholarly learning, concerned with a particular vocation, magical practice, or bardic tradition. Contains lavish private quarters for up to 10 instructors and communal, if not entirely stark, living for up to 90 students. Comes with a free theater that costs neither room points nor gold.

TOTAL COST PER DAY?

In the Strongholds section of the *Dungeon Master's Guide*, a structure's required hirelings are free and a Total Cost per Day is listed for each structure, roughly equivalent to the price players would otherwise pay for the required hirelings. This optional ruleset simplifies this, and no Total Cost per Day is required for a structure, instead requiring that hirelings which would otherwise be free are paid for at the rates listed in their section.

Cottage or medium house. A small to medium cozy hovel, shop, or home that can house a maximum of 5 people in close quarters. Made of thatch, lumber, brick, or similar. You may build one room at half of its gold cost here.

Dungeon or barrow. An underground dwelling, dank, pungent, and dark. Perhaps composed of mineshafts, carved stone, or ancient sunken ruins. Dimly lit by torches, lava, or phosphorescent fungi. Contains communal living quarters for up to 50 tightly packed humanoids, and free jails that cost neither room points nor gold.

Guildhall or lodge. A large and often-storied house dedicated to housing members of a guild, typically all of a single profession or adventurous bent. Contains semi-private quarters for up to 25 individuals, and a free dining hall that costs neither room points nor gold.

Keep or small castle. Fit to rule over a fiefdom or barony, this structure is equipped with heavy stone walls, turrets, and spires. There is a private room for the master of the keep, as well as private rooms for up to 50 distinguished guests. This structure may also house up to 450 servants or men-at-arms in less comfortable, occasionally communal living space. This structure comes with a free war room that costs neither room points nor gold.

Noble estate with manor. A fine manor house on a wide tract of land, expertly manicured or

tailored how you wish. Contains private rooms for up to 15 individuals, as well as lower quality and well hidden semi-private quarters for a serving staff of up to 35 persons. Comes with a free library that costs neither room points nor gold.

Outpost or fort. A forward, rough military establishment hewn from rock or timber, this structure is a friendly presence in a hostile land. Contains private quarters for up to 25 officers and common bunks for up to 225 soldiers and staff. This structure comes with a free armory that costs neither room points nor gold.

Palace or large castle. An opulent, beautiful, enormous structure, the worthy seat of a kingdom or empire. Contains personal chambers for the structure's owners, private quarters for up to 200 distinguished guests, and somewhat shabby residences for up to 1,800 servants and soldiers. This structure comes with one free room of your choice, so long as the room would typically cost only 1 room point. This room then costs neither room points nor gold.

Temple. A large, solemn place carved in the image of a god or gods, decorated to suit their personalities, using whichever materials, forms, and iconography that the associated deities find most pleasing. Contains communal bunks suitable for up to 100 pilgrims or acolytes, and private quarters for up to 25 ranking members of the clergy. Comes with a free chapel that costs



neither room points nor gold.

Tower, fortified. A large single spire set somewhere high and remote with an excellent view, fortified towers are typically used as military lookouts, wizard's spires, or immense lighthouses. Includes private rooms for up to 25 occupants; tightly-packed bunks for up to 100 visitors, acolytes, or staff; and a stables that costs neither room points nor gold.

Trading post or large house. Either a single, large building or a simple and colorfully adorned set of shacks, tents, or shops set up against a harbor, river, or crossroads, each holding wares ranging from astounding to mundane. Comes equipped with private lodging for 5 important persons and bunks or hammocks for up to 45 travellers, traders, or passing merchants. This structure also includes either a caravansary or lodgings that cost neither room points nor gold.

FURNISHING YOUR ROOMS

Any time after a structure is built, the owner may choose to furnish already available rooms within the structure. The owner then expends the related gold cost of the room to provide for materials and labor, and, after the construction time indicated elapses, the room is furnished. Note that each room also carries a size cost in room points, and that your structure may never for any reason have more points used up by built rooms than are available under its listed total room points on the Buildable Structures table.

As with the structures themselves, characters need not be present while the rooms are being

furnished, but if they are present and labor for the entire duration of an room's construction time, they may reduce the rom's total cost by a percentage equal to half the character's level, rounded up. More than one character may secure this benefit for one room at the same time. Work may be done to furnish multiple rooms at the same time, but laboring characters may only gain a discount on one of them.

ALCHEMIST'S LAB

Glass-blown tubes, alembics, piping, and jars line the walls in dusty candle-lit shelves. The air is musky with the smell of dried herbs, as to the side a cauldron bubbles rhythmically atop an open flame.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: All transmutation spells cast by the owners of this structure and their allies while they are within this room have twice their normal duration, and half their normal materials cost. In addition, alchemist's supplies and an herbalism kit are always considered to be present here, and any checks made with these tools are made with advantage by individuals who have proficiency with them.

