



THE GUILDHALL

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by David Dias

GUILDHALL

Guildhall denotes the location where most, if not all, of the important functions of an organization are coordinated. How to build from the foundation of the building to the rooftop is what I hope you'll be able to accomplish from reading this.

CHOOSE YOUR LOCATION

A character can spend time between adventures building a Guildhall. Before work can begin, the character must acquire a plot of land. If the estate lies within a kingdom or similar domain, the character will need a royal charter, a land grant, or a deed. Land can also be acquired by inheritance or other means. Royal charters and land grants are usually given by the crown as a reward for faithful service, although they can also be bought. Deeds can be bought or inherited. A small estate might sell for as little as 100 gp or as much as 1,000 gp. A large estate might cost 5,000 gp or more, if it can be bought at all. Once the estate is secured, a character needs access to building materials and laborers. The Building a Guildhall table shows the cost of building the Guildhall and the amount of time it takes, provided that the character is using downtime to oversee construction. Work can continue while the character is away, but each day the character is away adds 3 days to the construction time.

BUILDING A GUILDHALL

	Construction Cost	Construction Time
Guildhall, Village	2,500 gp	60 days
Guildhall, Town	5,000 gp	60 days
Guildhall, City	7,500 gp	60 days

Depending on where you want to build your Guildhall, the price will change. A house near a small Village like Phandalin shouldn't have the same price as a house in Waterdeep. The building or terrain costs should change according to the place.

If you believe that the prices might be a bit high for low level characters, just make them go on a quest to earn the place where they want to build their Guildhall.

BASIC GUILDHALL

After building the guildhall you will have access to an Armory, Bedrooms, a Bath, a Kitchen, a Dining Hall, a Common Area, a Storage.

ARMORY

Racks of armor and weapons fill this simple room, which has enough space to hold equipment for 15 soldiers. The walls and floor is made of rough stone.

BEDROOMS

You have five bedrooms. Each of them has a closet and privy. The furnishings are rough, but they include a straw bed on a low frame, two chests of drawers and a mirror hanging on one wall. The bedclothes are made of rough wool, and the blanket is a patchwork quilt made of whatever was available. A couple of rough benches form a sitting next to a small table.

BATH

This standard, sparsely furnished room contains a simple wooden tub and a chamber pot, along with some rough wooden benches for seating.

COMMON AREA

This plain room features bare floors with a few benches and walls with uninspiring artwork or tapestries. It might serve as a waiting room, a general meeting area, or an all-purpose room.

DINING HALL

Long, rough, rectangular tables and benches line this main hall, both at the edges and in the middle. A fireplace sits at one end of the place, providing warmth for all. The walls of such a place are decorated with hanging weapons, animal heads, and the like. The floor is made of worn wood.

KITCHEN

This rudimentary stone kitchen centers around a fireplace. It includes a pantry, in which basic foodstuffs are stacked on shelves or hung from the ceiling. The kitchen includes pots and pans made of tin. A scullery provides storage for brooms and rags, along with a basin for washing dishes and laundry.

STORAGE

This empty room has rough walls and an unfinished floor.

TROPHY ROOM

This glorified storage space allows you to display trophies won in your expeditions and adventures. Most trophies hang on the walls, while others line tables scattered throughout the room.



MAINTENANCE COSTS

It is necessary to have enough people to protect your property, to cook and keep everything clean, so the base number of Hirelings are 5 Skilled and 3 Untrained.

The Guildhall will have maintenance costs. This is how you'll be able to provide food, clothes, and other household items for your hirelings.

MAINTENANCE COSTS

Property	Total Cost per Day	Skilled Hirelings	Untrained Hirelings
Guildhall, Town or City	5 gp	5	3

Adding to the maintenance costs, you will have to pay your Hirelings for their services.

HIRELINGS COSTS

Hireling	Total Cost per Day
Skilled	2 gp
Untrained	2 sp

A basic Guildhall will have a monthly fee of 5 gp + 2 gp for each skilled hireling and 2 sp for each untrained hireling. That makes a total of 15 gold pieces and 6 silver pieces per month.

