

ALYTH'S BLUEPRINTS FOR HOME & BUSINESS



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A WORD FROM LADY ALYTH

Tales of my demise have been greatly exaggerated. That's right. It's me—Lady Alyth Elendara, proprietor and bartender of the Elfsong Tavern in Baldur's Gate. My son Alan has just been tending the bar while I've been gone.

I see you've come to talk, and about proprietorship no less? Very interesting. Well, you've come to the right place. It's a tough business in a tough town. I've seen plenty of taverns, inns, shops—you name it—come and go in my time. But not the Elfsong Tavern, oh no. She's stood the test of time.

First thing's first. Location, location, location. Make the place yours. My regulars pass half a dozen other taverns before they get to mine. But what other tavern proprietor in this sprawling city had the guts to build on top of a haunted stretch of ground people avoided? But now people come from miles to hear the singing ghost.

You might start small, but start with a strong foundation. You can't build upward on a bed of sand. Do you understand what I'm telling you? Get the best materials, best people, best ales from the get-go, and people will remember you.

Oh, and don't be afraid to get your hands dirty. Cut costs by breaking a sweat. I mixed cement, hammered nails, rolled barrels in and out of here. You think it's all glamor and barking orders? It's not, especially not at first. Employees work hard when they see you working hard. But now I've got time to slow down and talk to engaging people like yourself. It's because I worked up to this.

And surround yourself with good people. You do that by paying an honest day's wage for an honest day's work. Cutting wages is just asking for a knife in the back from a mutineer of your own making.

Speaking of which, I can see Falten and Yimiur sweating from here. Gotta go. It's hopping tonight!

Hey, good luck with the new establishment! Come by anytime you want to talk shop!

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CHAPTER 1: BRICK-BY-BRICK BUILDING

Your first step in creating an establishment or homestead in a DUNGEONS & DRAGONS game is to plan and construct a building. Your building is a combination of construction materials, furniture and decor, hired staff, and your imagination. You choose the location and room dimensions, pay for materials and labor, hire employees, and move in. You can also invent the appearance, ambiance, and personality of your building. Once constructed, your building can provide income, benefits, and housing for your character in the game.

Before you dive into step 1 below, think about the kind of building you want to construct. You might build a guildhouse, a cottage, a tavern, a noble estate, an inn, a shop, a shrine, a farm, a tower, and more! If you don't know where to begin, take a look through this book to see which options catch your interest.

Once you have a building in mind, follow these steps in order, making decisions that reflect the establishment or homestead you want. Your conception of your building might evolve with each choice you make. What's important is that, when your character spies it on the horizon after a long adventuring arc, they feel like they've come home.

Throughout this chapter, we use the term establishment sheet to mean whatever you use to track your building, whether it's the establishment sheet at the end of this book, some form of digital record, or a piece of notebook paper. The establishment sheet provided in this book is a fine place to start until you know what information you need and how to use it during the game.

BUILDING THE ELFSONG TAVERN

Each step of building construction includes an example of that step, with a character named Lady Alyth building her establishment, the Elfsong Tavern.

1. CHOOSE A LOCATION

Every building is built in a specific location, one with its own traits and environment. The most common places to build are cities, towns, villages, and roadsides, though some buildings exist even in remote wildernesses. Some locations have secondary traits, such as coastal, forested, or swampy. The next chapter provides more information about these locations.

The location you choose contributes to your building's identity in an important way, by establishing a potential clientele (if any) and the features of the surrounding region. Your building's location grants particular landscape traits, such as cost adjustments for building materials, decor and staff options, or increases to establishment scores (more on establishment scores in step 5). For example, a highway tavern in a wooded region might provide abundant timber for construction but also experience staffing issues due to its remote location.

Record the traits granted by your location on your establishment sheet.

Your location also increases one or more of your establishment scores, which you determine in step 5. Note these increases and remember to apply them later.

BUILDING THE ELFSONG TAVERN, STEP 1

Lady Alyth is getting ready to construct her building. She decides that a tavern built on the site of an ancient elven burial ground in Baldur's Gate would be quite a novelty. She notes all the traits of a metropolis on her establishment sheet, which include establishment score increases (+1 Security, +1 Renown) and cost adjustments.



2. PLANNING AND CONSTRUCTION

Once you've chosen a location, it's time to draw up a building plan. Start by determining the dimensions of each room of your planned building. A room can take any shape you desire. What's important are its dimensions, measured in squares that are each 5 feet to a side.

Count the number of 5-foot squares your building will cover. Each 5-foot square has a cost associated with the primary material used in construction. These costs are listed in the Construction Costs table in chapter 3. Each square that contains or borders the perimeter of a room is considered a wall or doorway square. A building square with a wall or doorway in it costs double the amount listed in the Construction Costs table.

Once you know the cost of each room of your building, add them up to calculate the grand total. This is the amount you need to pay for the materials, which includes the wages of the architect, foreperson, and builders.

Most laborers are accustomed to being paid in installments, but the building is incomplete and uninhabitable until the total cost is paid in full. See chapter 3 for more information about constructing a building.

ADDITIONS

You can, if you have the money to front the cost, construct the building with more than one room and even more than one floor (depending on the primary building material). However, most buildings start with a single room. For example, a new tavern might start with only a taproom where patrons drink and socialize. A religious building might start as a simple shrine with a few pews arranged around a single altar or relic.

No matter the size of an existing building, you can always add one or more rooms by constructing an addition to the building. The costs are exactly the same, but remember that each 5-foot square of a second floor or higher level doubles the cost, and some materials, like straw, cannot support more than one floor.

BUILDING THE ELFSONG TAVERN, STEP 2

Lady Alyth wants the Elfsong Tavern to be a two-story building someday, but she starts with a single room on ground level: the barroom.

Alyth decides to make her tavern out of wood, with the barroom measuring 50 feet (10 five-foot squares) by 40 feet (8 squares). After adding a small entrance measuring 10 feet on a side (4 squares), that's a total of 84 squares. Thirty-four of those squares border or contain a wall or door, so they cost double. That's the equivalent of 118 squares.

Lady Alyth's player notes that a wood building costs 30 gp per square. The total construction costs would be 3,540 gp, but Alyth is building in a metropolis where building materials and labor are pricey. So those costs are going up by 25 percent to 4,425 gp. Lady Alyth decides to pay for all the materials and labor rather than do any work herself. Since it takes 1 day per 150 gp of the construction cost, the wooden taproom is constructed in about 30 days.

Alyth has plans to add a kitchen in the back, storerooms, a private dining room, lounges, and guest rooms on a second story. But for now she's off to a good start.

3. FURNISHINGS

Four walls, a floor, and a roof just make an empty room. You fill it by buying furnishings. Furnishings is a shorthand term to describe the furniture, decor, look, and function of a room. For example, you can buy "bedroom furnishings" to fill a room with a four-poster bed, a footlocker or chest, a bearskin rug, and a wash basin and pitcher. Or you can buy "shrine furnishings" to instead fill the same room with an altar or statue, a few pews, a washing font, and songbooks and liturgical texts.

BUILDING THE ELFSONG TAVERN, STEP 3

Once construction is done, Lady Alyth purchases "barroom furnishings," filling her single-room building with a bar and barstools, kegs of spirits and ale, a small performance stage, tables and chairs, and a large fireplace. This purchase is the right kind of investment to get patrons frequenting the tavern.

Because basic barroom furnishings cost 10 gp per square, Lady Alyth must pay 840 gp to properly furnish her tavern.

4. HIRING STAFF

If you're a recluse hoping for a hideaway home or a solo entrepreneur running a one-person business, you might skip this step. Otherwise, you'll want a retinue of employees to help manage or operate the house or establishment. You might want bouncers for your tavern, apprentices in your tower, a kitchen staff for your inn, shopkeepers for your store, or a butler for your manor. You determine the type and size of your staff, paying them a regular wage out of the establishment's profits or your own pocket.

BUILDING THE ELFSONG TAVERN, STEP 4

Lady Alyth has big plans for her tavern. She wants to hire cooks, bouncers, and domestics, but for now she just needs someone to tend the bar when she's away. She hires two waitstaff employees to start, young men named Falten and Yimiur. Labor is cheaper in a metropolis, so their monthly wage is 4 gp and 5 sp each. Lady Alyth decides to tend the bar herself.



Now that her barroom is staffed, her tavern's Profitability score increases by 3 (2 for Falten and Yimiur, and another 1 for herself).

5. TALLY ESTABLISHMENT SCORES

Much of what your building can do in the game depends on its three scores: Profitability, Security, and Renown. A score is a number you record on your establishment sheet.

The three scores and their use in the game are described in chapter 6. The Establishment Score Summary table below provides a quick reference for what qualities are measured by each score and the options that increase each score.

Each of the building's establishment scores begins by default at 1, with an accompanying -5 modifier.

BUILDING THE ELFSONG TAVERN, STEP 5

Lady Alyth's player records a 1 for each of her tavern's establishment scores. After applying the increases from hiring staff and building in a metropolis, the Elfsong Tavern has establishment scores and modifiers that look like this: Profitability 4 (-3), Security 2 (-4), Renown 2 (-4).

ESTABLISHMENT SCORE SUMMARY

Profitability

Measures: Income versus expenses and upkeep

Improved by: Furnishing and staffing a barroom, baths, a bedroom, a conservatory, a gallery, a kitchen, a lounge, an office, a shop, a theater, or a workshop.

Security

Measures: Guards, defenses, and sturdiness of construction

Improved by: Building in a city, metropolis, wilderness, or swamp; constructing with wood, clay and brick, or stone; hiring guards; and building a barracks, jail, or treasury.

Renown

Measures: Fame, word of mouth, appearance

Improved by: Building in a coastal, metropolis, or roadside location; furnishing baths, a gallery, a meeting hall, or a theater; upgrading to an opulent barroom, crypt, lounge, office, shop, treasury, or workshop; and hiring courtiers, performers, or skilled staff.

6. OPEN FOR BUSINESS

Once you have a location picked out, one or more rooms built, decor purchased, and staff (if any) employed, you can open for business or move into your new home. If you seek patrons or customers, set an opening date, which is the cue for folks to walk in and see what you have to offer them.

You determine what is to be done with your building while you are away. You can either hang a “Closed” sign in the window or designate a staff member to run things until you return. If you serve a role in the establishment yourself, be prepared to lose the revenue you would’ve generated while you’re away.

EXPANSION

As your character goes on adventures and overcomes challenges, they discover or earn money. And as their purse starts to bulge with coin, they can use it to expand their business or homestead. A building can be physically extended by enlarging rooms, building adjoining rooms, or adding upper stories. You can also add employees to the staff, upgrade the decor, rebuild existing rooms with new materials, and more!



CHAPTER 2: LOCATIONS

The architecture of any one of the great cities in the worlds of **DUNGEONS & DRAGONS**—bloody Baldur’s Gate, famed Waterdeep, Ravnica’s City of Guilds, or Sharn the City of Towers—awes and amazes. Soaring spires, lofty towers, castle walls, noble manors, seaside taverns, and cozy inns. The smell of restaurant fare, the smiles of patrons walking into their favorite taphouse, the weary traveler finding their bed in their own home.

Perhaps there is an empty lot among the established homes and shops of one of these fair cities. Was it destroyed by an earthquake, a storm, arson, or dragon fire? No matter. It’s empty now and the perfect place to build a bookshop, a smithy, an alchemist lab, a tavern, or a house in the middle of the city.

Then again, maybe a quiet village is more to your liking. Yours might be the only shop in town, with a small but faithful clientele in a tight-knit community where everyone knows your name. Or a highway inn might be just the spot—far from city life but bustling with a constant stream of travelers from far-off places. If you are especially brave or reclusive, you might find the remote wilderness to be the perfect place to put down roots and build a home. After all, if people can’t find you, they can’t bother you. Where you choose to build is up to you.

CHOOSING A LOCATION

For the purposes of constructing a building, the local population size (if any) is the most important **feature** of any construction site. Every location has a different Payday DC, used to determine whether your building turns a profit by making a Payday check (explained in chapter 6). The more populous an area, the easier it is to make a profit. In addition, **secondary features** include the terrain and natural resources in the region. Features may have accompanying bonuses and material cost increases or bargains.

Location	Features
Wilderness	No traffic and uninhabited
Roadside	Traffic but uninhabited
Village	Up to 1,000 inhabitants
Town	1,000 to 6,000 inhabitants
City	6,000 to 25,000 inhabitants
Metropolis	Over 25,000 inhabitants

Cities and towns are the most common locations to construct a building, a place to live and work with urban comforts and conveniences. A metropolis might also be a choice location, though space to build is at a premium and competition is fierce. Villages, highways, and wildernesses are also viable options, each presenting its own challenges.

LOCATIONS

Choose one from among the following six location options:

WILDERNESS

An uninhabited, trackless place

Payday DC: 19

Windswept dunes, trackless forests, neverending grasslands, and empty beaches are but a few of the countless wildernesses in the world. These varied landscapes have only one thing in common: no people.

WILDERNESS ESTABLISHMENT FEATURES

A wilderness establishment has the following traits due to its location:

Establishment Score Increase. You’ve picked a spot so remote that the only immediate threat is the occasional marauding beast or monster. Your building’s Security score increases by 2.

Lonely Place. Convincing anyone to live far from all family and friends is difficult. Because of your building’s remote location, the cost of staff wages is doubled.

Nature’s Abundance. Rock, lumber, and other natural resources are yours for the taking. Construction costs here decrease by 25 percent.

ROADSIDE

An otherwise uninhabited stretch of highway

Payday DC: 13

Between settlements span roads and highways. Some are built to facilitate trade and travel. Others are simply earth packed hard smoothed by the weight of a thousand feet and wagon wheels. Merchants, caravaneers, adventurers, travelers, and diplomats are the road’s regular users.

ROADSIDE ESTABLISHMENT FEATURES

A roadside establishment has the following traits due to its location:



Establishment Score Increase. Because your location attracts travelers who can spread word of your establishment, your building's Renown score increases by 1.

Nature's Abundance. Rock, lumber, and other natural resources are yours for the taking. Construction costs here decrease by 25 percent.

Way Station. Employees are hard to come by, aside from road-weary or broke travelers whom you can convince to stay on for a time. The cost of staff wages increases by 50 percent.

VILLAGE

Settlement of up to 1,000 inhabitants

Payday DC: 14

Villages range in size from a handful of buildings, clustered around a square or straddling the sides of a road, to a growing settlement comprising a few blocks of buildings. Everyone in a village is a familiar face, and newcomers tend to be viewed with open curiosity or suspicion.

Villages are usually surrounded by large tracts of rural or empty land. Villagers are farmers, adventurers, refugees, pioneers, frontierspeople, or one large extended family.

VILLAGE ESTABLISHMENT FEATURES

A building constructed in a village has the following traits due to its location:

Help Wanted. Since so few people live nearby, it's hard to find good help. Increase the cost of staff wages by 25 percent.

