

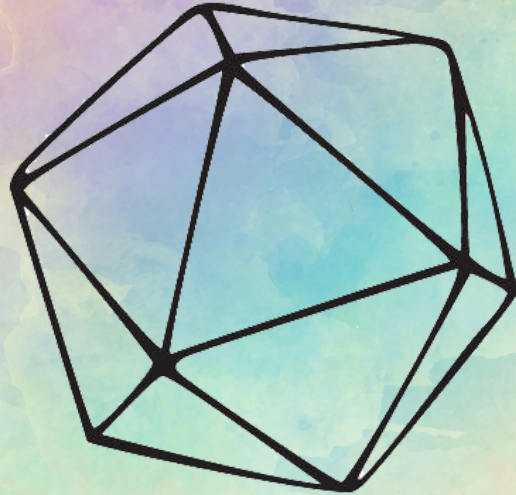


EXPANDED LIFESTYLES



Enrich your campaign with new lifestyle options
for the world's greatest roleplaying game

DUNGEON MASTER'S WORKSHOP



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Patrons: Special thanks to Matthew Doak, David Bonney, Michael Hall, Mitch Larkins, and many others for your support on Patreon

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LIFESTYLES, EXPANDED

LIFESTYLE EXPENSES ARE AN OPTION PROVIDED in the *Player's Handbook* to allow for the easier tracking of the various and sundry expenses involved in a character's life outside adventuring. Instead of having to track every silver piece you spend on food and drink, your housing costs, the charge to repair dents, tears, or other deterioration of your equipment, and so on, you can simply opt to 'pay' an amount of coin (which vanishes into the world) and go about your business. This keeps the game from being bogged down with minutiae, allowing more time and effort to be spent pursuing the more interesting aspects of the game.

However, while the descriptions for each lifestyle option are helpful in getting a broad idea of what you're purchasing and the costs for each lifestyle present a range of options appropriate for characters at all levels of personal wealth, some players and Dungeon Masters might feel that the lifestyles presented in the *Player's Handbook* provide too little by way of direction that a player or Dungeon Master could use to quickly determine facts about a character's circumstances.

This document is intended to provide players and Dungeon Masters with the ability to easily work out or choose details about their lifestyle. In it, you will find an expanded description of each lifestyle choice as well as an assortment of perks and challenges appropriate to that lifestyle.

USING THIS DOCUMENT

This supplement includes many new optional features, rules, and benefits, as well as descriptions and elucidations of existing mechanics already in the game. But while each of these sections has been carefully considered, they are ultimately meant to serve as inspiration for players and the DM to use as they collaborate in creating a more personalized picture of individual character lifestyles. Feel free to adjust what you find in these pages to better suit your campaign.

As you read through the options presented here, you will notice that they often are written with a degree of ambiguity. This is fully intended as a way of allowing the players and the DM the freedom to create something of their own. The size of certain rooms, the proximity of certain amenities, the availability of certain resources are all variables that rely on the nature of the world in which your game takes place. In the past, supplements such as this have failed in their intent to provide greater freedom by limiting that freedom to overly prescriptive options. This resource, therefore, is not meant to explicitly allow or disallow any desired option or idea from the player or the Dungeon Master. Rather, it is meant to offer a framework that can be used to design a lifestyle as unique as your character or world.

And remember: in this game of imagination, the only limit is your own creativity.

USING LIFESTYLES

Lifestyles offer a general idea of how you use and display your affluence, allowing you to avoid some of the tedious parts of playing the game and instead focus on the fun parts, like exploring ancient temples, slaying dragons, and saving the world.

Your lifestyle accounts for many expenses, including your food, lodgings, equipment maintenance, and more. Instead of having to calculate the property taxes for your house, the blacksmith's charge to fix the dents in your armour, the exact price of the pitcher of wine you drink at the tavern, the wages of your servants, the dues you owe to professional organizations like guilds, the price of the furniture in your home, et cetera, you instead can pick a package with a daily cost.

The following rules provide new ways to leverage the lifestyle system to make the most of your choice.