UPGRADES

It is possible to upgrade your Guildhall by adding different types of rooms. This way your adventurer's won't have to pay for services because they might have access to them.

GUILDHALL UPGRADES

Property	Construction Cost	Skilled Hirelings	Unskilled Hirelings
Alchemical, Advanced Laboratory	3000 gp	+1	-
Arcanist's Research Room	3000 gp	+1	-
Jail	2500 gp	+1	-
Library	2000 gp	+1	-
Shrine	3000 gp	+1	+1
Smithy	2000 gp	+1	+1
Stables	1500 gp	-	+1

Additional Hirelings should be taken into account to calculate the monthly maintenance costs of your guildhall.

Each room adds a benefit to your adventurer's party.

ALCHEMIST'S LABORATORY

All sorts of vials, flasks, beakers, burners, crucibles, scales, measuring devices, and other alchemical equipment fill this space. The room also include a pair of basins and a ready supply of water in a barrel lining the wall. Along one wall stands a fireplace that not only heats the room but also provides the fire necessary for so many kinds of alchemical recipes. The floor is rough stone, stained with chemicals. Shelves stocked with chemicals and alchemical reagents line the walls.

BENEFITS

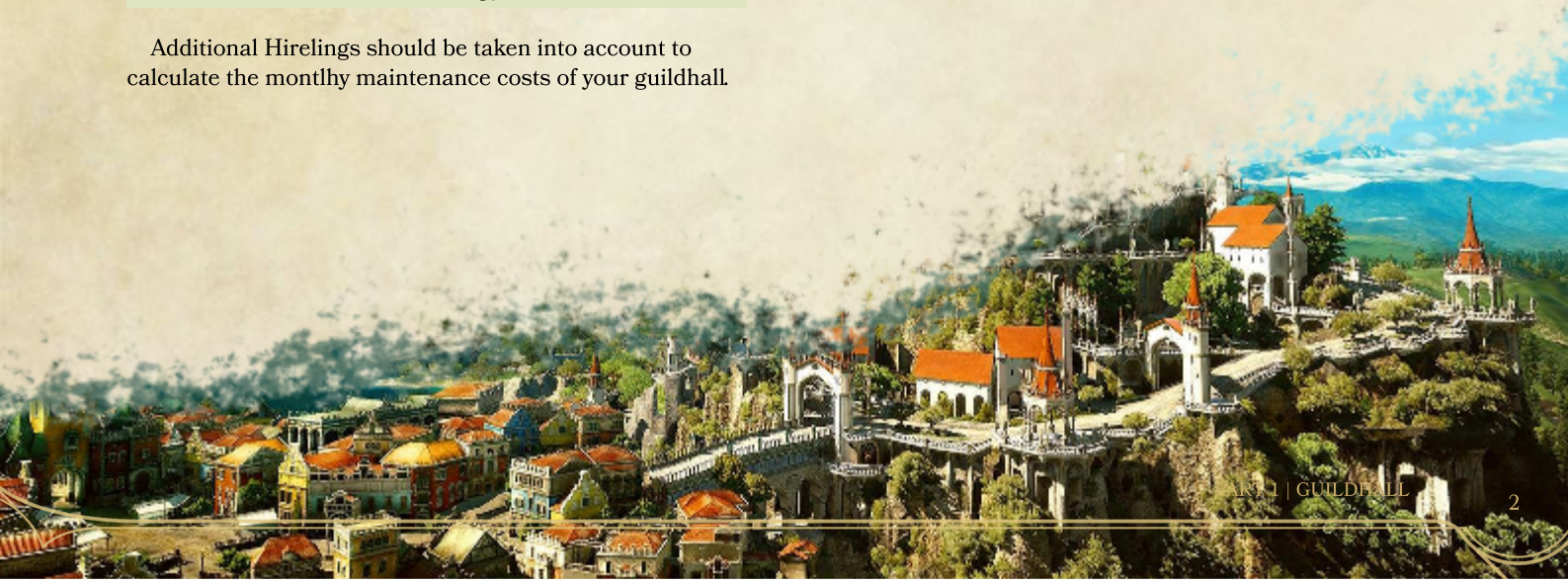
The alchemist working for you creates a random potion.