Nature's Abundance. Rock, lumber, and other natural resources are just a stone's throw away. Construction costs here decrease by 10 percent.

TOWN

Settlement of between 1,000 and 6,000 inhabitants

Payday DC: 12

A town sprawls across several blocks and may have distinct neighborhoods or districts. Each town has developed its own unique culture and prizes its traditions and distinctness.

A town may have allied villages in the vicinity that supply much of its food. Trade with other settlements is robust. A merchant class with a variety of guilds begins to appear.

TOWN ESTABLISHMENT FEATURES

A building constructed in a town has no traits due to its location.

CITY

Settlement of between 6,000 and 25,000 inhabitants

Payday DC: 10

Cities have several wards or districts, each with its own distinct flavor. Cities are few and far between. Only a few dozen cities might be found on an entire continent.

Society in a city tends to become stratified into various socioeconomic classes, unless checks are put in place to stop it. An aristocracy rises and tries to gain favor with the city's rulers. The unique culture of a city spreads far and wide, so that its influence is felt in neighboring towns and villages throughout the region.

CITY ESTABLISHMENT FEATURES

A building constructed in a city has the following traits due to its location:

Establishment Score Increase. There is safety in numbers, and the local inhabitants may even have invested in a city watch. Your building's Security score increases by 1.

Material Scarcity. Rock quarries, felled trees, and other natural resources are hard to come by in a city. Construction costs here increase by 10 percent.

METROPOLIS

Settlement of 25,000 inhabitants or more

Payday DC: 8

Metropolises are composed of numerous districts, each the size of a smaller settlement, and may even have vertical levels sprawling toward the sky. These centers of population are so rare that there may be only a handful of them in the world. They attract the attention of celestials, fiends, and demigods. A metropolis often has subterranean levels beneath it as vast as a city. Anything can be bought or sold in a metropolis. Its influence can be felt throughout the continent and beyond.

METROPOLIS ESTABLISHMENT FEATURES

A building constructed in a metropolis has the following traits due to its location:

Establishment Score Increase. Because of the safety in numbers and possibly even a city watch, your building's Security score increases by 1. In addition, by sheer dint of being in a famous city, your building's Renown score increases by 1.

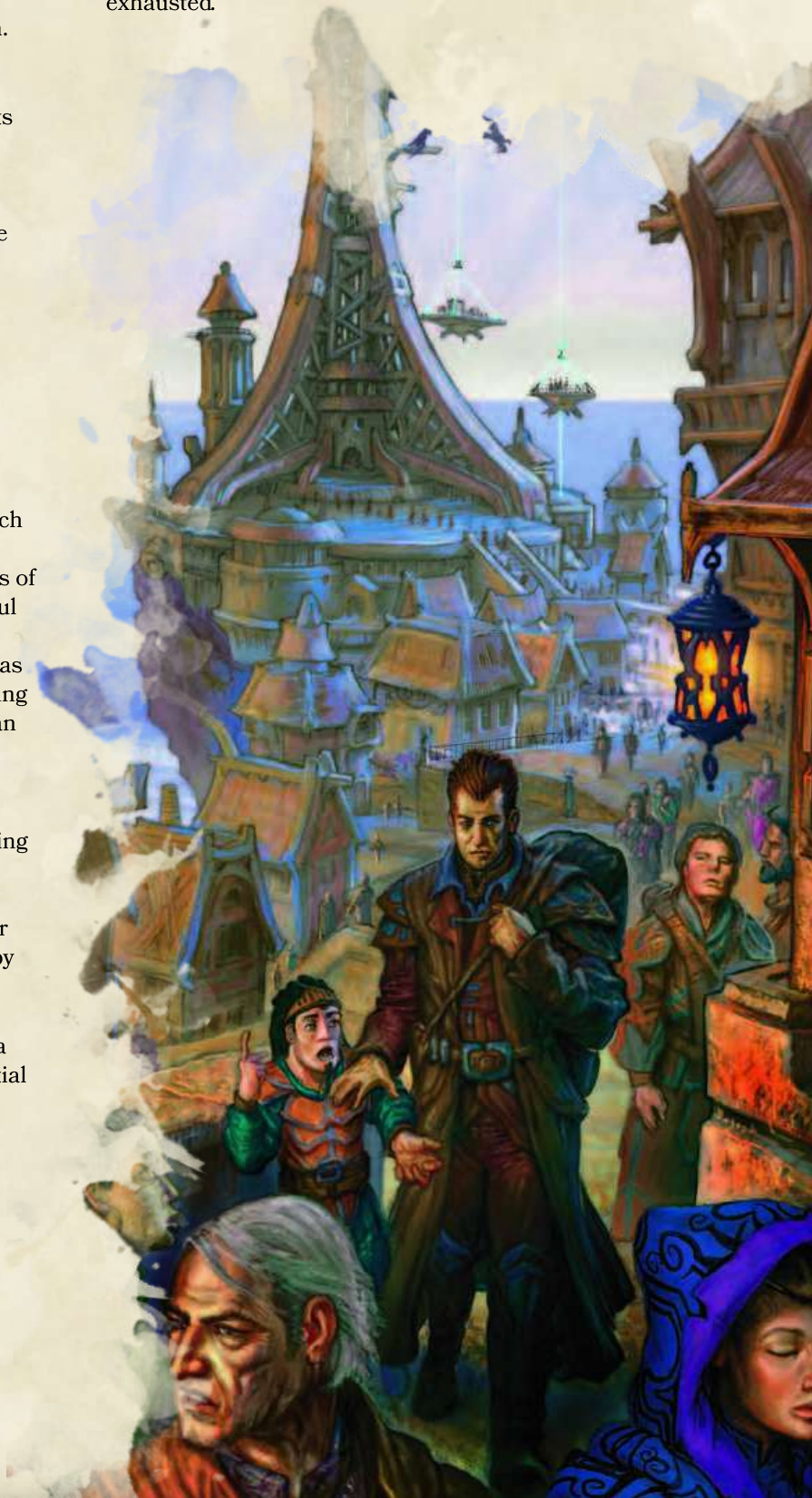
Looking for Work. On any given day, you can find a new employee. Because of competition among potential employees, the cost of staff wages decreases by 25 percent.

Material Scarcity. Rock quarries, felled trees, and other natural resources are hard to come by in a metropolis. Construction costs here increase by 25 percent.

SECONDARY FEATURES

Some locations have a secondary feature, or tag, that describes the terrain and natural resources of the region it's located in. These secondary features may grant additional benefits or limitations.

Although cities and metropolises may be found in these areas, they don't grant the benefits of secondary features. These settlements are so urban that constructed features have replaced natural features and the nearby natural resources have been virtually exhausted.





COASTAL

Your building is near a sea, lake, or wide river. Because of the local ferry or maritime travel, your establishment's Payday DC decreases by 1 or its Renown increases by 1 (your choice).

DESERT

Your building is in a hot, arid place. The construction costs of wattle and daub buildings and clay and brick buildings decrease by 10 percent.

FORESTED

Prerequisite: wilderness, roadside, village

Your building stands among the trees of a forest or jungle. The construction costs of wood buildings decrease by 25 percent.

GRASSY

Prerequisite: wilderness, roadside, village, town

Any uncultivated earth around your building is covered in tall, wild grass. The construction costs of straw and cob buildings decrease by 10 percent.

HILLY

Your building is surrounded by rolling hills littered with stones or rocky ridges. The construction costs of stone buildings decrease by 10 percent.

MOUNTAINOUS

Your building stands on the slope of a mountain. The construction costs of stone buildings decrease by 25 percent.

SWAMPY

Prerequisite: wilderness, village

The terrain around your building is water-logged and considered difficult terrain. Your building's Security score increases by 2, but its Payday DC increases by 1.

UNDERGROUND

Your building lies under the surface of the earth. The construction costs of stone buildings decrease by 25 percent.

UNDERWATER

Your building lies wholly underwater. It is always full of water, and all your visitors must be water-breathing or require no air at all. Your building material options are limited to stone.

CHAPTER 3: CONSTRUCTION

A soaring stone tower reaching toward the heavens, a sturdy and sprawling wood tavern smelling of spices and sausage, a simple straw cottage deep in the woods, a brick shrine to the patron deity of industry, or a simple cob house you call your home. Buildings come in all shapes and sizes, and there are half a dozen construction materials to choose from.

Once you've chosen a location, it's time to draw up a building plan. Start by determining the dimensions of each room of your planned building. A room can take any shape you desire. What's important are its dimensions, measured in squares that are each 5 feet to a side.

Construction requires labor, which you can either do yourself or hire someone else to perform. To determine how much the construction will cost, you need to decide the size of your building and which building material you want to make it with.

BUILDING MATERIALS

A building can be built of one or more different materials, since each room can be made of the same or a different material as an adjoining room. For example, an inn might have a taproom with stone walls while the guest rooms next to it are each made of wood.

Each room of your building can be built with any one of the following materials:

Straw. Rectangular straw bales are stacked atop each other to form walls supported by a lightweight wooden frame. Straw buildings are resistant to bludgeoning and piercing damage but vulnerable to fire damage.

Wattle and Daub. Wattle is woven material made of wooden strips or branches, and daub is a kind of mortar consisting of soil, clay, sand, and straw. The daub is applied to the wattle lattice to form walls that are supported by a light frame and are often topped with a thatched roof. Wattle and daub buildings are resistant to piercing damage.

Cob. A natural building material, cob is a mixture of clay, dirt, water, straw, and often lime. After mixing, the cob must be churned by foot or hoof, layered to form walls, and then left to dry. Buildings made of cob have characteristically thick walls and deep-set windows. Cob buildings are resistant to fire, piercing, and slashing damage.

Wood Whether you're working with logs or a timber framework, wood is a durable building material. In log construction, corners are fitted as joints with squared off log ends. Timber-frame construction creates a skeleton of the building that is later filled with insulating material and then covered. Wood buildings are resistant to piercing damage but vulnerable to fire damage.

Your establishment's Security score increases by 1 for every 100 squares containing wood walls.

Clay and Brick. Brick is a long-lasting and strong building material. Clay is molded into a block shape, then fired in a kiln. The blocks are then laid or stacked, with mortar holding them together. A clay and brick building is resistant to fire and piercing damage.

Your establishment's Security score increases by 1 for every 50 squares containing clay and brick walls.

Stone. Stone is the strongest and most resistant building material. The most common types of stone in construction are granite, limestone, marble, slate, and sandstone. Stone blocks can be stacked, sometimes being chiseled into the right shape, and affixed with mortar. A stone building is resistant to fire, piercing, and slashing damage.

Your establishment's Security score increases by 1 for every 25 squares containing stone walls.

CONSTRUCTION COSTS

The bigger and stronger the building, the more expensive it is. To determine the exact cost of construction, count the number of 5-foot squares the planned building will occupy, including squares the building only partly covers. Then consult the Construction Costs table to choose a building material and multiply the number of squares by the number listed in the Construction Cost per Square column. The Construction Cost per Square includes materials and labor.

Also be sure to consult the Construction Cost Multipliers table. For each square that is not ground-level or that contains or borders a wall or door, the construction cost for that square is multiplied by 2 before any other calculation is made.

Construction costs and multipliers are the same whether you are constructing a new building or making additions to an existing one.

Details from Boys' Orphanage, Kellingly: W. Welby Pugin, Arch^t



PLANS ELEVATIONS & SECTION OF WINDOWS IN FACADE

For example, let's say you plan to build a simple 10-by-10-foot straw hut. While the hut has a total of four squares, each of those squares contains or is bordered by a wall or door, so you multiply 4 by 2 to get 8. Then you consult the table to see that a straw building costs 5 gp per square, so you multiply 8 by 5. Your simple straw hut costs 40 gp to construct.

CONSTRUCTION COSTS

Building Material	Construction Cost per Square	Max. Stories
Straw	5 gp	1
Wattle and daub	10 gp	1
Cob	20 gp	2
Wood	30 gp	3
Clay and brick	50 gp	4
Stone	75 gp	—

CONSTRUCTION COST MULTIPLIERS

Square Borders or Contains a Wall or Door	Square Is Not Ground-Level
x2	x2

Maximum Stories. Upward is the only way to expand on a small lot of land. Some building materials lend themselves to great heights, such as brick or stone, while others are too flimsy to rise above a single story. Consult the Max. Stories column in the Construction Costs table to see how tall a building of the listed material can be. A rooftop or attic that is built as an accessible and serviceable space (e.g. for storage) counts as a floor above ground level.

The maximum height of buildings consisting of more than one construction material depends on the order of construction. A building with ground-level walls made of stone can have another story of any construction material built on top of it. But a building with ground-level walls made of wood cannot ever rise higher than three stories. Furthermore, a new story cannot rest atop a level with walls made of a weaker material. The building materials are listed in order on the Construction Costs table, from weakest to strongest.

Walls and Doors. Each square that contains or borders a wall or door is twice as expensive as normal. A wall or door is any vertical or near-vertical structure that could either provide cover or help hold up a roof or upper level. Examples include a wall, door, gate, window, portal, or rampart.

Non-Ground Level. Each square that is not on ground level is twice as expensive as normal. This includes second-story and higher levels, as well as subterranean levels, such as cellars or dungeons.

If a square contains or borders a wall and it is not on ground level, apply both multipliers. For example, if you are adding a 5-by-5-foot (1 square) stone cellar to your tavern, you apply both multipliers to determine its cost—effectively a multiplier of x4. Your stone cellar costs 300 gp to construct.

CONSTRUCTION TIME

It's sometimes important to know how much time a building takes to construct. It takes one day for every 150 gp of the building's total construction cost. For example, the aforementioned 10-by-10-foot straw hut takes only a day to construct since its total cost is less than 150 gp. Meanwhile, an abbey whose construction cost is 50,000 gp takes 333 days to construct.

Construction can be paid for in installments. As long as you have paid up front for at least the next day's materials and labor (150 gp), the work continues. Otherwise, the laborers abandon the construction site until pay resumes.

BUILDING IT YOURSELF

If you choose to construct the building yourself, you can save money at the expense of lengthening the construction time. By doing the labor yourself, you can forgo any amount of the construction cost of your choice. The labor involves harvesting building material, transporting it to the construction site, and the actual on-site labor.

For every day you or a volunteer spends working on construction, subtract 2 sp from the total construction cost. With certain tool proficiencies, your labor might be worth more. (See the Construction Cost Labor Equivalent table below.) Once you have logged in labor the equivalent of the construction costs, your building is finished.