CONTACTS

Part of a successful adventurer's career is making contacts. Contacts can provide information that might offer insight into current quests the party has undertaken, or offer leads to new ones. A contact might be a sage who has uncovered a map to a lost tomb, a watch sergeant who suspects some recent murders are connected, a priest who can shed light on a demonic symbol the party discovered during their last excursion, or a noble who has lost a number of shipments along a nearby road, to name but a few possibilities.

The *Player's Handbook* observes that your lifestyle will affect how many contacts you make and how powerful and connected they are likely to be. The Contacts table below offers one tool to help generate contacts. When a character spends downtime engaged in the carousing downtime activity described in chapter 6, "Between Adventures", in the *Dungeon Master's Guide*, they can opt to seek out new contacts instead of simply engage in wanton debauchery. If they do, add their prestige rating (see Prestige below) to their d100 roll. That character makes one contact for each of the predetermined result ranges on the Carousing table they achieve.

For example, if a character with a wealthy lifestyle and a prestige rating of 24 who rolls 17 on the d100 would make five contacts of significant means, such as a merchant with trade routes to other cities or countries.

CONTACTS

Lifestyle	Example
Wretched	A lookout/spy for a modest gang
Squalid	A lieutenant in a large gang
Poor	A city guard with seedy connections
Modest	A guard captain
Comfortable	A master armourer
Wealthy	A prosperous merchant
Aristocratic	A guild master or minor noble

LIFESTYLES AT A GLANCE

The following table lists the costs of each lifestyle, including the typical cost for meals of that lifestyle. Note that meals are included in the cost of your lifestyle and are presented here only for reference.

Lifestyle	Price/Day	Meals/Day
Wretched	—	—
Squalid	1 sp	3 cp
Poor	2 sp	6 cp
Modest	1 gp	3 sp
Comfortable	2 gp	5 sp
Wealthy	4 gp	8 sp
Aristocratic	10 gp minimum	2 gp

COMBINING LIFESTYLES

Part of the benefit of pooling resources is being able to share in major expenses, making it easier to afford a given lifestyle. If a group of characters opt to share accommodations of a comfortable lifestyle or better, only one of them needs to pay the full cost of that lifestyle. The others can maintain the same lifestyle at half the cost.

For example, a party of five adventurers wish to live an aristocratic lifestyle. One of them, a scion of a noble family, opts to move the party in to a country estate just outside of town, which costs 10 gp per day to maintain. The other four adventurers can live an aristocratic lifestyle at the cost of 5 gp per day. The party may still split the overall cost of the lifestyles equally (6 gp per day each) out of fairness.

PERKS

Perks are a method to personalize your lifestyle and lodgings. A wizard's laboratory, a retinue of servants, and a hidden room are but a few examples of perks. Most lifestyles come with a number of points you can use to purchase perks.

Perks are described in the Perk section.

PRESTIGE

Prestige is an abstract representation of the reputation you have accumulated through the affluence you demonstrate in your lifestyle. Prestige affects many mechanics introduced in this supplement.

Prestige is described in the Prestige section.

PRESTIGE

Your prestige rating is a measure of your default social standing, as determined by the affluence you demonstrate through your property and lifestyle. There are no definitive thresholds for gaining privileges based on your prestige but, as a general rule, those with more prestige have greater social clout and gain increasingly valuable allies and favours as their prestige rating continues to go up. As you acquire more prestige, you can expect to be treated with more respect by civic officers and gain entry to higher echelons of the social elite, gaining new opportunities along the way.

Of course, as you acquire more a exalted status, you face increasing risk of being targeted by external forces. These might be enemies who have been able to learn the whereabouts of your residence, rivals who wish to undermine your success, or even individuals disgruntled or desperate enough to try stealing from you. At the start of every month (or more frequently at the DM's discretion), the Dungeon Master will roll a 20. On a 20, the DM then rolls a d100. If the result exceeds half your prestige rating, nothing happens. If the result is equal to or below half your prestige rating, the DM will roll a d100 again and consult the Sabotage table.