May Also Be Built As. herbalist, witch's hut

ANIMAL PEN

A large pen made to securely hold willing or unwilling beasts. A small nearby larder ensures food will not be in short supply, should the



creature find itself hungry.

Size Cost: 1 or 2 room points

Construction Cost: 2,500 or 5,000 gp

Construction Time: 15 or 30 days

Benefit: This room allows creatures to be held securely and safely, whether or not they desire to be, until you choose to release them. The creatures must not be humanoid, and this room may hold five creatures sized small, three sized medium, or one sized large. If built using two room points, this capacity is doubled, and the pens may also instead house one huge creature. This room does not automatically include creatures, which must be acquired through other means. This room also may be bought and constructed multiple times.

May Also Be Built As. monster cage, griffin roost, dragon trap, kennels, aviary, rookery

ARCANIST'S STUDY

Nothing in the multiverse is stranger or more dangerous than the study of a dyed-in-the-wool magic user. Oddities adorn every murky wooden shelf, from a relatively-usual human skull to a planar vortex in a jar or a preening pseudo-dragon atop a bookcase. The air reeks of spell components, and books of specific lore cover seemingly every surface.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Choose abjuration, conjuration, enchantment, or illusion. While present within this room, spells in the chosen school cast by the owners of this structure and their allies have twice their normal duration, and half their normal materials cost. Intelligence (Arcana) checks made here that deal with this chosen school of magic have advantage. This room may be built multiple times, and each

time a different school must be chosen.

May Also Be Built As. binding circle, interrogation chamber, mirror maze

ARMORY

A stockpile of common weapons and armor, an armory provides defenses to the defenseless, as well as granting common people the ability to strike back and defend their home.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: When the structure is under attack, any hireling that is not a spellcaster or soldier may visit the armory and afterwards count as a guard (*Monster Manual*, page 347). Hirelings equipped in this way may not be used offensively, and will only count as guards while they fight in defense of the structure.

BARRACKS

Many structures have need of a small army for conquest or defense. A barracks is always a lively place, full of fighting men and women appreciating their downtime with games of chance, animated storytelling, and drink.

Size Cost: 2 room points

Construction Cost: 5,000 gp

Construction Time: 30 days

Benefit: This room may hold and house an additional 50 soldiers in communal bunks. Only soldier hirelings may reside here.

BATTLE RING

A dusty ring of honor stands, lined with racks of weapons, as a test of mettle for those who enter. Win or lose, sparring teaches everyone a little something.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days





Benefit: Those who spend at least an hour sparing or training here add 1d4 to the damage of each of their attacks until their next long rest.

May Also Be Built As. training grounds

CARAVANSARY

A small roadside house for travellers, filled with the smells of cooked food and pack animals. Outside, visiting merchants bark their wares, enticing locals with colorful goods from distant lands.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Roll four times on the Merchants table

at the end of this section. These merchants are present for 7 days, after which they depart and four new randomly-rolled merchants arrive, continuing this pattern every 7 days.

CHAPEL

A small chapel containing religious imagery, seating, iconography, and proper accoutrement, alongside a modest library of holy texts and literature. The air hums with the resonance of hymns, and the comforting soul of the divine.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: This room is under the effects of a permanent *hallow* spell, the details of which are decided upon when the construction of this room is completed. Wisdom (Religion) checks made here that deal with the deity, philosophy, or religion the chapel is associated with have advantage. This expansion may be built multiple times, and each time a different religion or philosophy for the chapel must be chosen.

May Also Be Built As. shrine, spirit lodge, observatory

DEFENSIVE WALLS

A powerful rampart that extends skyward around the structure, these walls are often the first line of defense against a marauding barbarian horde or pillaging bandits. Pock-marked with battle scars and light damage, their surface tells tales of brutal sieges long passed.

Size Cost: 2 room points

Construction Cost: 5,000 gp

Construction Time: 30 days

Benefit: Provides a 5-foot thick, 20-foot high wall that encircles the structure, made of wood, stone, or magical force, within 30 feet of the edge of the structure's physical building. Contains gates and small towers for sentries. Each five-foot wide, five-foot thick panel of this wall has an AC of 15 and 800 hit points.

May Also Be Built As. magical barrier

DINING HALL

A large room complete with long tables, chairs, and adjacent kitchen, lit by ornate candelabras and chandeliers. The smell of well-cooked meals long passed lingers on in this place, welcoming guests and residents with the promise of a full, satisfied belly.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Every 7 days, a banquet may be held in this room. The owner of this structure rolls 1d4 (or 1d8 if the banquet includes a meal prepared by an individual with proficiency in cook's utensils), and divides out the result as points of inspiration to those present.