CONSTRUCTION COST LABOR EQUIVALENT

Tool Proficiency	Benefit
Carpenter's tools	Reduce the cost of wood building construction by 2 gp per day of labor instead of 2 sp
Mason's tools	Reduce the cost of stone building construction by 2 gp per day of labor instead of 2 sp
Woodcarver's tools	Reduce the cost of wood building construction by 2 gp per day of labor instead of 2 sp

For example, a party of five adventurers decides to construct their own wood taproom measuring 30 feet by 40 feet, or 48 five-foot squares. Twenty-four of those squares border a wall or door, so they are multiplied by 2, for an equivalent of 72 squares total. Each square costs 30 gp, so the total construction cost is 2,160 gp.

To minimize expenses, the party decides to perform the labor themselves. By chance, each member of the party is proficient in carpenter's or woodcarver's tools, so they together subtract 10 gp from the total construction cost each day. If they do all the work themselves, it takes 216 days to construct their taproom. That's much longer than the 14 days required by a hired construction crew, but the party hasn't spent a single coin. If they instead decide to pay half the total construction cost in coin, they pay 1,080 gp to have their taproom finished in 115 days instead (7 days for the paid labor + 108 days of their labor).

If none of the party members have a relevant tool proficiency, the same wood taproom would take almost 6 years of daily labor to complete by themselves! If you want something done right, pay other people a decent wage.

Remember that you can receive training in a tool, thus acquiring a new tool proficiency, which can be worth it in the long run. The training process typically takes 10 workweeks, but this time is reduced by a number of workweeks equal to the character's Intelligence modifier (an Intelligence penalty doesn't increase the time needed). Training costs 25 gp per workweek.

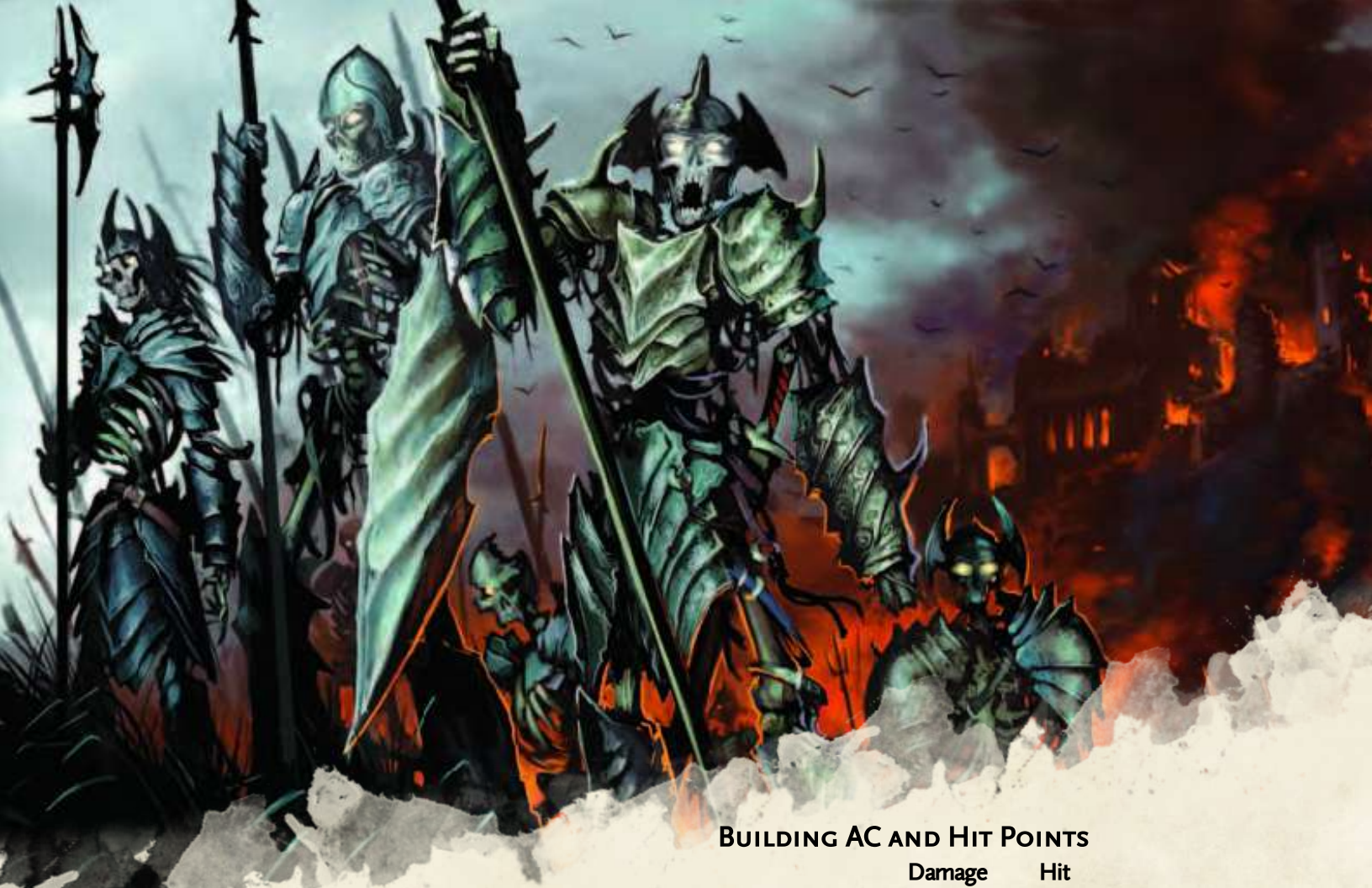
CONSTRUCTING BY SPELLCASTING

If you cast the *move earth* spell or the *mold earth* cantrip on a plot of land during construction, you can aid in the construction of a wattle and daub or cob building. Each casting of the *move earth* spell replaces one full day of labor, reducing the total construction cost by 150 gp. Each casting of the *mold earth* cantrip replaces one untrained laborer's day of work, reducing the total construction cost by 2 sp.

The *wall of stone* spell is a very effective way of quickly and costlessly constructing stone walls. You can create 100 feet or 200 feet of stone wall per casting. Since *wall of stone* cannot create a roof or floor, casting this spell only waives the ×2 multiplier to the cost of squares that contain or border a wall or door.

CUTTING CORNERS

If you're pressed for time, coin, or both, you may opt to cut some corners. Doing so allows you to complete your building for half the standard construction cost, and therefore, half the amount of time it would normally take. However, a building made in this fashion is not as durable or pleasant to be in.



A poorly constructed building suffers a -2 penalty to each of its Establishment scores (to a minimum of 1) and a -2 penalty to its AC. It has half the normal damage threshold and hit points (both rounded up). In addition, it lacks any resistances to bludgeoning, piercing, slashing, or fire damage (straw and wood buildings are still vulnerable to fire damage).

BUILDINGS UNDER SIEGE

However unlikely, your home, shop, or other establishment itself may come under siege in a combat encounter. (This is separate from the abstracted rules for combat involving an establishment found in chapter 6.) If your building is targeted by an attack, consult the Building AC and Hit Points table to determine what it takes to destroy a 5-foot section of wall or floor. Any building, in whole and in part, is immune to poison and psychic damage.

BUILDING AC AND HIT POINTS

Material	AC	Damage Threshold	Hit Points	Resistances
Straw*	11	3	15	Bludgeoning, piercing
Wattle and daub	12	5	17	Piercing
Cob	13	5	20	Fire, piercing, slashing
Wood*	15	10	22	Piercing
Clay and brick	16	10	27	Fire, piercing
Stone	17	20	27	Fire, piercing, slashing

*Straw and wood buildings are vulnerable to fire damage. They are considered flammable and will ignite when affected by certain spells, such as *fireball*, *fire bolt*, or *flame storm*.

Damage Threshold Buildings have extra resilience represented by a damage threshold. A section of wall or floor has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the building section's damage threshold is considered superficial and doesn't reduce the section's hit points.

CHAPTER 4: FURNISHINGS

In one room, an unlocked chest lies at the foot of a four-poster bed with a draped canopy. In another, round tables with wooden chairs and a long wooden bar lined with barstools provide seating for dozens. Still another room is surrounded by glass walls and filled with green, fragrant plants and diverse flowers in bloom.

The furnishings make the room, and make the activities that go on inside it possible.

Once construction is complete, you must fill those finished empty rooms with furnishings. Furnishings is a catch-all phrase that describes the furniture, decor, and anything else that isn't integral to the building's structure. They describe the room's function and ambiance.

The cost of furnishings depends on the quality (basic, fine, and opulent) and quantity (varying by room size). Each of the furnishings entries has the following traits.

COST

Most furnishings list three costs, from lowest to highest. These correspond to the quality descriptors: basic, fine, and opulent. You must pay the cost per square to receive the associated benefit. For example, if you've built a simple 4-by-4-square chalet (16 squares total) and wish to furnish it as a basic bedroom, you must pay 5 gp per square, or 80 gp.

BENEFITS

When you furnish a room, you also choose the quality of the furnishings. You can choose basic, fine, or opulent. The better the furnishings, the greater the benefits, since a higher quality grants benefits that are cumulative with lower qualities. For example, opulent furnishings grant the benefits of both basic and fine furnishings of the same kind. You can, at any time, upgrade the furnishings in a room by paying the difference in the cost per square between the current quality and the desired one.

Any unfurnished room can function as a basic storeroom until it is furnished. (See the Storeroom entry below.)

FURNISHING THE ELFSONG TAVERN

Lady Alyth furnishes her establishment's largest room with basic barroom furnishings. She pays the 10 gp per square and picks up the increase to her establishment's Profitability score, provided she also hires sufficient waitstaff. At a later date, Alyth may decide to upgrade the barroom furnishings to fine. When she pays the 10 gp-per-square difference, her establishment gains the additional increase to its Profitability score.

SUGGESTED ADDITIONS AND STAFF

If you're looking to expand your establishment or hire staff, each type of furnishing includes recommendations for additions and staff. These are optional, but some furnishings require staff to make full use of their benefits.

Some furnished rooms need to also be staffed to grant the listed benefit. Scan the entry for the word "staffed." If it's there, look at the Suggested Staff listed and the corresponding entry in the next chapter. If more than one staff is listed, the corresponding entry will clarify which kind is needed to make full use of the furnishings' benefits.

ROOM SIZE AND BENEFITS

Some of the furnished rooms in this supplement do not specify a minimum room size. But that doesn't mean a room of any size necessarily grants the listed benefits. There are too many corner cases to cover. For example, an adventurer who builds a throne room that measures only 5 feet by 10 feet might make the would-be monarch a laughingstock. But it's perfectly suitable if their court is composed of Tiny fey creatures. Similarly, a bedroom meant to accommodate a giant has to be much bigger than a person requires. Work with your DM and use your best judgment when determining the minimum size needed to grant the furnishing benefits.

REPURPOSING

You can repurpose a room by removing its furnishings and buying new ones. The cost for the new furnishings is the same as normal, plus any labor costs for the removal of the old ones, as determined by the DM.

FURNISHING OPTIONS

Choose one from the following options for each room in your establishment. The default, if no option is chosen, is a basic storeroom.

BALLROOM

Cost: 15/25/100 gp per square

Tall mirrors, green potted plants with delicate fronds, a glistening central chandelier, and cushioned seating facing the expansive dance floor are some of the furnishings of a ballroom. This room might also be called a dance hall or dance floor.

BENEFIT

Basic. As the owner of the establishment, you can spend 10 gp per ballroom square to host a ball. For the next month after the ball, you gain a +1 bonus per 500 gp spent on Charisma checks made to interact with other people throughout the entire region. (This bonus stacks with the benefit of any throne room you may have.)

Fine. You can spend 25 gp per ballroom square to host a ball. For the next month after the ball, you gain a +1 bonus per 500 gp spent on Charisma checks made to interact with other people throughout the entire region. (This bonus stacks with the benefit of any throne room you may have.)

Opulent. You can spend 50 gp per ballroom square to host a ball. For the next month after the ball, you gain a +1 bonus per 500 gp spent on Charisma checks made to interact with other people throughout the entire region. (This bonus stacks with the benefit of any throne room you may have.)

SUGGESTED ADDITIONS

You can maximize your ballroom benefit by building a throne room, or make a noble manor by adding bedrooms, a gallery, lounges, and a kitchen.

SUGGESTED STAFF

Courtiers, guards, performers

BARRACKS

Cost: 5/15/30 gp per square

A barracks is any room or building designed to house soldiers or guards. Rows of beds with footlockers, wash basins or baths, tables for eating, and a place to stow arms and armor are some of the furnishings of a barracks. The room might be called a guardhouse, garrison, fort, quarters, or camp.

BENEFIT

Basic. You can indefinitely house one guard for every 3 barracks squares you build.

Fine. The Security score increase granted by your employed guards is doubled.

Opulent. The Security score increase granted by your employed guards is tripled instead of doubled.

SUGGESTED ADDITIONS

You can keep the troops happy and well-fed with a kitchen, maintain their arms and armor with a smithy, or provide horses with a stable.

SUGGESTED STAFF

Guards

BARROOM

Cost: 10/20/50 gp per square

A bar and barstools, kegs or spirits and ale, a small performance stage, tables and chairs, and a large fireplace are some of the furnishings of a barroom. The room might be called a taphouse, restaurant, pub, tavern, or bar.

BENEFIT

Basic. Your establishment's Profitability score increases by 1 for every 25 barroom squares staffed with waitstaff.

Fine. Your establishment's Profitability score increases by 1 for every 25 barroom squares staffed with waitstaff.