SABOTAGE

Result Event

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| <p>01–49 Nothing happens. Whoever was spotted snooping outside the place is gone now.</p> <p>50–51 Vandalism, minor. Someone throws an egg at the premises, leaves a pile of dung in front of the door, or something else harmless but disruptive.</p> <p>52–53 Vandalism, moderate. A broken window, graffiti, or something else that requires money to repair.</p> <p>54–55 Vandalism, major. A kicked-in door, a burnt-out room, or something else that sets the character back financially.</p> <p>56–57 The heir or heiress of a wealthy noble comes to the door ostensibly to seek shelter from his or her family's enemies. In fact, this individual is a doppelganger hired to spy on the character(s).</p> <p>58–59 Someone is using magic to cause all perishable foods on the property to spoil prematurely.</p> <p>60–61 Someone is using magic to cause swarms of vermin from all over the ward to be attracted to the property.</p> <p>62–63 Posters appear all around town listing the premises as the location for upcoming meetings for various associations.</p> <p>64–65 Rumours begin to circulate that the premises is haunted, attracting priests seeking to cleanse the wayward spirits.</p> <p>66–67 Hundreds of ravens constantly perch in the area and watch the premises. Nobody will deliver anything to the place for fear of what may happen and the city watch are unsatisfied with professed ignorance as to the cause.</p> <p>68–69 The city watch come knocking, demanding entry to follow up on a lead that a wanted criminal is holed up inside.</p> | <p>70–71 A restless spirit lingering in the house is suddenly empowered, threatening to become a poltergeist if its unfinished business is not resolved.</p> <p>72–73 The character's ownership of the property is contested by someone claiming to possess the true deed.</p> <p>74–75 Someone is using magic to prevent fires from being started inside the premises or to drastically weaken them. The hearths are all cold, as is the character.</p> <p>76–77 Someone is using magic to cause all fires on the premises to spontaneously and randomly intensify, putting the entire place at risk of burning down.</p> <p>78–79 All food consumed on the premises is inexplicably bland, even when the most expensive spices are used in its preparation.</p> <p>80–81 All food consumed on the premises is inexplicably bitter, sour, sweet, or salty.</p> <p>82–83 Every night, someone magically causes vines to enshroud the entire premises, blocking windows and doors.</p> <p>84–85 Closed drawers and closets randomly swap their contents throughout the premises. It takes three times as long to find anything not left out in plain sight.</p> <p>86–87 Someone is using magic to cause bedding in the premises to randomly tuck itself extremely tightly, even while the bed is occupied. Sleeping characters have a 10 percent chance of being restrained by their bedding. Escaping requires a DC 10 Strength (Athletics) check or a DC 10 Dexterity check to push free or slip out.</p> <p>88–89 Throughout the premises, furniture appears to have a distinct lean to it. Yet, upon examination, the floor is level and the legs are properly sized.</p> <p>90–91 Any door in the premises has a 10 percent chance of being affected by an <i>arcane lock</i> spell, cast by some unknown force.</p> <p>92–93 Speech in the premises, even the barest whisper, has a loud, clear echo that returns with a perfect delay as to make holding a conversation impossible without a DC 10 Intelligence check for each statement.</p> <p>94–95 Dishes randomly become soiled throughout the premises, even those that were just washed.</p> <p>96–97 Items in the house become inexplicably heavier or lighter at random, such as a fork suddenly weighing 5 lbs or a desk becoming light enough that it can be casually knocked over. Whenever someone handles an item, there is a 10 percent chance its weight has increased or decreased by 5d100 percent.</p> <p>98–99 Roll twice on this table, disregarding a roll of 100. This result can occur more than once per roll.</p> <p>100 Roll a d20. On a 20, the premises is destroyed. Otherwise, roll again on this table. This result cannot occur more than once per roll.</p> |
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LIFESTYLES OVERVIEW

Each lifestyle choice comes with the ability to acquire certain perks appropriate to that lifestyle. Each lifestyle choice is discussed below, along with the perks available for purchase and a brief overview of them. A full description of the perks can be found in the Perks section on page 10.

