

INTRODUCTION

A stronghold can serve as a base of operations, a place to recover, a space to receive visitors, and/or a personal goal. In this document are some guidelines on construction and maintenance of a stronghold. The prices listed assume that the campaign is running in the forgotten realms, and uses an economy similar to what is given in the Player's Handbook. The prices and construction times may vary from setting to setting - check with your GM to avoid unpleasant surprises.

It is important to stress that the lists of options herein are not in any way exhaustive, and can and should be expanded on when needed.

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BUILDING A STRONGHOLD

A character can spend time building a house, a stronghold, or any other structure. First, a plot of land has to be acquired. Second, the plot needs access to building materials and laborers. Finally, the building(s) can be built.

ACQUIRING LAND

Land can be given in exchange for services, or purchased from its owner.

The price of a plot of land can vary greatly, depending on location, owner, and conditions. A few examples below:

- A small plot of land in the growing village Phandalin outside Neverwinter may be bought for 100gp.
- A small plot for a house outside the city walls of Waterdeep may cost 500gp, but a plot the same size inside the walls may cost up to 5000gp, depending on the district.
- A lord of a land may give a proven group of adventurers a grant to a roadside inn for free, on the condition that they deal with the bandits that have attacked travelers near the inn.

CONSTRUCTION COSTS

Materials for a structure can be bought, or produced. Building a keep out of stone next to quarry is likely to be cheaper than building a stone keep in the middle of an isolated desert. Most projects are cheaper if a character can secure access to and provide part of or all of the materials required. The listed price estimates include worker wages, but assumes that the cost of wood, stone, and other materials is equal to the cost of the laborers producing the

materials.

Structure	Cost of construction (gp)	Construction time (days)
Abbey or Keep	60000	500
Guildhall	8500	100
House	900	20
Inn or Trading post	5000	80
Manor	20000	150
Outpost or fortification	16000	100
Palace	300000	1500

MAINTAINING A STRONGHOLD

A stronghold needs to be staffed, and a steward to manage its affairs while the owner is away on adventure. A skilled hireling costs 2gp per day, and an untrained hireling costs 2sp per day. The following table are approximates, and each unique property and situation has unique requirements on the type of staff needed.

Structure	Skilled hirelings	Untrained hirelings	Total cost (gp per day)
Abbey or Keep	10	20	24
Guildhall	5	5	11
House	0	1	0.2
Inn or Trading post	7	10	16
Manor	5	20	14
Outpost or fortification	15	15	33
Palace	50	100	120

ADDITIONAL SERVICES

Sometimes, a character may desire to expand the functions of a stronghold. The following are some options for expansions.

Sizes. The following sizes are used to describe the space required for an addition. They are not related to the creature sizes with the same names.

Size	Explanation
Tiny	A cabinet, or equivalent. Can fit into most already existing rooms.
Small	A half-room in size. Usually requires a room to be devoted to the function.
Medium	The size of your average room, such as a common bedroom. An addition of this size often requires additional space to be constructed.
Large	The size of a grand dining hall.
Huge	The interior of a small cathedral (e.g. Uppsala cathedral) is a Huge space.
Gargantuan	The space occupied by a grand cathedral (e.g. Mont-Saint-Michel's island) is a Gargantuan space.

ANIMAL PEN

A pen made to hold beasts. Also includes space to store fodder (or other food that the animals may require).

Size	Medium to Large
Construction cost	
Medium	20gp
Large	80gp
Construction time	10 days

FORTIFICATION

A stronghold, or an area within a stronghold, can be made safer by adding traps, guards, and/or warding spells. The following are some examples, and their costs.

Guards

Guard	2gp per day
Apprentice Magic-user	4gp per day
Scout	4gp per day
Soldier	4gp per day
Spy	10gp per day
Knight	15gp per day
Priest	15gp per day
Veteran	15gp per day

Spell

Forbiddance	16000gp (30 days)
Glyph of warding	500gp per glyph
Guards and wards	140000gp (1 year)
Hallow	2250gp
Private sanctum	59000gp (1 year)

Traps

Brown mold	100gp
Collapsing roof	20gp
Hunting trap	5gp
Falling net	5gp
Green slime	150gp
Pit trap	1gp
with acid	+50gp
with spikes	+10gp
Tripwire	1gp
Yellow mold	50gp

PRACTICE AREA

A moderately large space to practice fighting, and to stay sharp between adventures.

Size	Large
Construction cost	500gp
Construction time	20 days

After spending at least 1 hour practicing here, you may choose one of the following benefits. You can only benefit from one of these effects at any one time.

- **Precision.** You may add your proficiency bonus to one attack roll you make. You cannot use this ability again until you spend time practicing at the practice area.
- **Parry.** You may use your reaction when you are hit by a melee or ranged attack to add your proficiency bonus to your AC for the duration of the attack, possibly turning the attack into a miss. To do this, you must be able to see the attacker and be wielding a melee weapon. You cannot use this ability again until you spend time practicing at the practice area.

PRISON CELL

Like an animal pen, but much more secure. For some prisoners, fortifying the cell with magic may be a good idea.

Size	Medium
Construction cost	700gp
Construction time	30 days

TELEPORTATION CIRCLE

A permanent teleportation circle allows teleportation to and from a location. Do note that the spell *teleportation circle* is a 5th-level spell, and hiring a magic user which can cast 5th-level spells is rarely trivial.

Size	Small
Construction cost	130000gp
Construction time	1 year

Notes. The teleportation circle has limited use during its construction time. The castings of the spell in order to make the circle permanent cannot be used to teleport to, but they can be

used to teleport from the stronghold to other teleportation circles.

VAULT

A vault inside a stronghold is possibly the best place there is to store a treasure hoard. The price of a vault depends on its size. For better security, consider adding fortifications to the vault.

Size	Small to Huge
Construction cost	
Small	200gp
Medium	2000gp
Large	4000gp
Huge	14000gp
Construction time	10 days to 1 year

WORKSHOP

A workshop lets a character practice their tool proficiencies. When creating an item in a workshop, only materials equal to a quarter instead of half the item's value are required. Additionally, the character makes checks involving the tool with advantage if the character has access to their workshop. The below list is not exhaustive - bring your ideas for a workshop for your character to your GM.

Alchemist's lab

Size	Medium
Construction cost	500gp
Construction time	10 days

Brewery

Size	Large
Construction cost	200gp
Construction time	20 days

Calligrapher's desk

Size	Small
Construction cost	100gp
Construction time	5 days

Cook's kitchen

Size	Medium
Construction cost	50gp
Construction time	10 days

Herbalist's garden

Size	Large
Construction cost	50gp
Construction time	20 days

Painter's studio

Size	Medium
Construction cost	100gp
Construction time	10 days

Poisoner's lab

Size	Medium
Construction cost	500gp
Construction time	10 days

Smith's forge

Size	Large
Construction cost	400gp
Construction time	20 days

Theatre

Size	Large
Construction cost	200gp
Construction time	20 days

The costs listed are the costs for tools, furniture and such - not the cost for a building which may contain the workshop.