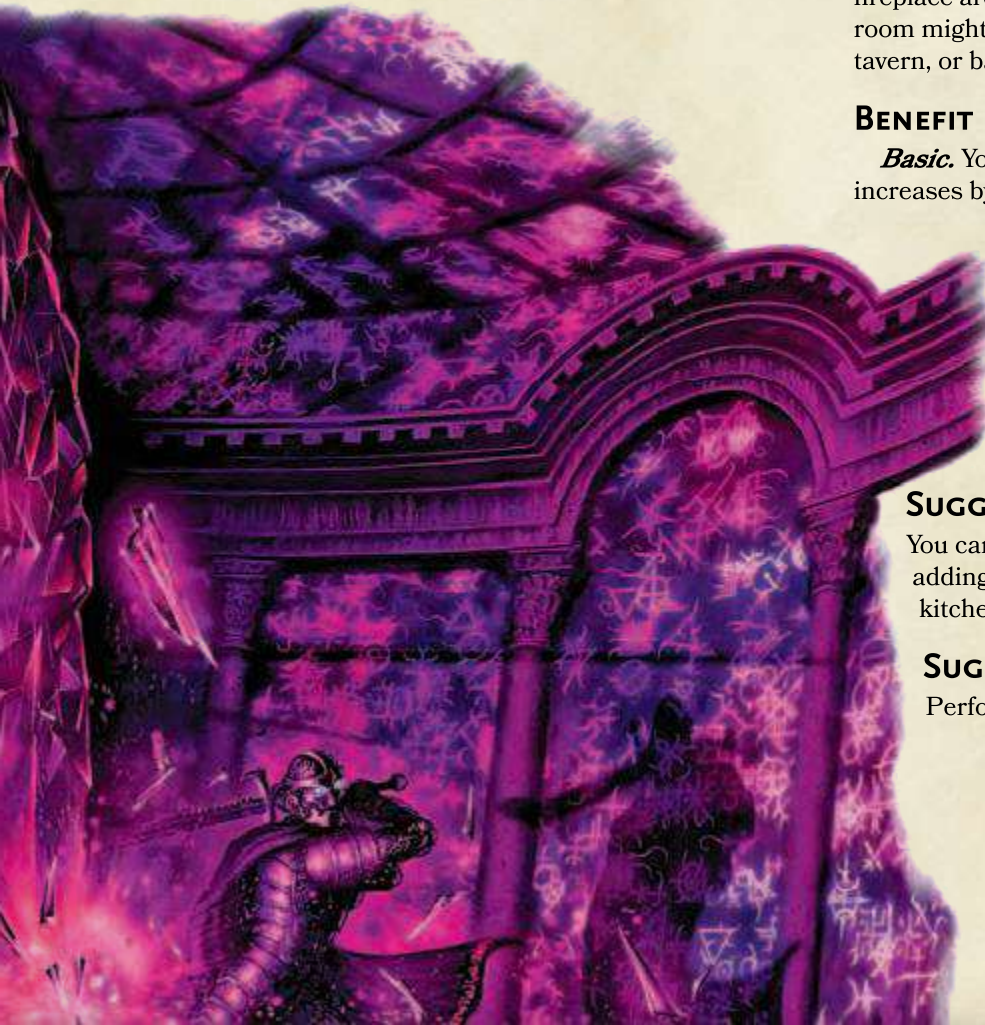
Opulent. Your establishment's Renown score increases by 1, and its Profitability score increases by 1 for every 25 barroom squares staffed with waitstaff.

SUGGESTED ADDITIONS

You can turn your establishment into a tavern by adding an adjoining room and furnishing it as a kitchen.

SUGGESTED STAFF

Performers, waitstaff



BATHS

Cost: 25/50/100 gp per square

Hot and cold pools are the essential furnishings of a public bath or private spa. Some believe them to be therapeutic while others use them as good places to socialize. The room might be called a spa or hot springs.

BENEFIT

Basic. Your establishment's Renown score increases by 1 for every 25 squares of baths, and its Profitability score increases by 1 as well if they are staffed with domestics.

Fine. Your establishment's Renown score increases by 1 for every 25 squares of baths, and its Profitability score increases by 1 as well if they are staffed with domestics.

Opulent. Your establishment's Renown score increases by 2 for every 25 squares of baths, and its Profitability score increases by 1 as well if they are staffed with domestics.

SUGGESTED ADDITIONS

Baths can be part of a noble estate, so you might build an adjoining ballroom, theater, bedrooms, and more.

SUGGESTED STAFF

Domestics

BEDROOM

Cost: 5/20/75 gp per square

A bed, foot locker or chest, wardrobe, bearskin or woven rug, and wash basin are some of the furnishings of a bedroom. The room might be called a dormitory, bedchamber, guest room, nursery, or boudoir.

BENEFIT

Basic. You can indefinitely house one person for every 4 bedroom squares you build. Your establishment's Profitability score increases by 1 for every 25 bedroom squares staffed with domestics.

Fine. Your establishment's Profitability score increases by 1 for every 25 bedroom squares staffed with domestics.

Opulent. Your establishment's Profitability score increases by 1 for every 25 bedroom squares staffed with domestics.

SUGGESTED ADDITIONS

You can turn your establishment into an inn by adding an adjoining room and furnishing it as a barroom.

SUGGESTED STAFF

Domestics

BELFRY

Cost: 50/100/200 gp per square

The belfry is furnished with a single item: a large metal bell with a clapper and rope attached to it. The belfry might also be called a bell tower. A belfry must be at least 10 feet to a side and constructed above the ground floor to grant any benefits.

BENEFIT

Basic. The bell in your belfry can be heard up to 6 miles away under favorable conditions.

Fine. The bell is carefully tuned to a distinctive chord of notes. When rung, it calls 1 person per square of your establishment. At the time of the belfry's construction, you can designate the type of person that the belfry calls (e.g. "anyone," "members of the queen's guard," or "my personal acquaintances"). If the designated targets are within range, they arrive in 10 + 1d10 minutes.

Opulent. The bell can be heard on one parallel plane (such as the Border Ethereal, the Feywild, or the Shadowfell). When the bell is rung, it can call a creature of challenge rating 4 or lower that is native to one of those planes. The creature appears inside your establishment and remains on the Material Plane for 1 hour. It is friendly to you and your companions for the duration.

SUGGESTED ADDITIONS

A belfry is usually built above a room furnished as a shrine or meeting hall.

SUGGESTED STAFF

Anyone can ring a bell.

CLASSROOM

Cost: 5/20/75 gp per square

A classroom is for education, instruction, and practice. It can be furnished with desks or tables, a stage and seating, or simply a dummy for target practice. A classroom may be called a magic room, choral room, conservatory, schoolroom, or rehearsal room.

BENEFIT

Basic. The cost of training to learn a new proficiency or language or to gain a level is halved if the instruction takes place in a classroom staffed with at least one teacher.



Fine. There is no cost for training to learn a new proficiency or language or to gain a level if the instruction takes place in a classroom staffed with at least one teacher.

Opulent. The time required to learn a new proficiency or language or to gain a level is halved if the instruction takes place in a classroom staffed with at least one teacher.

SUGGESTED ADDITIONS

A classroom usually adjoins a room furnished as a library.

SUGGESTED STAFF

Teachers

CONSERVATORY

Cost: 50/75/100 gp per square

A conservatory has glass walls and a ceiling in a metal frame. The listed costs include the costs of both the construction and furnishings. Squares that contain a wall or door require double the listed cost.

Conservatories must be built on the ground floor. A free-standing conservatory might be called a greenhouse, hothouse, or glasshouse.

BENEFIT

Basic. You can sell plants in the community for a profit. Your establishment's Profitability score increases by 1 for every 25 conservatory squares staffed with gardeners.

Fine. For every 9 conservatory squares that are staffed with gardeners, a Large or smaller plant of challenge rating 1/2 or lower, such as an awakened shrub, takes up residence in your conservatory. It is friendly to you and your companions.

Opulent. For every 12 conservatory squares that are staffed with gardeners, a Huge or smaller plant of challenge rating 2 or lower, such as an awakened tree, takes up residence in your conservatory. It is friendly to you and your companions.

This stacks with the benefit of a fine conservatory.

SUGGESTED ADDITIONS

A conservatory usually adjoins a room furnished as a bedroom, lounge, library, or other room commonly found in a noble estate.

SUGGESTED STAFF

Gardeners

CRENELLATED ROOFTOP

Cost: 50/75/125 gp per square on the room's periphery

A rooftop typically fends off rain, snow, and scorching heat. But a crenellated rooftop also protects those on the roof from ranged attack. Crenels are indentations in the battlements of a fort or castle, used to provide cover while shooting or launching missiles. Like a conservatory, the listed costs for a crenellated rooftop include the costs of both the construction and furnishings. A crenellated rooftop must not be on the ground floor and can't have any room built above it.

BENEFIT

Basic. Medium or smaller creatures on the rooftop have half cover from ranged attacks from outside the establishment.

Fine. Medium or smaller creatures on the rooftop have three-quarters cover from ranged attacks from outside the establishment.

Opulent. Creatures on the rooftop take no damage from magic missile attacks and have advantage on saving throws against ranged spell attacks from outside the establishment.

SUGGESTED ADDITIONS

A crenellated rooftop usually sits atop a room furnished as a barracks or an establishment that also has a throne room.

SUGGESTED STAFF

Guards





CRYPT

Cost: 25/50/100 gp per square

Coffins, sarcophagi, and funereal relics are some of the furnishings of a crypt. Underground crypts might be called catacombs or tombs. A ground-level crypt might be called a mausoleum, sepulcher, or ossuary. The fallen have miraculously risen from the dead in some legendary crypts.

BENEFIT

Basic. You can inter one corpse for every 4 crypt squares you build. A corpse laid to rest here can't be turned into an undead creature unless it is first removed from the crypt.

Fine. A corpse laid to rest here is perpetually under the effects of the gentle repose spell, even if it is later removed from the crypt.

Opulent. Your establishment's Renown score increases by 1 for every 16 crypt squares you build. In addition, a corpse laid to rest in the crypt that has died of anything but old age or natural causes within the last hour can be returned to life as if with the revivify spell. Once this feature is used, it cannot be used again for 1 month.

SUGGESTED ADDITIONS

A crypt usually adjoins a room furnished as a shrine.

SUGGESTED STAFF

Priests

GALLERY

Cost: 25/50/100 gp per square

Any long room or passage might be called a gallery, but here we refer to those filled with sumptuous works of art—sculpture, paintings, drawings, ceramics, coats of arms, taxidermied animals, and more—and seating areas for viewing them. Some owners like to collect fine things for preservation or aesthetics while others merely want to impress guests. The room might be called a museum, antechamber, lobby, or entrance hall.

BENEFIT

Basic. Your establishment's Renown score increases by 1 for every 25 gallery squares, and your Profitability score increases by 1 as well if they are staffed with curators.

Fine. Your establishment's Renown score increases by 1 for every 25 gallery squares, and your Profitability score increases by 1 as well if they are staffed with curators.

Opulent. Your establishment's Renown score increases by 2 for every 25 gallery squares, and your Profitability score increases by 1 as well if they are staffed with curators.

SUGGESTED ADDITIONS

A gallery is usually a wing of a museum, noble estate, or royal palace. Consider adding a throne room, ballroom, or library.

SUGGESTED STAFF

Curators, guards

JAIL

Cost: 5/10/15 gp per square

Jails are sparsely furnished with metal bars, cots or bunks, and chamber pots. The room might be called a cell, cage, prison, or dungeon.

BENEFIT

Basic. Your establishment's Security score increases by 2. You can indefinitely house one person for every 4 jail squares you build. The locks and manacles here require a DC 12 Dexterity check with thieves' tools to be picked.

Fine. Your establishment's Security score increases by 1. The DC of the Dexterity check with thieves' tools increases to 15.

Opulent. Your establishment's Security score increases by 1. The DC of the Dexterity check with thieves' tools increases to 20.

SUGGESTED ADDITIONS

You can turn a jail into a proper prison with around-the-clock security by adding an adjoining room and furnishing it as a barracks.

SUGGESTED STAFF

Guards

KITCHEN

Cost: 5/25/50 gp per square

A wood-burning stove and oven, tables, fresh or potted herbs at every window, knives and cutlery, woodpiles, and meat hung on hooks are some of the furnishings of a kitchen. The room might be called a scullery, cookery, or galley. A kitchen is different from a workshop that makes food, such as a bakery, because a kitchen makes food for immediate consumption whereas a workshop makes items to be sold.

BENEFIT

Basic. A kitchen of 16 squares or more that is staffed with cooks provides food for an entire adventuring party. In addition, your establishment's Profitability score increases by 1 for every 16 kitchen squares that are staffed with cooks.

Fine. Your establishment's Profitability score increases by 1 for every 16 kitchen squares that are staffed with cooks.

Opulent. Your establishment's Profitability score increases by 1 for every 16 kitchen squares that are staffed with cooks.

SUGGESTED ADDITIONS

You can turn your establishment into a tavern by adding an adjoining room and furnishing it as a barroom.

SUGGESTED STAFF

Cooks, waitstaff

LIBRARY

Cost: 10/20/50 gp per square

A room dedicated to study is furnished with thick carpets, desks, globes and orreries, maps and diagrams, and, of course, stacks and shelves of books. The room might be called archives or a study.



BENEFIT

Basic. After an hour or more of study in a library staffed with librarians, you gain a cumulative +1 bonus on Intelligence ability checks for every 4 library squares.

Fine. Each month, there is a cumulative 1% chance for each staffed library square that a valuable book or scroll is discovered in the library. Roll on the Discovery table below.

Opulent. Each month, there is a cumulative 5% chance, instead of a 1% chance, for each staffed library square that a valuable book or scroll is discovered in the library. Roll on the Discovery table below.

d100 Discovery

01-35	A rare book worth 100 gp × your character level
36-65	A <i>spell scroll</i> of a spell whose level is equal to one less than your highest spell slot
66-90	A <i>spell scroll</i> of a spell whose level is equal to your highest spell slot
91-100	A spellbook containing four cantrips, four 1st-level spells, three 2nd-level spells, three 3rd-level spells, and one spell whose level is equal to the highest you can cast

SUGGESTED ADDITIONS

You can turn a library into a proper school by adding an adjoining room or two and furnishing them as classrooms. A wizard might benefit from an adjoining room furnished as an observatory.

SUGGESTED STAFF

Librarians

LOUNGE

Cost: 10/20/50 gp per square

True to their name, lounge furnishings are made for relaxation. Comfortable chairs, side tables, and coffee tables are standard fare. Finer lounges serve drinks and refreshments. Some rooms are designated for smoking, playing cards or billiards, reading, or conversation. The room might be called a drawing room, common room, sitting room, gambling hall, parlor, or living room.

BENEFIT

Basic. A creature resting in this room gains the benefit of a short rest in half the normal time.

Fine. Your establishment's Profitability score increases by 1 for every 49 lounge squares that are staffed with waitstaff.

Opulent. Your establishment's Renown score increases by 1 for every 49 lounge squares that are staffed with waitstaff.



SUGGESTED ADDITIONS

You can make your establishment a proper restaurant by adding a room and furnishing it as a kitchen.

SUGGESTED STAFF

Domestics, waitstaff

MEETING HALL

Cost: 10/20/50 gp per square

A central firepit next to a podium or rostrum can be found in a meeting hall. But the predominant furnishings are rows and rows of seating. The room might be called a moot hall, auditorium, gathering place, or town hall.

BENEFIT

Basic. Your establishment's Renown score increases by 1 for every 25 meeting hall squares. As the owner of the establishment, you roll with advantage on Charisma (Persuasion) checks made to convince a group of 12 people or more who are in the room.

Fine. Your establishment's Renown score increases by 1 for every 25 meeting hall squares. As the owner of the establishment, you roll with advantage on all Charisma checks made to interact with a group of 12 people or more who are in the room.

Opulent. Your establishment's Renown score increases by 1 for every 25 meeting hall squares. As the owner of the establishment, you can discern the general mood and surface thoughts of a crowd of 12 people or more—what is most on their minds at that moment.

SUGGESTED ADDITIONS

Adding an upper room and furnishing it as a belfry would aid in calling people for meetings. Offices might also be useful if the establishment is used for administrative purposes.

SUGGESTED STAFF

Clerks

OBSERVATORY

Cost: 50/100/200 gp per square

Desks, tables, astrolabes, star charts, ledgers, and more are common furnishings in an observatory. But they are all secondary to the telescope. An observatory might also be called an observation tower. For an observatory to grant any benefits, it must be constructed above the ground floor and have no room built above it.