WRETCHED

Only the truly desperate and dispossessed live like this. You sneak into barns and curl up in old crates for shelter from the elements. You constantly face threat of violence from those who would seize your valuable equipment, hoping to sell it and escape their dreary fate.

Living this lifestyle is hard on the body. Food is scarce, and often you are exposed to the elements. In winter, you risk catching pneumonia (if you don't simply freeze to death), while in summer you risk predation by wild animals or other squatters, who tend to organize in gangs for protection. Brigands you encounter are likely to attempt to steal your arms and armour if they can.

A modest lifestyle comes with no perk points and a prestige rating of 0.

PERKS

A wretched lifestyle does not grant any perks.

SQUALID

While you have a home, it's not much more than some drafty room in a vermin-infested boarding house or mud-floored hut just outside of town. Your accommodations are sparse and uncomfortable, with little by way of amenities. Few choose to live this way; most are forced into unfavourable conditions by terrible setbacks such as disease or being branded a criminal.

Food is a common concern for those living a squalid lifestyle. In the country, you probably have a small garden outside your hut—as much as you can till on your own, since you probably don't have any draft animals—where you grow a meager fare. In an urban setting, you either rely on charity from temples, find a street vendor whose prices are not too high, or get yourself a bowl of “brown” from a back-alley pot shop (it's best not to ask what it actually is).

A squalid lifestyle comes with no perk points and a prestige rating of 0.

PERKS

A squalid lifestyle does not grant any perks.

POOR

This is the lifestyle of most people in the world. It involves going without many of the comforts that are taken for granted at with higher lifestyles, such as clean clothes, nutritious and flavourful food, warm blankets, and comfortable furniture. Many people living this lifestyle perish from disease before reaching a venerable age as malnourishment, unsanitary conditions, and being unable to properly heat the premises reduces their ability to fight illness. Most people living this lifestyle die unremembered by all save their immediate family.

LIFESTYLES AT A GLANCE

The following table lists the costs and number of perk points available for each lifestyle.

Lifestyle	Price/Day	Perk Points
Wretched	—	—
Squalid	1 sp	—
Poor	2 sp	1
Modest	1 gp	5
Comfortable	2 gp	10
Wealthy	4 gp	25
Aristocratic	10 gp minimum	50

Adventurers who live a poor lifestyle sometimes have difficulty finding essentials such as food and equipment that falls within their means. Few taverns or feasts will offer meals for an affordable price, forcing such individuals to rely on street vendors with suspect fare. In a rural setting, this typically means trading labour for food.

A poor lifestyle comes with 1 perk point and a prestige rating of 0.

PERKS

The following perks are available for purchase with a poor or better lifestyle.

Discrete. It is particularly difficult for your enemies to find you.

Trap. You have outfitted your home with a defensive trap.

MODEST

A modest lifestyle is the lowest generally kept by self-respecting individuals of any means. Characters do not go hungry or thirsty and are able to keep their equipment, including arms, armour, and tools, in good repair. Most people who choose this lifestyle are those in the lower middle class, such as journey-level tradesfolk, students, labourers, and the like.

A modest lifestyle affords a clean, secure place to live. In a city, this is a room at an inn or boarding house out of the slums. In a rural setting, this is likely a small cottage with multiple rooms within walking distance of a fair-sized village. Your accommodations are simple, with little by way of extra space or comforts. When you travel, you can usually afford a meal and a room at an inn.

A modest lifestyle comes with 5 perk points and begins with a prestige rating of 1.

PERKS

The following perks are available for purchase with a modest or better lifestyle.

Kitchen. Have an oven and wash basin of your own.

Secret Room. Keep your secrets and valuables safe in a secure space.

COMFORTABLE

A comfortable lifestyle is fairly common among adventurers who wish to enjoy the fruits of their labour. It is the beginning of the true “middle class”, which includes skilled artisans like blacksmiths, wealthy non-noble land owners such as yeomen, and others who have the training or the resources to make a better life for themselves. Some poor knights even make up the top echelon of this demographic.