May Also Be Built As. ball room, mess hall

DOCKS, AIR

The wind whistles by the tall spindly silhouette of the docking tower, and the ballasts belonging to the anchored ships rustle against one another as the ships themselves creak and moan. The heavy, cold stone of the tower is as sure an anchor to a sky ship as a hunk of curved iron, and though the ships may sway, their mooring here remains safe.

Size Cost: 2 room points

Construction Cost: 10,000 gp

Construction Time: 30 days

Benefit: A number of airships equal to your structure's total room points may moor safely at this room, which is likely a spire or free-floating dock. Mechanical elevators and cranes are also present to raise and lower cargo. Roll once on the Merchants table at the end of this section. This merchant is present for 7 days, after which they depart and a new randomly-rolled merchant arrives, continuing this pattern every 7 days.

DOCKS, WATER

The waves lap lazily against wooden pilings and the bells of tall ships clang idly. The air is entwined with the briny smell of fresh fish and the loud conversation of burly dockworkers as travelers come and go from this port of call.

Size Cost: 2 room points

Construction Cost: 10,000 gp

Construction Time: 30 days

Benefit: A number of ships equal to twice your structure's total room points may lay anchor safely at this room, which is likely a harbor or waterfront. Roll twice on the Merchants table at the end of this section. These merchants are present for 7 days, after which they depart and two new randomly-rolled merchants arrive, continuing this pattern every 7 days.

ESCAPE TUNNEL

Deep beneath the earth, a tunnel lined in ancient masonry runs from your structure to some safe



and innocuous point in the outside world.

Should the worse come to pass, you at least have a way out.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: A secret tunnel runs from a point in your structure you choose to another point outside within a mile, also of your choosing. This room automatically benefits from the Hidden improvement.

May Also Be Built As. escape portal

GARDEN

The smell of green, growing life fills the air here. Lush vines laden with savory tomatoes grow alongside mandrake root, ephedra, and even more esoteric herbs.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Contains an assortment of herbs and grown vegetables. Each 7 days, the garden provides enough ingredients to make four potions off the following list: *alchemist's fire*, *elixir of health*, *oil of etherealness*, *oil of slipperness*, *philter of love*, *potion of animal friendship*, *potion of climbing*, *potion of diminution*, *potion of fire breath*, *potion of hill giant strength*, *potion of greater healing*, *potion of growth*, *potion of resistance* (random), or *potion of water breathing*. After the herbs have been picked, each potion must be successfully brewed with a DC 15 alchemist supplies check. A failure destroys the gathered herbs used to brew that particular potion until they regrow after another 7 days.

May Also Be Built As. greenhouse, druidic grove

GRAVEYARD

Rows of rough-hewn gravestones rise from the ground like jagged teeth, punctuated with the occasional stately monument denoting the death of someone of station. It is quiet here, but the silent air runs thick with the dark energy of death.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Dead bodies may be interred here, and suffer no degradation for the purposes of necromancy spells. If the graveyard is empty, it can be assumed to contain an additional 1d8 bodies every 7 days. When cast in this room by the owner of this structure or their allies, the spells *animate dead* and *create undead* each create an additional undead minion of the lowest possible CR. Additionally, Intelligence (Arcana) checks made here that deal with necromancy or the dead have advantage.

May Also Be Built As. crypt, mausoleum, necromancer's laboratory

JAILS

Dark, and pungent prison cells, laden with rust and grime, greet unwelcome or belligerent guests. Hopefully, some time in uncomfortable conditions will show them the error of their ways.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: You have cells available to securely hold a number of humanoids up to five times your structure's total room points. These structures are equipped for non-magical humanoids, and will not thwart magical attempts at escape unless the appropriate wards under the Warded improvement are purchased for this expansion.

May Also Be Built As. prison, torture chamber, sacrifice pit

LIBRARY

Stacks of books piled high to the ceiling, light filtering in from dusty windows, the library is a sanctum of knowledge and research. Material on any subject matter may be found here, if one has the time to search for it.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: When taking at least an hour to perform an Intelligence (Arcana), Intelligence (History), Intelligence (Nature), or Intelligence (Religion) check to find specific knowledge within this expansion, you gain advantage on the roll. Even if you do not (or cannot) succeed, you can typically uncover a hint as to where this information may be found.

May Also Be Built As. archives, museum

LODGINGS

At the end of a long day, a hot meal, warm bed, and cozy fire are often just enough to keep most people happy. Enticing more individuals to dwell



in your structure means being able to provide all three of these amenities.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: This room may hold and house an additional 50 non-soldier hirelings or persons in any combination of private rooms or communal beds. This expansion may be built multiple times.