BENEFIT

Basic. Studying the stars teaches you their secrets. As long as your observatory stands, you know the *guidance* or *true strike* cantrip (your choice).

Fine. Each month, there is a cumulative 1% chance of making an astounding observation among the stars. Roll 1d100 to determine if a discovery is made. On a success, you learn a divination spell of a level equal to your highest spell slot minus 1d4. It is a class spell for you.

Opulent. Each month, there is a cumulative 5% chance, instead of a 1% chance, of making an astounding observation among the stars. Roll 1d100 to determine if a discovery is made. On a success, you learn a divination spell of a level equal to your highest spell slot. It is a class spell for you.

SUGGESTED ADDITIONS

An observatory is usually built above a room furnished as a library or classroom.

SUGGESTED STAFF

Clerks, curators

OFFICE

Cost: 15/30/45 gp per square

Desks covered with ink bottles and stacks of parchment or paper, shelves filled with books and ledgers, and well-worn wooden chairs are some of the furnishings of an office. The room might be part of an organization, business, bureau, or firm.

BENEFIT

Basic. Your establishment's Profitability score increases by 1 for every 16 office squares that are staffed with clerks.

Fine. Your establishment's Profitability score increases by 1 for every 16 office squares that are staffed with clerks.

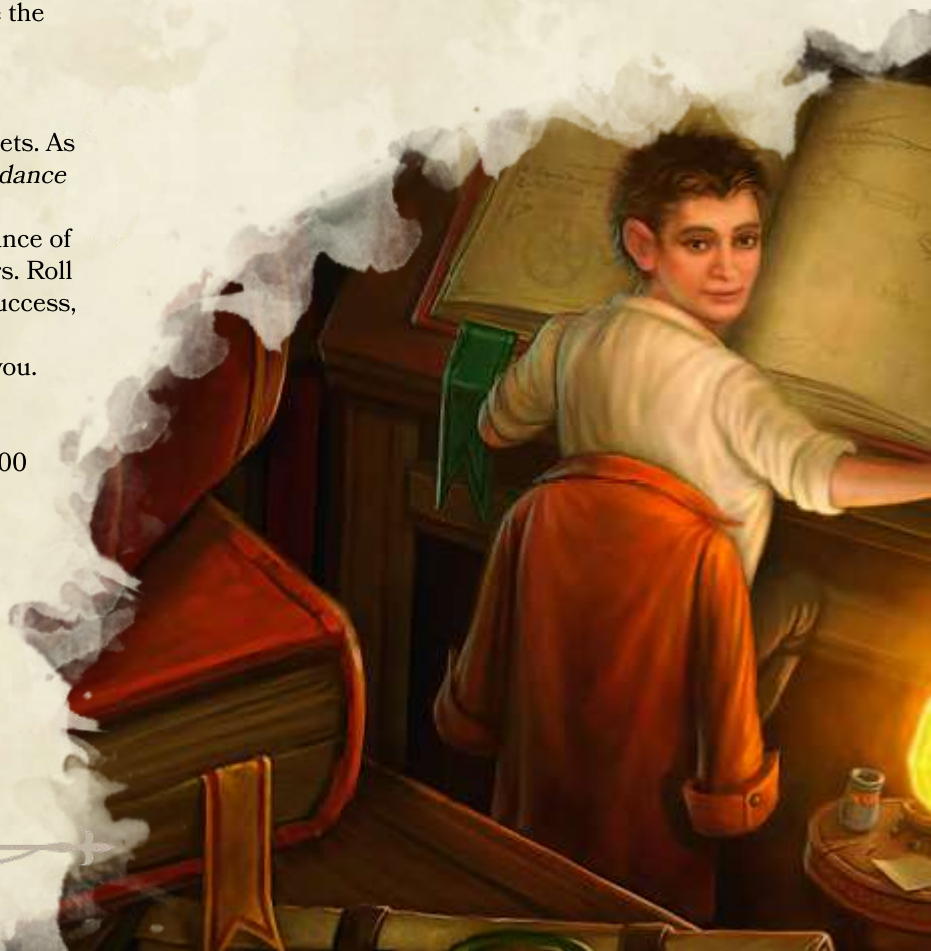
Opulent. Your establishment's Renown score increases by 1, and its Profitability score increases by 1 for every 16 office squares that are staffed with clerks.

SUGGESTED ADDITIONS

You can turn your establishment into an administrative building by constructing an adjoining meeting hall.

SUGGESTED STAFF

Clerks





SHOP

Cost: 10/20/50 gp per square

Display cases, shelves, and wares are some of the furnishings of a shopfront. The room might be called a store, boutique, or mart.

BENEFIT

Basic. Your establishment's Profitability score increases by 1 for every 25 shop squares that are staffed with shopkeepers.

Fine. Your establishment's Profitability score increases by 1 for every 25 shop squares that are staffed with shopkeepers.

Opulent. Your establishment's Renown score increases by 1, and its Profitability score increases by 1 for every 25 shop squares that are staffed with shopkeepers.

SUGGESTED ADDITIONS

You can combine your shop with a living space by building an addition and furnishing it as a bedroom. You can also produce your wares on-site by building an addition and furnishing it as a workshop.

SUGGESTED STAFF

Guards, shopkeepers

SHRINE

Cost: 25/50/100 gp per square

A room dedicated to religious purposes is furnished with an altar or statue, pews or prayer rugs, a washing font, and songbooks or liturgical texts. The room might be called a shrine, prayer room, sanctum, temple, synagogue, mosque, or chapel.

BENEFIT

Basic. As the owner of the establishment, you can cast the *ceremony* spell as a ritual while you are in the room, even if it is not on your spell list or you are not a spellcaster.

Fine. The room gains the first effect of the *hallow* spell.

Opulent. The room is hallowed and gains all the effects of the *hallow* spell.

SUGGESTED ADDITIONS

Clergy need a place to prepare for their services or sacraments. Consider building a small room to the side furnished as a storeroom or library to serve as a vestry.

SUGGESTED STAFF

Priests

STABLE

Cost: 10/20/50 gp per square

Stables are built for the keeping and care of horses and other mounts. Animals are kept in separate stalls with a store of feed held in a loft above. A stable can be attached to a larger structure or be free-standing. It might be called a barn or stalls.

BENEFIT

Basic. You can house and feed one Large mount of challenge rating 1/4 or lower, such as a draft horse, for every 6 squares of stables that are staffed with stablehands. (A smaller mount, such as a mastiff, requires only 4 squares per mount.)

Fine. You can house and feed one Large mount of challenge rating 1/2 or lower, such as a warhorse, for every 6 squares of stables that are staffed with stablehands. (A smaller mount, such as a black bear, requires only 4 squares per mount.)

Opulent. You can house and feed one Large mount of challenge rating 2 or lower, such as a griffon, for every 6 squares of stables that are staffed with stablehands. (A smaller mount, such as a deinonychus, requires only 4 squares per mount.)

SUGGESTED ADDITIONS

Stables are a good addition to any roadside inn, which might also have bedrooms, a barroom, and a kitchen. With stables, a barracks can become fit to house a cavalry unit.

SUGGESTED STAFF

Stablehands

STOREROOM

Cost: 0/10/25 gp per square

Suits of armor, rows of upright polearms and lances, and cases of swords, daggers, and axes line the walls of an armory. Meanwhile, goods for sale are stacked high in a warehouse, and crops from the recent harvest fill up a barn or granary. What a storeroom is called depends on what's stored there.

Storeroom Name	Storage	Suggested Additions
Armory, arsenal, magazine	Armor, ammunition, weapons	Barracks
Barn, cellar, granary, silo	Grain, harvested crop	Shop
Closet, wardrobe	Clothing	Bedroom
Larder, pantry	Prepared food and drink	Kitchen
Depot, repository, stockroom, warehouse	Trade goods	Shop

BENEFIT

Basic. You can store items up to a combined weight of 250 pounds per square.

Fine. With shelving, you can store additional items up to a combined weight of 250 pounds per square.

Opulent. With reinforced shelving, you can store additional items up to a combined weight of 500 pounds per square.

SUGGESTED STAFF

Domestics



THEATER

Cost: 25/50/100 gp per square

A curtained stage and rows of seating with balconies are some of the furnishings of a theater. The room might be called an opera house, playhouse, or auditorium. A roofless theater that is open to the sky might be called an amphitheater or coliseum.

BENEFIT

Basic. Your establishment's Profitability and Renown scores each increase by 1 for every 25 theater squares that are staffed with performers.

Fine. Your establishment's Profitability and Renown scores each increase by 1 for every 25 theater squares that are staffed with performers.

Opulent. Your establishment's Profitability and Renown scores each increase by 1 for every 25 theater squares that are staffed with performers.

SUGGESTED ADDITIONS

You might provide lodging for the performers and yourselves by building adjoining rooms and furnishing them as bedrooms. Or you can entertain guests between or after performances by building an adjoining room and furnishing it as a lounge or barroom.

SUGGESTED STAFF

Performers

THRONE ROOM

Cost: 25/50/200 gp per square

One or two raised thrones often under a canopy, a coat of arms or other royal symbol, and works of art that convey power and glory are some of the furnishings of a throne room. The room might be called a royal court or audience chamber.

BENEFIT

Basic. As the owner of the establishment, you gain a +1 bonus on Charisma checks made to interact with other people throughout the region. (This bonus stacks with the benefit of any ballroom you may have.) In addition, you have advantage on Charisma checks while you are in this room.

Fine. You gain an additional +1 bonus on Charisma checks made to interact with other people throughout the region. (This bonus stacks with the benefit of a ballroom.)

Opulent. You gain an additional +2 bonus on Charisma checks made to interact with other people throughout the region. (This bonus stacks with the benefit of a ballroom.)

SUGGESTED ADDITIONS

You can protect your royal self by adding a barracks or entertain guests with lavish parties in a ballroom.

SUGGESTED STAFF

Courtiers, guards, performers

TRAPS

Cost: 50/100/200 gp per square

This seemingly innocuous room or hallway is furnished with deadly hidden traps, such as a collapsing roof, falling net, or fire-breathing statue. The room might appear as any other room of the same quality level, though it only grants the benefits listed below.

BENEFIT

Basic. In a square of your choosing, you can install a falling net, hidden pit, poison darts, or poison needle trap. (See chapter 5 of the *Dungeon Master's Guide*.)

Fine. In a square of your choosing, you can install any mechanical trap listed in chapter 5 of the *Dungeon Master's Guide*.

Opulent. In a square of your choosing, you can install any magic or mechanical trap listed in chapter 5 of the *Dungeon Master's Guide*.

SUGGESTED ADDITIONS

You probably have something worth protecting, so you might build an adjoining room furnished as a treasury.



SUGGESTED STAFF

Guards

TREASURY

Cost: 5/20/40 gp per square

Treasuries are only sparsely furnished, until the loot arrives. They come in many different shapes, but one thing they do have in common is a door with mechanisms to keep intruders out. The room might be called a vault, safe, or depository.

BENEFIT

Basic. You can store items up to a combined weight of 250 pounds per square. Your establishment's Security score increases by 1. The locks on the doors and windows require a DC 12 Dexterity check with thieves' tools to be picked.

Fine. With shelving, you can store additional items up to a combined weight of 250 pounds per square. Your establishment's Security score increases by 1.

Opulent. With reinforced shelving, you can store additional items up to a combined weight of 500 pounds per square. Your establishment's Security and Renown scores each increase by 1.

SUGGESTED ADDITIONS

Keep your treasury close to home by building an adjoining bedroom. Or turn your establishment into a proper bank by constructing adjoining offices and a gallery.

SUGGESTED STAFF

Guards

WORKSHOP

Cost: 10/20/30 gp per square

A cauldron, mortar and pestle, and various bottled remedies adorn an apothecary. A stone grinder and sacks waiting to be filled with flour can be found in a mill. Tables or workbenches covered with tools and wondrous inventions furnish a tinker's shop. The furnishings and name of a workshop vary depending on what's being crafted or repaired.

Workshop Name	Wares
Apothecary, herbalist's shop	Remedies
Bakery	Bread
Bookbinder's, publisher	Books
Brewery	Beer
Carpenter's shop, wood-carver's shop	Furniture, wooden goods
Chandler	Candles
Cobbler	Shoes
Cooper's shop	Barrels, casks
Fletcher	Bows and arrows
Glassworks	Glass
Jeweler's shop	Jewelry
Leatherworker's shop	Leather goods
Loom, weaver's shop	Fabric, textiles
Mill	Flour
Potter's shop	Pottery
Smithy	Metalwork
Studio	Art

Workshop Name	Wares
Tailor's shop	Clothes
Tinker's shop	Clockwork, inventions
Wainwright	Wagon
Wheeler's shop	Wheels

BENEFIT

Basic. Your establishment's Profitability score increases by 1 for every 25 workshop squares that are staffed with craftspeople.

Fine. Your establishment's Profitability score increases by 1 for every 25 workshop squares that are staffed with craftspeople.