ROLL A D100 FOR RARITY

Roll	Rarity
1-60	Common
61-85	Uncommon
86-95	Rare
96-100	Very Rare

COMSUMABLES

Item Name	Rarity
<i>Potions</i>	
Potion of Healing	Common
Potion of Climbing	Common
Philter of Love	Uncommon
Potion of Poison	Uncommon
Potion of Water Breathing	Uncommon
Potion of Animal Friendship	Uncommon
Potion of Growth	Uncommon
Potion of Resistance	Uncommon
Potion of Fire Breath	Uncommon
Potion of Greater Healing	Uncommon
Elixir of Health	Rare
Potion of Heroism	Rare



CONSUMABLES

Item Name	Rarity
<i>Potions</i>	
Potion of Mind Reading	Rare
Potion of Diminution	Rare
Potion of Gaseous Form	Rare
Potion of Clairvoyance	Rare
Potion of Invulnerability	Rare
Potion of Vitality	Very Rare
Potion of Invisibility	Very Rare
Potion of Speed	Very Rare
Potion of Superior Healing	Very Rare
Potion of Flying	Very Rare
Potion of Supreme Healing	Very Rare

MAGIC LABORATORY

This simple wood laboratory contains a small mystical library, a writing desk, and a lab table for various magical experiments. The crude furnishings are made of rough wood. A basin sits in one corner, next to an open barrel of water. A fireplace squats against another wall, ready to provide heat as well as any fire that may be necessary.

BENEFITS

A magic scroll is randomly created by your hireling. (Look for spells on Player's Hand Book)

ROLL A D100 FOR RARITY

Roll	Rarity
1-60	Common
61-85	Uncommon
86-95	Rare
96-100	Very Rare

JAIL

This cell includes iron shackles on the walls and hay mattresses strewn about. You can shackle up to six prisoners in a communal cell. You are able to keep your prisoners under the supervision of people you trust.

BENEFITS

Can leave prisoners for interrogation.

LIBRARY

Plain wooden shelves of books fill this room, arranged in any manner you desire. One or two small tables allow people to read the books, and a single lectern allows you to read a book while standing. This library can hold up to two different lots of books on specific subjects. For example, it could contain books on religion and arcana. The Book sidebar has prices and information for book lots.

BENEFITS

Give Advantage on next Religion or Arcana checks.

SMITHY

This basic smithy features a forge, an anvil, and a full set of metalworking tools. It has a barrel of water in which hot metal can be cooled. The stone walls and stone floors guard against accidental fires.

BENEFITS

Repair your weapons and armor.

SHRINE

This space is dedicated to the worship of the higher power of your choice. It includes a simple altar, some rough pews for the worshipers, and an icon of the power in question. There's also a closet for keeping religious supplies and garb in. While you don't necessarily need a cleric around so that you can visit the place and pray in it, official services can only be run here by a person ordained by the higher power your character has chosen. The basic chapel has no magic extras, but most guildhall builders have their chapels hallowed or unhallowed; many chapels commonly include items of wondrous architecture.

BENEFITS

Your hireling can cast healing spells.

SPELLS

Name

Spellcasting

Cure Wounds (Level 1)

Gentle Repose (Level 2)

Lesser Restoration (Level 2)

Remove Curse (Level 3)

STABLES

This rough, wooden structure features stalls for up to six mounts, a wooden water trough, and hay covering the unfinished floor. Tack and saddles hang over the dividing walls between stalls. The stable requires the employment of a groom.

BENEFITS

Take care of your mounts for no fee.

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