May Also Be Built As. guest rooms, spare cots, servant's quarters

MAGICAL ENCHANTER

Delicate strands of the arcane are woven together here, empowering simple items to become magical wonders.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: A spellcaster hireling or a character with the spellcasting or pact magic feature may make magic items, weapons, and armor here. Any magic item of the appropriate rarity may be created here, excepting items that are potions or artifacts, and your DM may rule that some magic items are uncraftable or require additional, rare materials to create. Crafting is as follows:

- *Common or Uncommon magical items* take 15 days to make, and cost 250 gp in materials.
- *Rare magical items* take 60 days to make, and cost 2,500 gp in materials.

- *Very Rare magical items* take 300 days to make, and cost 25,000 gp in materials.

May Also Be Built As. altar of blessings

MARKET STALLS

Festive flags span across this open and vivacious courtyard while the sounds of animated haggling and the subtle clink of currency changing hands punctuate the air. Business is good enough here to warrant a permanent residence from merchants seeking small fortunes.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Choose three merchants from the Merchants table at the end of this section. These merchants are in permanent residence at your structure, though the quality of their goods changes every 7 days. This structure may be built multiple times.

May Also Be Built As. shops

MOAT

A small, circular body of water intended to stop or slow invading troops. Also provides some decent fishing, but rumors of alligators are (mostly) exaggerated.

Size Cost: 1 room point

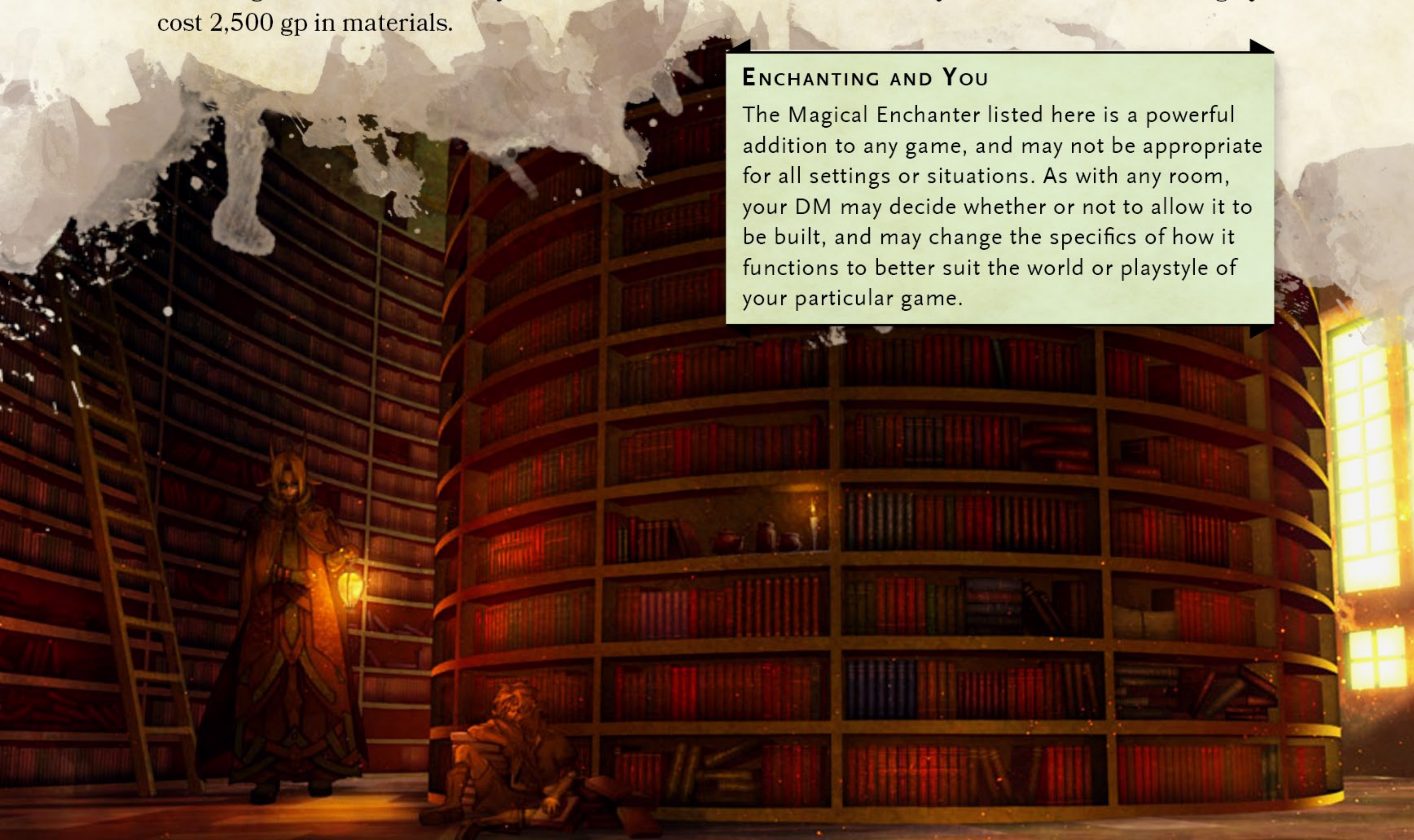
Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Provides your structure with a roughly