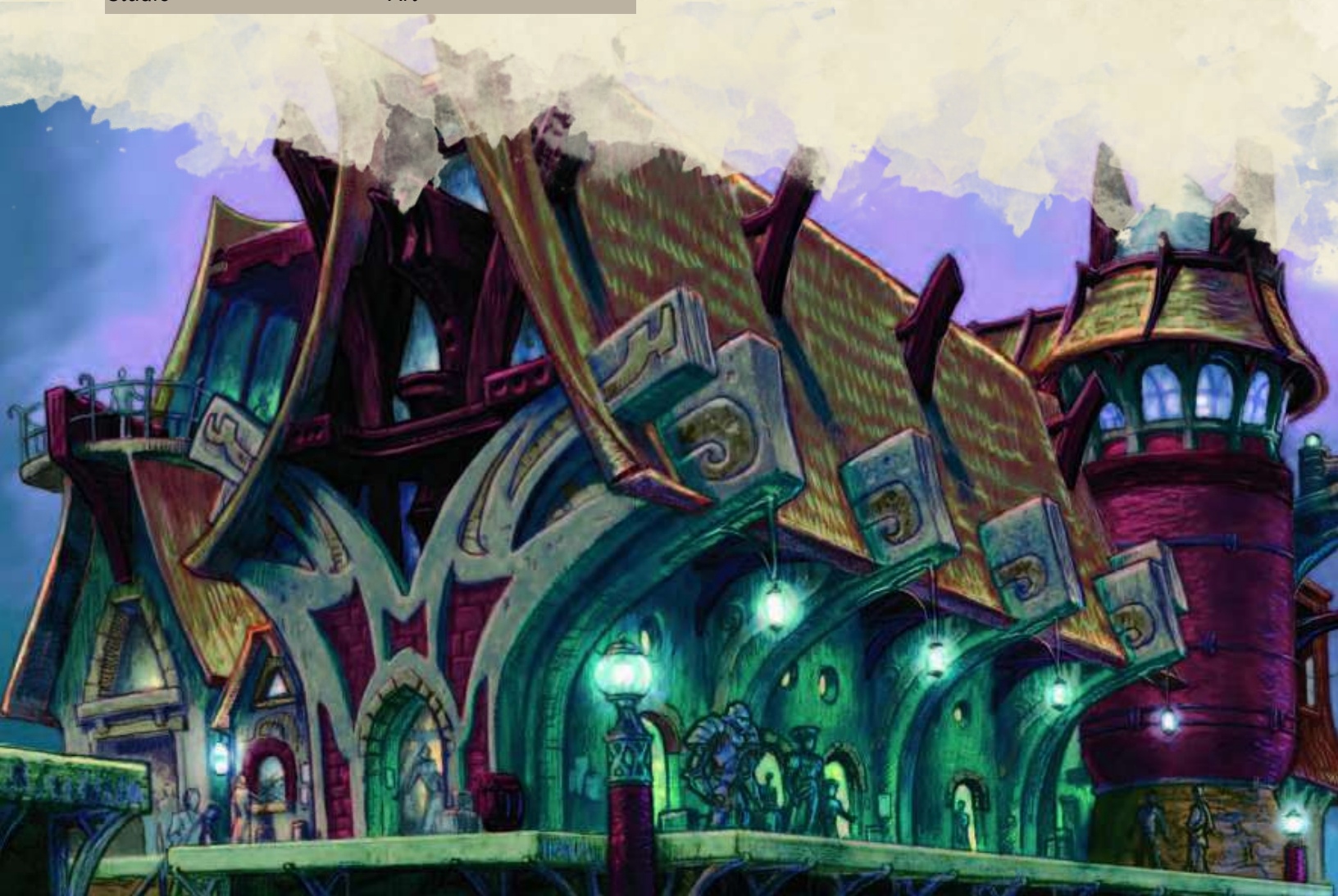
Opulent. Your establishment's Renown score increases by 1, and its Profitability score increases by 1 for every 25 workshop squares that are staffed with craftspeople.

SUGGESTED ADDITIONS

You can combine your workshop with a living space by building an addition and furnishing it as a bedroom. Or you can combine it with a storefront for your wares by building an addition and furnishing it as a shop.

SUGGESTED STAFF

Craftspeople



CHAPTER 5: HIRING STAFF

A bartender wipes down the bar while making idle conversation with the regulars. A pile of wood shavings collects in a pile on the ground as a carpenter smooths slats for a treasure chest. A gardener's eyes grow wide with delight at seeing new green growth in the conservatory. A priest greets her congregation with a bawdy joke before administering the holy rites. People make an establishment come alive with activity.

Once you've furnished your rooms, you have the option to employ staff to work in them: clerks in offices, guards in barracks, performers in theaters, teachers in classrooms, and so on. Hiring staff is completely optional. If you value privacy or wish to be self-sufficient, you can skip this chapter entirely. Just remember that you can't turn a profit or get the full benefits of many of the furnished room options without employees.

You can fill one staff position yourself, as can each member of your adventuring party. That might keep costs down while your establishment gets going. But you forfeit any revenue you might have generated for any month you spend away from your establishment. A good rule of thumb is that you need to spend 20 days working in a month to generate revenue.

Each staff entry has the following details.

MONTHLY WAGE

The listed wages are the minimum you can pay to keep your current employees. Attempting to pay any less than the listed wages results in your employees refusing to work, going on strike, or simply quitting to seek other opportunities.

SKILLED

With experience or training, employees can become skilled at their jobs. Once a staff member has been under your employ for 12 months or more, they can become skilled. Skilled employees earn the higher of the two listed monthly wages (or go on to seek better employment elsewhere), but each skilled employee's efficiency and influence increase your establishment's Renown score by 1. A player character serving as a staff member is always skilled.

SIDEKICKS

If an employee ever accepts your invitation to accompany the party on your adventures, the staff member can potentially earn experience points. When an employee earns enough XP to take a level, choose one for them from the sidekick classes in appendix A. Each staff entry below suggests an appropriate sidekick class.

STAFF OPTIONS

CLERKS

Monthly Wage: 6/60 gp per employee

Clerks make records, keep accounts, take meeting minutes, and perform other administrative or clerical tasks. Most clerks are **commoners**, though anyone with an Intelligence score of 10 or higher can take the job.

Clerks are sometimes called bookkeepers, scribes, or scribes. Clerks typically take levels in the expert sidekick class (see appendix A).

In order to staff an office, you need at least one clerk for every 16 office squares.

SKILLED

A skilled clerk is efficient and knowledgeable, with a mind like a steel trap and excellent penmanship. They add the following feature to their stat block:

Everything in Its Place. The clerk always knows where any given item is in your establishment. In addition, the clerk can retrieve any requested item as an action, provided the item is in the same room.

COOKS

Monthly Wage: 6/60 gp per employee

Cooks shop for or order food, prepare it, and pass it along to the waitstaff who serve it to the guests. Most cooks are **commoners**, but anybody with an eye for ingredients, knack for flavors, and stamina for the job can fill the position.

Cooks are sometimes called chefs, culinarians, or food handlers. Cooks typically take levels in the expert sidekick class (see appendix A).

In order to staff a kitchen, you need at least one cook for every 16 kitchen squares.

SKILLED

A skilled cook turns a meal into an experience. The flavors and textures of their craft keep customers coming back for more. They add the following feature to their stat block:

Feasting. If an ally of the cook spends a short rest eating a meal the cook has prepared and expends any Hit Dice to regain hit points, the creature regains an additional 1d6 hit points. The cook can gain the same benefit as well.

COURTIERS

Monthly Wage: 60/120 gp per employee

Broadly speaking, a courtier is anyone who is part of a monarch or other royal personage's court. Undoubtedly, courtiers would rankle at the notion that they are hired employees, but the monarch does pay them an annuity for services rendered, usually companionship or counsel. Though anyone born or elevated to the position can be a courtier, most are **nobles**.

Courtiers are sometimes called attendants, companions, cupbearers, ladies-in-waiting, pages, retainers, or squires. Courtiers typically take levels in the expert sidekick class, though some take warrior levels instead (see appendix A).

Your establishment's Renown score increases by 1 for every hired courtier.

SKILLED

A skilled courtier always wears the latest fashion or sets their own trends, knows court intrigue and every influential person in the region, and gives excellent advice. They grant double the Renown of a normal courtier, and they add the following feature to their stat block:

Advisor. Choose one from among Intelligence, Wisdom, and Charisma. The courtier has advantage on skill checks that use this ability.

CRAFTSPEOPLE

Monthly Wage: 6/60 gp per employee

Craftspeople include anyone who makes or creates something, whether it's a tool, work of art, wagon wheel, fresh-baked bread, or pottery. Most craftspeople are **commoners** or anyone with a proficiency in one or more artisan's tools.

Craftspeople are called a variety of titles, depending on what they make. Several are listed on the table below. Craftspeople typically take levels in the expert sidekick class (see appendix A).

In order to staff a workshop, you need at least one craftspeople for every 25 workshop squares.

Craftsperson	Definition
Carpenter	a worker in wood
Cooper	a maker of casks and barrels
Smith	a worker in metal
Tailor	a maker of fitted clothes
Tanner	a person who tans animal hides
Wainwright	a wagon-builder
Weaver	a maker of woven fabric
Wheelwright	a maker of wooden wheels

SKILLED

A skilled craftsperson creates masterwork items. These are items that fetch ten times the average market price at market and may even become collectibles. A skilled craftsperson adds the following features to their stat block:

Masterwork. When practicing their trade, the craftsperson makes items of rare quality that demonstrate tremendous skill. Any such item sells for 10 times the typical market price. In addition, the 25 workshop squares the craftsperson works in are treated as one step higher in quality (basic to fine, fine to opulent). A skilled craftsperson working in an opulent workshop increases the establishment's Profitability score by 1.

Trick of the Trade. Choose an artisan's tool the craftsperson is proficient with. The craftsperson has advantage on any skill check using this kind of tool.

CURATORS

Monthly Wage: 30/120 gp per employee

Curators maintain and curate a collection in an institution, such as a museum or library. Though anyone with an Intelligence of 12 or higher can be a curator, most use the **apprentice wizard** or **sage** stat block, except skilled curators who are usually **master sages**.



Curators are sometimes called archivists, custodians, librarians, or keepers. Curators typically take levels in the expert sidekick class (see appendix A).

A gallery or library is considered staffed when it has at least one hired curator per 25 squares.

SKILLED

A skilled curator knows the collection and its contents like the back of their hand. They add the following feature to their stat block:

Knowledgeable. The curator has advantage on Intelligence skill checks.

DOMESTICS

Monthly Wage: 6/60 gp per employee

Domestic servants clean and tidy rooms, launder and press clothes, and do bed-making and other household tasks. Most domestics are **commoners**, but anybody with the skills and stamina for the job can fill the position.

Domestics are sometimes called cleaners, housekeepers, or maids. Domestics typically take levels in the expert sidekick class (see appendix A).

You need domestic servants to staff baths, bedroom, and lounge squares.

SKILLED

A skilled domestic is good with the guests, remembers their preferences and peeves, and makes everyone feel perfectly at home. They add the following feature to their stat block:

Walls Have Ears. Most guests have the unfortunate habit of talking a little too freely in the presence of domestics. The domestic automatically succeeds on Charisma (Persuasion) checks made to gather and sift through rumors.

GARDENERS

Monthly Wage: 6/60 gp per employee

Gardeners plant, water, fertilize, and otherwise care for green and growing things. Most gardeners are **commoners** while a skilled gardener might be a **druid**. But anybody with proficiency in the Nature skill can fill the job.

Gardeners are sometimes called greenskeepers, groundskeepers, or landscapers. Gardeners typically take levels in the expert sidekick class, though some take spellcaster levels instead (see appendix A).

In order to staff a conservatory, you need at least one gardener for every 36 conservatory squares.

SKILLED

A skilled gardener has a green thumb, coaxing even the most temperamental plants to grow and thrive. Long experience has taught them what different plants need. They add the following feature to their stat block:

Symbiotic. Plant creatures have a starting attitude of indifferent toward the gardener. A plant creature will not attack the gardener unless the gardener or their allies threaten or harm the plant.

GUARDS

Monthly Wage: 6/60 gp per employee

Guards provide security for your establishment. Though anyone with martial prowess can be a guard, most use the **guard** stat block, except skilled guards who are usually **archers** or **veterans**.

Guards are sometimes called bouncers or bodyguards. Guards typically take levels in the warrior sidekick class (see appendix A).

Guards require sleeping accommodations to provide around-the-clock security. You can either provide a bedroom or build the more economical barracks.

Your establishment's Security score increases by 1 for every hired guard who has on-site sleep accommodations, or for every three hired guards who sleep off-site.



SKILLED

A skilled guard is vigilant and willing to put their own safety on the line. They add the following reaction to their stat block:

Protection. The guard imposes disadvantage on the attack roll of a creature within 5 feet of them whose target isn't the guard. The guard must be able to see the attacker.

PERFORMERS

Monthly Wage: 60 gp per employee

Performers entertain you and your guests with physical feats, instruments, storytelling, singing, acting, or even gladiatorial fighting. Most performers are **bards**, but anybody who has proficiency in the Acrobatics or Performance skill, is proficient with a musical instrument, or can prepare at least one bard spell can have the job.

Performers are sometimes called entertainers or are known by their particular talent: comedian, dancer, singer, etc. Performers typically take levels in the expert spellcaster class, though some take expert levels instead (see appendix A).

Increase your establishment's Renown score by 1 for every hired performer.

SKILLED

All hired performers are skilled employees (because nobody is entertained by an unskilled one).

PRIESTS

Monthly Wage: 6/60 gp per employee

A priest maintains a shrine or church, leading religious services and serving their congregation. Though anyone who can prepare cleric or paladin spells can be a priest, most are **acolytes**, except skilled priests who usually use the **priest** stat block.

Priests are sometimes called pastors, imams, rabbis, or ministers. Priests typically take levels in the spellcaster sidekick class.

Each hired priest has the Divine Intervention cleric feature while they stand in a shrine you own. If you are a cleric of 10th level or higher, each hired priest also grants you a +1 cumulative bonus to the percentile dice roll when you use Divine Intervention to implore your deity's aid.

SKILLED

A skilled priest is devout and exemplifies the deity or power they worship. They add the following action to their stat block:

Lay on Hands (Recharges After a Short or Long Rest). With their blessed touch, the priest can heal wounds or afflictions. As an action, the priest can touch a creature and restore a number of hit points to it equal to their Wisdom modifier \times 5, neutralize one poison affecting it, or cast lesser restoration on it.

SHOPKEEPERS

Monthly Wage: 6/60 gp per employee

Shopkeepers maintain a shopfront, cleaning it and stocking it with wares, as well as answering customer questions and finalizing purchases. Most shopkeepers are **commoners**, but anybody with attention to detail and knowledge about your inventory can fill the job.

Shopkeepers are sometimes called salespeople, retailers, traders, or vendors. Shopkeepers typically take levels in the expert sidekick class (see appendix A).

In order to staff a shop, you need at least one shopkeeper for every 50 shop squares.

SKILLED

A skilled shopkeeper is on good terms with regular customers, knows the location and characteristics of every item in the shop, and is an expert at closing sales. They add the following feature to their stat block:

Acumen. Choose one from among Dexterity, Intelligence, and Charisma. The shopkeeper has advantage on skill checks that use this ability.



STABLEHANDS

Monthly Wage: 6/60 gp per employee

Stablehands feed and care for mounts, muck out stalls, and provide first aid. Most stablehands are **commoners**, but anybody who loves animals and doesn't mind the manual labor can fill the job.

Stablehands are sometimes called equerries, grooms, or hostlers. Stablehands typically take levels in the expert sidekick class, though some take levels in spellcaster instead (see appendix A).

Each stablehand can care for up to 15 mounts housed in stables.

SKILLED

A skilled stablehand is excellent with animals, encyclopedic in their knowledge about their care, and instinctively knows what each mount needs. They add the following feature to their stat block:

Animal Whisperer. The stablehand gains proficiency in the Animal Handling skill. In addition, whenever the stablehand makes a Wisdom (Animal Handling) check, they can treat a d20 roll of 9 or lower as a 10.

TEACHERS

Monthly Wage: 6/60 gp per employee

Teachers have only one thing in common: specialized knowledge or skill in their field. Many teachers are **commoners**, but they can also be **apprentice wizards**, **bards**, **druids**, **sages**, and more. Anyone fluent in a language, proficient with a skill or tool, or having vocational experience can be a teacher.

A teacher is sometimes called a guide, instructor, mentor, professor, or tutor. Teachers typically take levels in the expert sidekick class, though some take levels in spellcaster instead (see appendix A).