ENCHANTING AND YOU

The Magical Enchanter listed here is a powerful addition to any game, and may not be appropriate for all settings or situations. As with any room, your DM may decide whether or not to allow it to be built, and may change the specifics of how it functions to better suit the world or playstyle of your particular game.





circular moat around it, 200 feet wide and 10 feet deep, the inner side of which is within 40 feet of the edge of the structure's physical building. Creatures not large enough to touch bottom in this moat must swim through it, while creatures large enough to walk on the bottom while still remaining somewhat above water treat the moat as difficult terrain. The moat also has a drawbridge, 20 feet wide and long enough to span the moat, that can be raised and lowered from a gate inside your structure.

POISONER'S GROTTTO

A shaded field of poisonous plants and herbs grow here. Everything from fly amanita to nightshade spring up by the bushel, ripe for picking and refining into poisons.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Every 7 days, this room provides enough ingredients to make two items off the following list, most of which may be found in the *Dungeon Master's Guide* on pages 257-258: *acid, antitoxin, assassin's blood, burnt othur fumes, drow poison, essence of ether, malice, oil of taggit, pale tincture, potion of poison, torpor, or truth serum.* After the herbs have been picked, each poison must be successfully brewed with a DC 15 alchemist supplies check. A failure destroys the gathered herbs used to brew that particular item until they regrow the following week.

RITUAL CIRCLE

Concentric and intersecting circles, carved deep and laced with precious metals, glitter in faint candlelight against the stonework floor. The air hums with the deep potential of magical power,

and smells faintly of expended residuum.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Spells may be cast as rituals in half the usual time here without expending any components that do not have an associated cost in gold. If a ritual has components with a gold cost, this cost is halved when the ritual is performed in this expansion. While here, the owners of this structure and their allies have advantage on all rolls required by rituals.

SMITHY

The twang-clink of metal on metal, the roar of the fire, and the hiss of steam create a symphony of construction that fills this expansion. Newly-forged weapons and tools line the walls, glittering with firelight from the forge and the promise of practical use.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: For 2 days worth of effort and half its listed price, any item on the Armor or Weapons tables in the *Players' Handbook* (pages 145 and 149) may be made here by a properly-skilled hireling or character, after completing a DC 10 smith's tools check. At your DM's discretion, certain items off of the Adventuring Gear (page 150) and Tools (page 154) tables may also be created here in a similar fashion. If a hireling skilled with smith's tools is assigned to this expansion, they count as a Tools, Weapons, or Medium or Heavy Armor merchant (your choice) that is always present here. The quality of this merchant's wares changes every 7 days.

May Also Be Built As. Forge



SIEGE WORKSHOP

A tidy, if eclectic, workshop full of all manner of gears, wheels, and mechanical elements. The hiss of smelted iron mingles with the back-and-forth saw rhythm of precision woodcutting, as weapons of war are churned out for your structure's defense.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: A team of at least 10 properly-skilled hirelings can build siege equipment here. The workshop may build one of the following options at any one time, the statistics for all of which are found in the Dungeon Master's Guide, page 255:

- *Ballista.* Takes 7 days, costs 1,000 gp in materials and labor.
- *Cannon.* Takes 7 days (and a knowledge of gunpowder), costs 1,500 gp in materials and labor.
- *Cauldron, suspended.* Takes 7 days, costs 1,000 gp in materials and labor.
- *Mangonel.* Takes 15 days, costs 3,000 gp in materials and labor.
- *Ram.* Takes 7 days, costs 1,000 gp in materials and labor.
- *Siege Tower.* Takes 30 days, costs 5,000 gp in materials and labor.
- *Trebuchet.* Takes 30 days, costs 5,000 gp in materials and labor.

Your structure may only physically house a number of siege weapons equal to its total room points at any one time.

STABLES

The sounds and smells of horses and stranger animals still animate these cold stone stables. Straw matting, water, and feed are available, providing mounts the shelter and relative comfort they need to properly recuperate.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Your structure gains the ability to house and support horses or other animals trained to be used as mounts, and can hold four of these creatures for each unit of your structure's maximum expansion units. Mounts that receive a long rest within this expansion have their movement speed increased by 10 feet for 24 hours afterward. This stable does not come equipped with mounts, and mounts must be acquired by other means.

TAVERN

Downtime and drink are essential to adventurers and garrisoned soldiers alike. A tavern always carries within it the often sweet fragrance of what it brews, from plum brandy to apple cider to hoppy ale to refined wine. Typically, taverns find themselves filled with the heat and crackling staccato of a log fire, the honeyed lyrics of bardsong, and words whispered between furtive folk.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Taverns are a gathering place for those dispensing quests and rumors, and a typical trip to this tavern will dispense 1d4-1 of each, every 7 days. Further, the presence of a tavern gives the owner of this structure and their allies advantage on all Charisma (Persuasion) checks involving those who regularly use the tavern. This is generally expected to be almost all of those that live within the structure, as well as an assortment of those that live nearby. The tavern generates 1d10 kegs of alcohol worth 5 gp each every 7 days, or 2d10 kegs if the tavern is staffed by a player or hireling proficient in brewer's supplies. Finally, all drinks in this tavern ordered by the owner of the structure or their allies are free, and the tavern provides private rooms for an additional 20 guests.

May Also Be Built As. brewery, inn, public house



THEATER

An enormous hall complete with seating, a large stage, and excellent acoustics. This room is well equipped for plays, concerts, and speeches, making them feel that much more true-to-life.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: When on the stage, the owner and their allies gain advantage on all Charisma rolls. In addition, when someone on-stage makes a Charisma (Persuasion), Charisma (Deception), or Charisma (Performance) check with a result above 15, any of their allies present gain a point of Inspiration. This latter benefit may only occur once every 7 days.

May Also Be Built As. lecture hall, balcony with adjacent courtyard

WAR ROOM

Improperly planned, war can be a nightmare. With adequate planning, supply lines, and intelligence, though, warfare becomes a much more feasible enterprise.

Size Cost: 1 room point

Construction Cost: 2,500 gp

Construction Time: 15 days

Benefit: Journeys planned in the war room and then undertaken by the owners of this structure and their allies always take 1/4 less travel time (round down) than they otherwise would. In addition, when a structure that contains a war room is under attack, all creatures fighting in the structure's defense add 1d4 to their attack rolls to hit.

May Also Be Built As. bureaucrat's office



MERCHANTS AND TRADERS

Select rooms will entice merchants to visit or take up residence at your structure, bringing commerce to your doorstep. Whenever a room tells you to roll (or choose an option) on the Merchants table, do so on the table below.

MERCHANTS

d20	Merchant
1	Alcohol
2	Animals (mounts and pets)
3	Books and maps (mundane)
4	Food, supplies, and animal parts
5	Furniture and interior decoration
6	High fashion and fancy hats
7	Jewelry
8	Knick-knacks
9	Leather and hide armor, leatherworking
10	Magic items and enchantments
11	Mechanical contraptions and toys
12	Medium and heavy armor, shields
13	Musical instruments and written songs
14	Perfumes, spices, and foreign oddities
15	Poisons, disguise kits, and thieves' tools
16	Potions and herbs
17	Religious blessings, idols, and symbols
18	Spell tomes and scrolls
19	Tools
20	Weapons

Whenever you roll or choose a merchant from the above table, also roll on the Quality table, below, to determine the quality of their goods.

d20	Quality
1-2	Atrocious. Goods likely fail to work.
3-5	Very poor.
6-8	Poor.
9-12	Mediocre.
13-15	Good.
16-18	Very good.
19-20	Excellent. Likely masterwork or magical.

Based on the results of these tables, the DM will determine the contents of a merchant's inventory.

Typically individual merchants also have 500 gp worth of currency or gems on them or in a secure location, such as a trapped lockbox. Excellent merchants have up to 1,500 gp, and atrocious merchants have only 100 gp.

MODIFYING YOUR ROOMS

Individual rooms can be built up, improved, and modified in a small variety of ways.

You may choose to purchase a modification from the list below for either a room being built, or for one that has already been built. If the room is being built, the modification adds its build time to the total build time. If a modification is purchased for an existing room, the modification's building begins immediately, and the room will not provide a benefit until this building is complete.

Some modifications have requirements, which the owner or at least one of the owner's allies within the structure must be able to fulfill in order to build.

EXTRA-DIMENSIONAL...

The air inside the room seems somehow thicker, slightly more viscous. Outside shuttered windows, stars and comets cascade by, shining like a thousand diamonds against a swirling ethereal sky.

Requirements: A character or hireling that can cast 8th level spells

Construction Cost: 10,000 gp

Construction Time: 30 days

Benefit: This room's door is actually a portal to a pocket dimension, containing the room itself. The laws of time and gravity in the expansion are yours to set, within limit, only once when you first modify the expansion. Gravity can be half to twice as strong, and time can move at half-pace to double time, relative to the outside. The room also has the immunity to scrying, tracking, and similar that being located on a different plane provides.

HIDDEN...

There's no telling what secrets a cleverly-designed structure may hide. Behind tapestries, false book-cases, or hidden switches lurk chambers tucked away where none may find them, save those that know the secret to accessing them.