In order to staff a classroom, you need at least one teacher for every 15 students.

SKILLED

A skilled teacher is peerless in their field, gifted at seeing and fostering potential, and tireless in their devotion to education. They add the following feature to their stat block:

Tutelage. As an action, the teacher chooses one skill or tool. For 10 minutes, the teacher's allies within 30 feet have proficiency with the chosen skill or tool.

WAITSTAFF

Monthly Wage: 6/60 gp per employee

Waitstaff take orders and serve food and drinks. Most waitstaff are **commoners**, but anybody with the patience and stamina for the job can fill the position.



They are sometimes called waiters, servers, or bartenders. Waitstaff typically take levels in the expert sidekick class (see appendix A).

In order to staff a barroom or lounge, you need at least one waitstaff employee for every 50 squares.

SKILLED

A skilled waitstaff employee is good with the patrons, never mixes up orders, and knows the names and favorite beverages of your regular customers. They add the following feature to their stat block:

Indispensable. Choose one from among Strength, Dexterity, and Charisma. The waitstaff employee has advantage on skill checks that use this ability.

CHAPTER 6: HOME AND BUSINESS

You've scouted your location, finished construction, furnished all the rooms, and hired your staff. If you've constructed a home—a place to just sleep, eat, relax, and keep your stuff—you're all set. Skip reading this chapter and go enjoy the fruits of your labor. But if you've got loot to secure, a business to run, or fame and fortune to win by way of your establishment, keep reading. Your establishment is just getting started.

ESTABLISHMENT SCORES

Three scores provide a quick description of every establishment's characteristics:

- **Profitability** measures revenue-generating potential
- **Security** measures sturdiness and defenses
- **Renown** measures fame and appearance

Is your building filled with customers and staff to serve them? Is it made of stone and brimming with guards? Have people heard of it before? (Did Volo write about it?) Establishment scores define these qualities—an establishment's assets and advantages as well as its weaknesses. The main rolls used in this supplement rely on these three establishment scores. If you're familiar with *DUNGEONS & DRAGONS*, you're already familiar with the basic rule behind these rolls: roll a d20, add a modifier derived from one of the scores, and compare the total to a target number. A roll can have advantage or disadvantage.

The modifiers are the same for establishment scores as they are for your ability scores. A score of 1 corresponds to a -5 modifier, 10 to a +0, and 20 to a +5. The only difference here is that an establishment isn't bound to a maximum score of 20. Establishments can have an establishment score of up to 30 with a corresponding +10 modifier. And unlike your character, establishments do not have a proficiency bonus.

CHECKS AND CONTESTS

When you make a roll, add the relevant establishment modifier, and then compare the result to a static number or an opposing roll.

For example, if the owner of a rival tavern gets into an argument with you about which of your establishments is better, you can easily simulate the result of a test of customer loyalty. Roll a d20 and add your Renown modifier while the DM does the same for the opposing tavern. Compare the two rolls. Whoever has the higher result wins in a "Best in Town" contest, perhaps sparking the anger of the other establishment owner.

Or perhaps your establishment is under threat of destruction by a fire raging through town. The DM could set the DC at 15 and ask you to roll a Security check. If you match or exceed the DC after adding your Security modifier, your loyal employees or the sturdy walls of your establishment repel the fire. If not, the fire might do some damage or raze the building entirely, depending on how low you rolled.

Anything like these contests or checks are fair game. Feel free to get creative with how you use these scores.

There are some checks that come up time and again when playing with establishments. As a result, the three most common types of establishment checks are detailed here.

PAYDAY

If it's been at least one month (30 days) since the last payday, you can make a Payday check. Roll a d20 and add the establishment's Profitability modifier. Your establishment earns a profit if it equals or exceeds the DC, which is determined by the location upon which your establishment stands (see the Payday DC table below). If it fails, the establishment earns no profit and you must pay staff wages out of your own pocket. Each time you refuse to pay staff wages, your current staff members quit and your establishment suffers a permanent -1 penalty to its Renown score. The rooms of your establishment lose any benefits they granted for being staffed until you hire new employees to replace the ones who left.



PAYDAY DC

Population	DC
Wilderness	19
Roadside	13
Village	14
Town	12
City	10
Metropolis	8

When your establishment successfully earns a profit, you roll a d100 to determine the payout. You earn a number of gold pieces equal to the result multiplied by your establishment's Renown score. For example, if your establishment's Renown score is 5 and you roll a 60 on the d100, you earn 300 gp this month. After paying all staff wages, you pocket any money that's left.

If the d20 roll for a payday is a 1, your establishment fails to earn a profit regardless of any modifiers or the payday DC.

If the d20 roll for a payday is a 20, your establishment turns a profit regardless of any modifiers or the payday DC. Rolling a 20 on a Payday check is called a bonanza. If you score a bonanza, you earn a number of platinum pieces, instead of gold pieces, equal to the result of a 1d100 roll multiplied by your establishment's Renown score.

RUNNING THE ELFSONG TAVERN

Let's use the Elfsong Tavern as an example. When it first opened, it had a Profitability score of 6 (-2) and a Renown score of 2 (-4). After a month of hard work with her two servers, Falten and Yimiur, Lady Alyth is ready for payday. Her player rolls a 10 on the d20. After subtracting the Profitability modifier, the result is an 8. That's just enough to earn a profit in a metropolis.

Lady Alyth's player rolls a d100 to see how much profit she earned. This time the roll is a 51. She multiplies this number by her establishment's Renown score, for a total of 102 gp earned. After paying her waitstaff (4 gp, 5 sp each), she pockets the remaining 93 gp. That's a tidy sum, but the Elfsong Tavern is just getting started!

REPEL

Another establishment check that may come into play is Repel, used to repel an intruding force. This is an optional check, since you can instead run a combat as you normally would, rolling initiative and letting each combatant take a turn. In normal combat, each guard or other staff member in the fight can be controlled by either you or the DM or as an ally of the adventuring party.



However, if you want to keep the spotlight on the adventuring party, you can simply add the Security modifier to your attack rolls and AC while you're inside the establishment. This is due to your "home field advantage" and represents help from the staff and the fortifications offered by the establishment, such as locked doors, traps, makeshift defenses, and knowledge of the building layout. If the modifier is a negative number, it represents the extra effort and caution you must exercise to protect the establishment and its staff while fighting off the intruders.

Finally, if you're away from the establishment when it comes under attack, you can run the combat as normal, taking on the roles of the employees defending the establishment as they take actions and making attack and damage rolls. Or you can use the following, more abstracted rules:

The establishment itself acts as one unit and makes a number of attacks against the intruders. To make an attack with the establishment, you roll a d20 and add the establishment's Security modifier to the roll. Compare the result to the intruders' Armor Class. If the intruders have various ACs, take the average by adding them all together and dividing the total by the number of intruders.

If the attack hits, it counts as one success, or two successes on a roll of 20 on the d20. If the attack misses, it counts as one failure. If an attack misses with a roll of 1 on the d20, the intruding force has a creature with the Siege Monster feature, or the intruding force has more than 4 times as many creatures as the number of rooms in your establishment, it counts as two failures instead.

Do not track hit points or roll attacks for the intruders. Instead, you alone roll, tracking the establishment's successes and failures.

A success or failure has no effect by itself. On your establishment's third success, the intruding force is expelled from the premises and immediately disbands. On its third failure, the intruding force can do one of the following (DM's choice):

- Deal a permanent -1 penalty to the establishment's Renown score
- Occupy the establishment, forcing the player characters to take it back
- Steal a month's profits, forcing you to skip the next Payday check (though wages must still be paid to keep your staff)
- Steal the contents of a treasury room
- Release any prisoners in a jail room

The successes and failures don't need to be consecutive; keep track of both until you have three successes or three failures. The number of both is reset to zero at the end of the combat.

DEFENDING THE ELFSONG TAVERN

Let's say the Elfsong Tavern comes under attack by two members of a local thieves' guild (**bandits**) while Lady Alyth is away. Falten and Yimiur are loyal employees, willing to fight for their workplace. The combat can take place normally, with Alyth's player rolling initiative, attack and damage for Falten and Yimiur using the commoner stat block, since the employees are unskilled waitstaff.

The other option is to use the more abstracted rules instead. The Elfsong Tavern has a Security modifier of -4, so Alyth's player rolls d20 - 4 when the establishment makes an attack. That means Alyth's player needs to roll a 16 or higher on the die to succeed, since bandits have an AC of 12. She rolls until the Elfsong Tavern accumulates three successes or three failures.

The odds are against the Elfsong Tavern, and after a tense but short battle, Falten and Yimiur must surrender. When Lady Alyth returns, they relate the bad news to her: the month's earnings have been stolen. She resolves to hire two bouncers at the earliest opportunity, but for now, she's going to visit the thieves' guild. It's payback time!



APPENDIX A: SAMPLE ESTABLISHMENTS AND STAFF

SAMPLE ESTABLISHMENTS

The following Baldur's Gate buildings show the variety of establishments possible with this supplement.

ELFSONG TAVERN

The Elfsong Tavern is among the most well-known establishments in town. It gets its name from the mysterious singing voice of an elven spirit said to haunt the place.

ELFSONG TAVERN

2-story, 19-room metropolis establishment

Owner Lady Alyth Elendara

Payday DC 8

Staff Wages 211 gp, 5 sp

PROFITABILITY	SECURITY	RENOWN
12 (+1)	5 (-3)	7 (-2)

Looking for Work. The cost of staff wages decreases by 25% (included in the stat block).

Lounges. A creature resting in a lounge gains the benefit of a short rest in half the normal time.

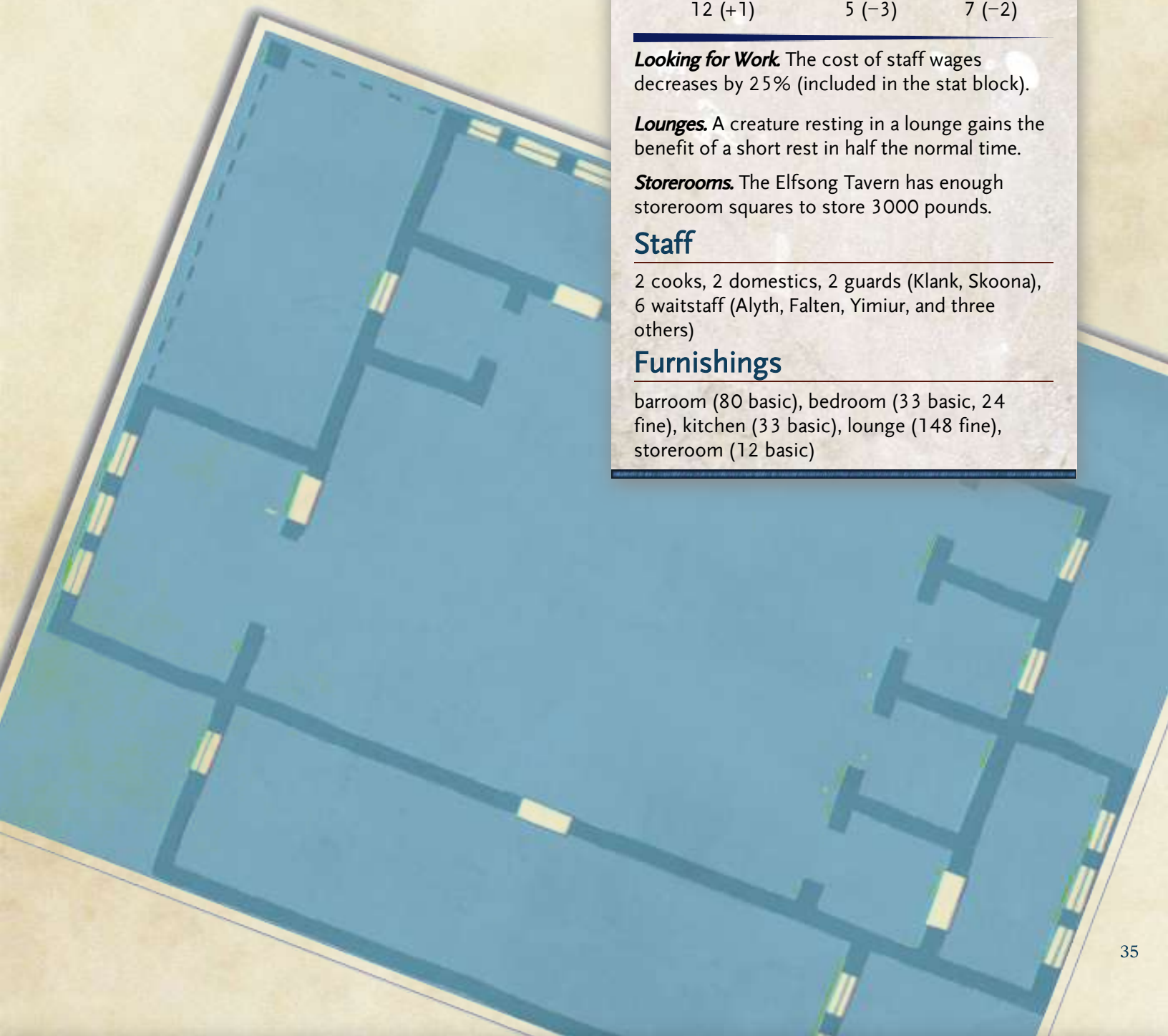
Storerooms. The Elfsong Tavern has enough storeroom squares to store 3000 pounds.

Staff

2 cooks, 2 domestics, 2 guards (Klank, Skoona), 6 waitstaff (Alyth, Falten, Yimiur, and three others)

Furnishings

barroom (80 basic), bedroom (33 basic, 24 fine), kitchen (33 basic), lounge (148 fine), storeroom (12 basic)



LOW LANTERN

The Low Lantern is an aging, three-masted merchant ship permanently docked on the east side of the harbor of Baldur's Gate. Far past the point of being seaworthy, the vessel was converted into a tavern and gambling house that is open day and night.

LOW LANTERN

4-story, 10-room metropolis establishment

Owner Captain Laraelra Thundreth

Payday DC 8

Staff Wages 112 gp, 5 sp

PROFITABILITY	SECURITY	RENOWN
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4 (-3)	5 (-3)	2 (-4)
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Looking for Work. The cost of staff wages decreases by 25% (included in the stat block).

Lounges. A creature resting in a lounge gains the benefit of a short rest in half the normal time.

Staff

1 domestic, 18 guards (bouncer thugs), 6 waitstaff (kenku bartenders)

Furnishings

barroom (58 basic), bedroom (41 basic), lounge (71 basic)



PUBLIC BATHHOUSE

1-story, 3-room metropolis establishment

Owner Duke Thalamra Vanthampur

Payday DC 8

Staff Wages 148 gp, 5 sp

PROFITABILITY	SECURITY	RENOWN
4 (-3)	6 (-2)	9 (-1)

Looking for Work. The cost of staff wages decreases by 25% (included in the stat block).