Construction Cost: 5,000 gp

Construction Time: 15 days

Benefit: This modification may be added onto any room to hide it from view. The owner of the structure and any allies they designate know the secret to enter the hidden room. All others must first make a DC 15 Intelligence (Investigation) check to discover the presence of a hidden

chamber, followed by a DC 15 Dexterity (Sleight of Hand) check to uncover how to enter, once they are aware of its presence.

TRAPPED...

This room hides a deadly secret, and only you know where.

Requirements: Varies (see below; none if none are listed)

Construction Cost: Varies (see below)

Construction Time: 7 days

Benefit: This room contains one of the following traps, which you choose when you build this modification. Details on these traps may be found on pages 122-123 of the *Dungeon Master's Guide*. This modification may be built multiple times in a single room for multiple traps.

- *Falling Net.* Costs 1,500 gp, requires a character or hireling trained in Wisdom (Survival).
- *Fire-Breathing Statue.* Costs 2,500 gp, and requires a character or hireling that can cast at least 2nd level spells.
- *Pit, simple.* Costs 1,000 gp.
- *Pit, hidden.* Costs 2,000 gp, requires a character or hireling trained in Dexterity (Stealth) or Charisma (Deception).
- *Pit, locking.* Costs 3,000 gp, requires a character or hireling trained in Dexterity (Stealth) or Charisma (Deception), and Dexterity (Sleight of Hand).
- *Pit, spiked.* Costs 4,000 gp, requires a character or hireling trained in Wisdom (Survival). If the pit is also hidden or locking, it must also meet their requirements, above.
- *Poison Darts.* Costs 2,500 gp, requires a character or hireling trained in Wisdom (Survival).



- *Poison Needle*. Costs 3,000 gp, requires a character or hireling trained in Wisdom (Survival).
- *Rolling Sphere*. Costs 4,000 gp, requires a character or hireling trained in Wisdom (Survival).
- *Sphere of Annihilation*. Costs 10,000 gp, requires a character or hireling that can cast at least 7th level spells.

WARDED OR SPELL-BOUND...

The magical energy of a persistent spell suffuses this room, protecting it or providing some less obvious, more obscure benefit.

Requirements: A character or hireling that can cast the listed spell.

Construction Cost: Varies (see below)

Construction Time: 7 days

Benefit: This room is constantly under the effect of one of the following spells, the details of which you decide when you build this modification and may only be altered later by rebuilding this modification and paying the cost a second time. These spells are always considered to fill the entire room and are cast at the lowest level possible, with the owner of the structure and those they designate considered to be the spell's casters. Saves made against spells cast with this modification are made against a DC of 15. You may build this modification multiple times, choosing a different spell for each.

- *Alarm*. Costs 1,000 gp.
- *Animate objects*. Costs 3,000 gp. This expansion is haunted by animated objects equal to one casting of this spell. These objects will automatically attack enemies of the owner of this structure after a minute of inactivity, and once per round will follow the commands of the owner and their allies if they are in the expansion and expend a bonus action to do so.
- *Antimagic field*. Costs 4,500 gp.
- *Circle of power*. Costs 3,000 gp.
- *Magic circle*. Costs 2,000 gp.
- *Reverse gravity*. Costs 4,000 gp.
- *Unseen servant*. Costs 500 gp per unseen servant. This room contains up to 10 unseen servants who respond to the wishes of the owner and their allies.
- *Zone of Truth*. Costs 1,500 gp. When you build this modification, choose whether it affects all creatures, the owner and their allies, or enemies of the owner.



HIRELINGS & SOLDIERS

Any large-scale structure requires constant work and upkeep to remain operational, and roving heroes aren't usually predisposed to building maintenance. Hirelings are individuals you may pay to perform ordinary or skilled tasks at your behest, expecting payment in return. Soldiers are hirelings skilled in the art of combat, who will fight and even possibly die in the defense of your structure, or for the glory of its banner.

Hirelings of any sort must be paid to retain their services, and hirelings will typically desert their service after 7 days without pay. If hirelings required by a structure are not paid or desert, the structure and its expansions will cease functioning or providing any benefits.

HIRELINGS

Service of the following hirelings may be retained at their listed cost per day.

Hireling	Pay
Unskilled Hireling	2 sp per day
Skilled Hireling	2 gp per day
Slave	free*

Unskilled hirelings have no special skills to speak of, though they can clean, cook passably, and keep a structure cared for in ways that do not require a particular skillset.

Skilled hirelings each come trained in a particular skill or set of tools, and make checks with this skill or set of tools with a +5 bonus that is considered to include both their proficiency bonus and relevant ability modifiers. You determine the skill or tool proficiency the hireling has at the time you first hire them.

Slaves may only be owned by Evil characters, may be skilled or unskilled, and require no pay. Slaves may or may not be available for purchase, and are typically worth 75 gp for an unskilled slave or 750 gp for a slave proficient in a skill.

SOLDIERS

Trained in the ways of battle, the following soldiers may be retained at their listed cost per day, and their statistics found on the associated page of the *Monster Manual*.

Soldier	Pay	Page Number
Guard	2 gp per day	MM 347
Scout	5 gp per day	MM 349
Thug	5 gp per day	MM 350
Spy	10 gp per day	MM 349
Berserker	20 gp per day	MM 344
Knight	40 gp per day	MM 347
Veteran	40 gp per day	MM 350
Assassin	100 gp per day	MM 343

Soldiers stationed within a structure count as required skilled hirelings, but no longer count towards this requirement while dispatched or relocated elsewhere.

SPELLCASTERS

Magically gifted and skilled in arcane, divine, or primal arts, these hirelings may be retained at their listed cost per day, and their statistics found on the associated page of the *Monster Manual*.

Spellcaster	Pay	Page Number
Acolyte	5 gp per day	MM 342
Druid	25 gp per day	MM 346
Mage	100 gp per day	MM 347
Priest	25 gp per day	MM 348

Spellcasters stationed within a structure count as required skilled hirelings, but no longer count towards this requirement while dispatched or relocated elsewhere.



NEW SPELLS FOR STRUCTURES

The following spells may be cast by any class with access to the required level of spell slots.

RAISE LAND

8th-level abjuration (ritual)

Casting Time: 24 hours

Range: Touch

Components: V, S, M (an exotic feather and a diamond worth at least 2,500 gp, which the spell consumes)

Duration: Until dispelled

Upon the completion of this spell, the land beneath you and whatever else may be on that land rises skyward, 100 feet into the air. The area affected by this spell can have a radius up to 1,250 feet, and the spell fails if the radius includes an area already under the effect of a *raise land* spell.

While standing on a piece of land affected by a *raise land* spell that you have cast, you may use your action to cause the landmass to move up to 50 feet in a direction you choose. The landmass ceases to move if it impacts any object.

At Higher Levels. When you cast this spell using a 9th level spell slot, the radius affected by this spell increases to 5,000 feet.

CALL STRONGHOLD

7th-level conjuration (ritual)

Casting Time: 1 hour

Range: 100 feet

Components: V, S, M (a fully cleared area the size of the structure and a small, perfect model of the structure worth at least 1,000 gp, which the spell consumes)

Duration: Instantaneous

You summon your structure from one area to another, and it instantly appears within range upon the completion of this spell. If any objects, debris, or similar exist in the area that the structure would materialize in, the spell fails and all components and spell slots used in casting are lost.

This spell is not limited to the plane the structure currently resides in, and may summon structures across planar boundaries.

OTHER SPELLS FOR STRUCTURES

Many other spells that already exist in the *Player's Handbook* are ideal for use with player-owned structures. The following is a list of spells to consider when building and maintaining a structure:

Arcane lock, forbiddance, glyph of warding, guards and wards, hallow, mirage arcane, Mordenkainen's faithful hound, Mordenkainen's private sanctum, programmed illusion, symbol, and teleportation circle are all spells that contribute well to an owned structure in different ways.

In addition, a spell that must be cast every day for a year to take effect only needs to be cast every day for a month within a structure you own.



MAKING MONEY

Running a structure is an expensive enterprise, and one that can become unprofitable if not done with money in mind. Below are a few ways to help your structure generate a profit.

Tithes and tuition. If your structure is one that draws daily visitors in the form of worshippers or students, you can demand a fee each day for the services they receive. This could range from 1 sp a day for a poor man's shrine to 10 gp daily for a world-class arcane education. A shrine or temple may receive 50-250 visitors in a day, while even a large college or school should expect a maximum of 100 students. Keep in mind that higher prices may attract less visitors.

Right of passage. Merchants and travellers must pay coin for the right to use toll roads near your structure. A small fine of 1 cp is typical of most toll roads, but some lucrative trade routes charge exorbitant fees of up to 5 gp. Traffic varies on most roads from 2 to 200 travelling groups a day depending on logistics and economic factors, and most merchants will do everything they can to avoid paying a pricey toll.

Inns and taverns. People of all walks of life need places to stay and places to drink, and will pay money for the privilege. Inns can expect to house 1 to 50 guests a night, and have their pricing fully detailed on page 158 of the *Player's Handbook*. A tavern can see from 5 up to 200 patrons in a given day, each spending anywhere from 2 cp to 10 gp on food and drink.

Protection. Nearby villages could pay taxes for protection to a military presence in their region. Taxes could run from a reasonable 1 cp a day to an extreme 2 sp daily. The sizes of potential taxable population centers are detailed on pages 16-17 of the *Dungeon Master's Guide*. Take warning that peasants feeling taxes are unfair are very prone to violent revolt.

Other sources. As always, dungeon masters should remain open to player ideas, particularly on how to use a structure. Players will undoubtedly have ideas not covered here, and it is up to the DM to accommodate them however they can.

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