Lounges. A creature resting in a lounge gains the benefit of a short rest in half the normal time.

Staff

2 domestics (Jabaz, Qurmilah), 4 guards (a necromite of Myrkul and three others)

Furnishings

baths (42 opulent), lounge (12 opulent)

PUBLIC BATHHOUSE

Not many people know it, but the public bathhouse of Baldur's Gate is a front for the Vanthampur family's shady operations. A wall in the north massage room swings inward to reveal steps that lead down into an ancient dungeon, which is separate from the bathhouse.

VANTHAMPUR VILLA

Home to the devil-worshipping Vanthampur family, Vanthampur Villa is a stately stone edifice with a detached stable house. Both buildings have sloped rooftops covered with red clay tiles. The villa includes a cellar and wine cellar but excludes the sewers surrounding them.

VANTHAMPUR VILLA

4-story, 19-room metropolis establishment

Owner Duke Thalamra Vanthampur

Payday DC 8

Staff Wages 567 gp

PROFITABILITY	SECURITY	RENOWN
6 (-2)	9 (-1)	15 (+2)

Crenellated Rooftop. Medium or smaller creatures on the balcony have three-quarters cover from ranged attacks from outside the villa.

Jail. The locks and manacles in the villa require a DC 15 Dexterity check with thieves' tools to be picked.

Looking for Work. The cost of staff wages decreases by 25% (included in the stat block).

Lounges. A creature resting in a lounge gains the benefit of a short rest in half the normal time.

Stables. The villa can house and feed four Large mounts of challenge rating 1/2 or lower.

Storerooms. Vanthampur Villa has enough storeroom squares to store 26,500 pounds.

Staff

1 cook (Gabourey D'Vaelan), 1 domestic (Ambra Fallwater), 14 guards, 1 stablehand (Sarvinder Peck), 1 waitstaff (Fendrick Gray)

Furnishings

bedroom (56 opulent, 31 fine), crenellated rooftop (12 fine), gallery (72 opulent), jail (16 fine), kitchen (33 fine), library (16 opulent), lounge (78 opulent), stables (12 fine), storeroom (22 fine, 62 basic)

SIDEKICKS

An optional rule is to have staff members take levels in sidekick classes so they increase in power as you do. They can even accompany you on your adventures if you like.

What follows are adapted stat blocks for creatures that might not otherwise qualify to be sidekicks due to their CR 1/2 or lower prerequisite. You can find the rules for sidekicks and the expert, spellcaster, and warrior sidekick classes in chapter 4 of *Tasha's Cauldron of Everything*.

The sidekick's proficiency bonus is always based on their total character level, not their level in a particular class. For example, if your sidekick is a half-ogre 2/spellcaster 3, they have a proficiency bonus of +3 of a 5th-level sidekick.

ANIMATED ARMOR

Lady Alyth employs a suit of animated armor called Klank as a bouncer.

If you want a suit of animated armor on your staff, use the untrained animated armor stat block. The sidekick can take up to three animated armor sidekick levels, then multiclass by taking levels in the expert, spellcaster, or warrior sidekick class.

THE ANIMATED ARMOR

Level	Proficiency Bonus	Features
1st	+2	Repair Kit
2nd	+2	—
3rd	+2	Obdurate

REPAIR KIT

1st-level animated armor feature

The armor has gathered materials and tools to assemble a repair kit. As long as the kit is in its possession and the armor has more than 0 hit points, the armor can regain hit points normally during a short or long rest.

An ally can also use the repair kit on the armor in the same way, whether or not the armor is stunned. Repairing the armor is considered light activity.

OBDURATE

3rd-level animated armor feature

The armor gains resistance to piercing and slashing damage from nonmagical attacks that aren't adamantine.

UNTRAINED ANIMATED ARMOR

1st-level Medium construct

Armor Class 18 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Imperfect Immortality. The armor cannot die and does not sleep. But it gains no benefit from a short or long rest. Furthermore, healing spells and magic items, such as *cure wounds* or *potions of healing* have no effect on it, though the *mending* cantrip restores 1 hit point to the armor. When the armor is reduced to 0 hit points, it falls prone and is stunned, but it isn't rendered unconscious.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

HALF-OGRE

Lady Alyth employs a gruff half-ogre named Skoona as a bouncer.

If you want a half-ogre on your staff, use the following adolescent half-ogre stat block and take up to two half-ogre sidekick levels. Afterwards, multiclass the half-ogre by taking levels in the expert, spellcaster, or warrior sidekick class.

ADOLESCENT HALF-OGRE

1st-level Medium giant

Armor Class 12 (hide armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	9 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

THE HALF-OGRE

Level	Proficiency Bonus	Features
1st	+2	Growth Spurt
2nd	+2	Brute

GROWTH SPURT

1st-level half-ogre feature

The half-ogre grows, becoming a Large giant. The half-ogre's Hit Dice are now d10s. In addition, the half-ogre's Constitution score increases by 1.

BRUTE

2nd-level half-ogre feature

A melee weapon wielded by the half-ogre deals one extra die of its damage. In addition, the half-ogre's Strength score increases by 2.



APPENDIX B: NPCs AND SPELLS



Stat blocks and spells that are not in the *Basic Rules*, but are mentioned in this rules supplement, are reprinted here for your convenience. Some stat blocks have minor alterations for ease of use.



APPRENTICE WIZARD

Medium humanoid (any race)

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	10	10	14	10	11
(+0)	(+0)	(+0)	(+2)	(+0)	(+0)

Skills Arcana +4, History +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Fire Bolt (Cantrip). *Ranged Spell Attack:* +4 to hit, 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Burning Hands (1st-Level Spell; 1/Day). The apprentice creates a thin sheet of flames. Each creature in a 15-foot cone must make a DC 12

Dexterity saving throw. A creature takes 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Spellcasting. The apprentice casts one of the following spells, using Intelligence as the spellcasting ability (save DC 12):

At will: *mending*, *prestidigitation*
1/day: *disguise self*

Reactions

Shield (1st-Level Spell; 1/Day). When the apprentice is hit by an attack or targeted by a *magic missile* spell, they call forth an invisible barrier of magical force that protects them. Until the start of their next turn, the apprentice has a +5 bonus to AC, including against the triggering attack, and they take no damage from *magic missile*.

ARCHER

Medium humanoid (any race)

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	18	16	11	13	10
(+0)	(+4)	(+3)	(+0)	(+1)	(+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP) **Proficiency Bonus** +2

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to their next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with their longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.



BARD

Medium humanoid (any race)

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP) **Proficiency Bonus** +2

Healing Word (1st-Level Spell; 1/Day). As a bonus action, the bard chooses a creature they can see within 60 feet. The target regains 1d4 + 2 hit points, unless it's a construct or undead.

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on themselves as well.

Taunt (2/Day). The bard can use a bonus action on their turn to target one creature within 30 feet of them. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

Vicious Mockery (Cantrip). The bard unleashes a string of insults laced with subtle enchantments at a creature they can see within 60 feet. If the target can hear the bard (though it need not understand

them), it must succeed on a DC 12 Wisdom saving throw or take 2 (1d4) psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

Shatter (2nd-Level Spell; 1/Day). Each creature in a 10-foot-radius sphere centered on a point up to 60 feet away from the bard must make a DC 12 Constitution saving throw. A creature takes 13 (3d8) thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

Thunderwave (2nd-Level Spell; 1/Day). Each creature in a 15-foot cube originating from the bard must make a DC 12 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is pushed 10 feet away from the bard. On a successful save, the creature takes half as much damage and isn't pushed. In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from the bard by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

Spellcasting. The bard casts one of the following spells, using Charisma as the spellcasting ability (save DC 12, +4 to hit with spell attacks):

At will: *friends*, *mage hand*

1/day each: *charm person*, *heroism*, *invisibility*, *sleep*



MASTER SAGE

Medium humanoid (any race)

Armor Class 10 (13 with *mage armor*)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	20 (+5)	18 (+4)	11 (+0)

Skills Arcana +11, History +11, Insight +7, Investigation +11, Medicine +10, Nature +11, Religion +11

Senses passive Perception 14

Languages Common plus any five languages

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Shocking Grasp (Cantrip). *Melee Spell Attack:* +8 to hit (with advantage if the target is wearing armor made of metal), reach 5 ft., one creature. *Hit:* 13 (3d8) lightning damage, and the target can't take reactions until the start of its next turn.

Fireball (3rd-Level Spell; 3/Day). The sage creates a fiery explosion centered on a point they can see within 150 feet of them. Each creature in a 20-

foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried.

Spellcasting. The sage casts one of the following spells, using Intelligence as the spellcasting ability (save DC 14, +6 to hit with spell attacks):

At will: *light, mage hand, mending, prestidigitation*
3/day each: *comprehend languages, detect magic, dispel magic, identify, levitate, locate object, Tenser's floating disk, unseen servant*

1/day each: *banishment, contact other plane, Drawmij's instant summons, legend lore, locate creature, planar binding, polymorph, protection from evil and good, scrying, sending, true seeing*

Reactions

Shield (1st-Level Spell; 3/Day). When the sage is hit by an attack or targeted by a *magic missile* spell, they call forth an invisible barrier of magical force that protects them. Until the start of their next turn, the sage has a +5 bonus to AC, including against the triggering attack, and they take no damage from *magic missile*.



SAGE

Medium humanoid (any race)

Armor Class 10 (13 with *mage armor*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	18 (+4)	15 (+2)	11 (+0)

Skills Arcana +8, History +8, Insight +4, Investigation +8, Medicine +6, Nature +8, Religion +8

Senses passive Perception 12

Languages Common plus any four languages

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Shocking Grasp (Cantrip). *Melee Spell Attack:* +6 to hit (with advantage if the target is wearing armor

made of metal), reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage, and the target can't take reactions until the start of its next turn.

Spellcasting. The sage casts one of the following spells, using Intelligence as the spellcasting ability (save DC 14, +6 to hit with spell attacks):

At will: *light, mage hand, mending*

3/day each: *comprehend languages, detect magic, identify*

1/day each: *dispel magic, levitate, locate object, see invisibility, sending, tongues, unseen servant*

Reactions

Shield (1st-Level Spell; 3/Day). When the sage is hit by an attack or targeted by a *magic missile* spell, they call forth an invisible barrier of magical force that protects them. Until the start of their next turn, the sage has a +5 bonus to AC, including against the triggering attack, and they take no damage from *magic missile*.



SPELLS

CEREMONY

1st-level abjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (25 gp worth of powdered silver, which the spell consumes)

Duration: Instantaneous

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment.

Bless Water. You touch one vial of water and cause it to become holy water.


Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.




Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

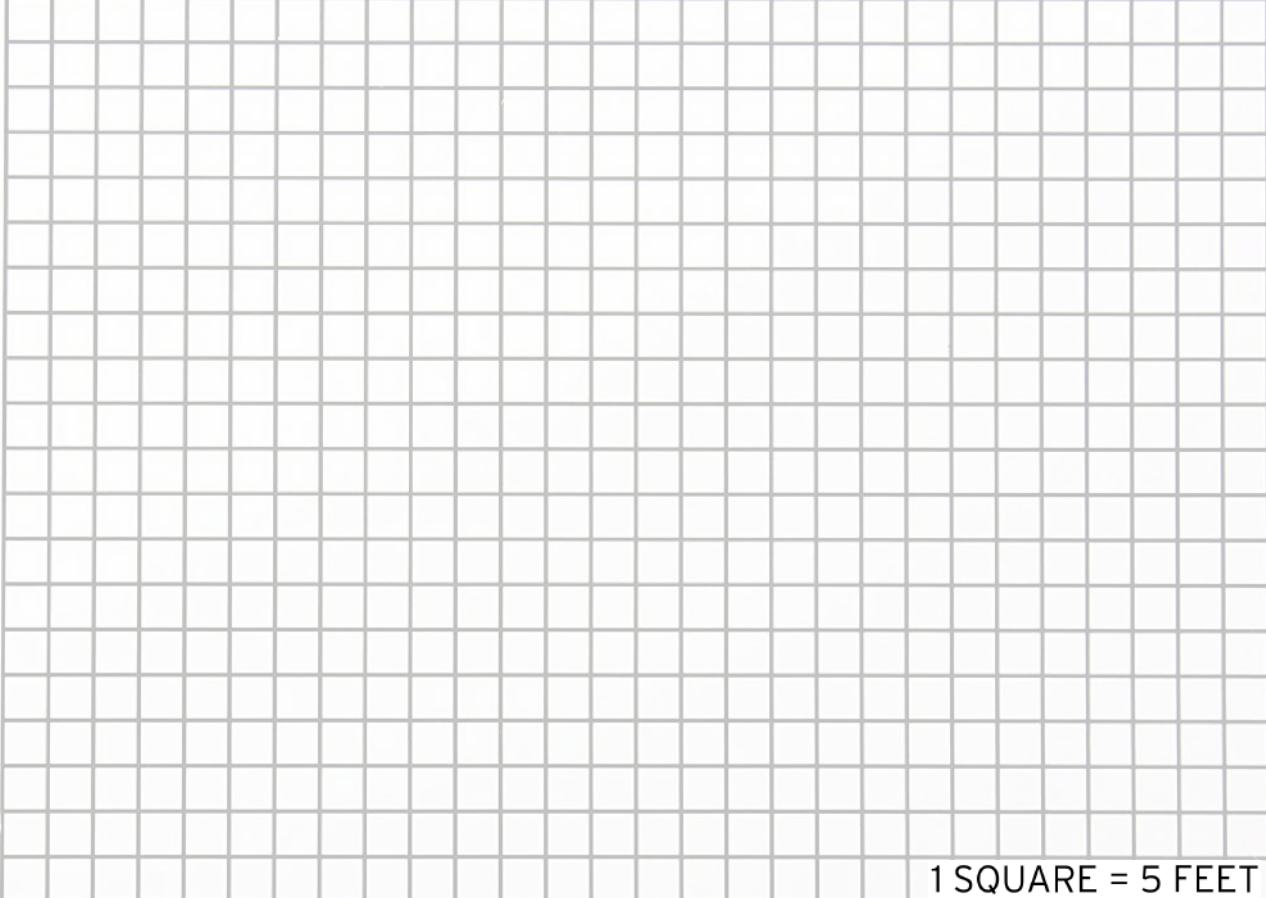



ESTABLISHMENT NAME

LOCATION	SECONDARY LOCATION	OWNER
MAX. STORIES	BUILDING MATERIALS	

PROFITABILITY

SECURITY

RENOWN


PAYDAY DC

1 SQUARE = 5 FEET

FURNISHINGS	# OF SQ.	QUALITY

ROOMS & FURNISHINGS

STAFF MEMBER	WAGE

TOTAL

STAFF & WAGES

FEATURES & TRAITS