Those living a comfortable lifestyle have accommodations that ensure they do not want for food or warmth. Their diet is sufficient to keep them from suffering malnourishment, and they can generally have a serving of meat at every meal. For lodgings, they might have a spacious cottage in the country or a suite in an urban tenement. When travelling, they rent a private room at an inn and can afford food and drink at the establishment's prices.

A comfortable lifestyle comes with 10 perk points and begins with a prestige rating of 5.

PERKS

The following perks are available for purchase with a comfortable or better lifestyle.

Cellar. Gain a specialized storage space.

Continual Flame. Trade the chandler's bill for permanent magical illumination.

Guest Rooms. Offer better hospitality to your guests by keeping space for them.

Library. Enrich yourself with knowledge.

Wizard's Laboratory. Support your magical craft with a space designed to accommodate your specific needs.

Workshop. Gain a space to ply your trade.

WEALTHY

Characters who live a wealthy lifestyle range from successful merchants to favoured servants of royalty. Most are lesser nobles, though guildmasters or other enterprising merchants who have transcended the middle class tend to follow this lifestyle, as well. It is the most diverse (and expensive) lifestyle after aristocratic, encompassing many levels of prosperity that may vary city by city.

Most wealthy people have a country manor with at least a dozen rooms, or a sizeable townhouse in a city (or perhaps both). They maintain a significant financial system that might include land ownership, one or more ships to convey their goods to foreign ports, multiple businesses in one or more cities, or something equivalent.

Almost every wealthy individual employs servants in some capacity, usually to maintain their properties and attend to their daily needs. The number of servants needed depends on the size of the property and the affairs that must be managed. For a small townhouse, four servants is generally sufficient, while a larger manse may require dozens of maids, pages, scullions, and more.

A wealthy lifestyle comes with 25 perk points and begins with a prestige rating of 10.

PERKS

The following perks are available for purchase with a wealthy or better lifestyle.

Bath. Stay hygienic at home.

Butler's Pantry. A safe room for your valuable silverware.

Courtyard. An outdoor space within your premises.

Real Silverware. Impress your guests with a display of your gentle sensibilities.

Servants. Hire help to run and maintain your property.

Shrine. Attend to your personal devotions.

Still Room. Prepare distillations of all kinds in this laboratory space.

ARISTOCRATIC

The most expensive lifestyle is also the least consistent, and covers everything from old money urban elite with homes the size of a small city block to princes with vast households and hundreds of small estates. Those who maintain this lifestyle are part of the social elite who shape the world in which they live.

Perhaps the most iconic symbol of aristocratic living is the castle, though a glance at the Maintenance Costs table in chapter 6, “Between Adventures”, in the *Dungeon Master's Guide* should make it clear that even a small castle is poses a significant financial burden to maintain. On the other hand, a noble estate's daily maintenance costs coincide perfectly with the base amount to maintain this lifestyle—making it a perfect basis for what sorts of privileges should come along with the cost.

A noble manor is usually on a country estate with at least 1,000 arable acres and a significant area of pasture, woodland, and other “waste” land suitable for building cottages and corrals. A significant portion of the estate is given over to the owner as their demesne, while the rest is divided up into strips of land separated by earthen banks and assigned to the peasants who live in the nearby village. Typically, each peasant receives 15 to 20 acres—enough to support a family of four.

Throughout the year, the peasants living on the land will work between their own land and the land belonging to the owner of the estate. This labour is a form of payment for their use of the lord or lady's land for their own livelihood, and is needed to harvest the lord or lady's crop, among other sundry tasks that require attention.

At the DM's discretion, the owner of a noble manor can earn 5,000 gp per year from a manor, received annually at the end of summer, when the crops are sold and the peasants pay their rents. However, if the character is able to reap profits from the manor, they may also have to render services for it, such as a number of days (typically 40) of service on a military campaign. Characters with special skills (such as wizards) may be particularly pressed to serve.

Should a rural estate not suit the desires of the players or the designs of the DM, urban noble estates pose an appealing alternative. Prominent urban families have often built palatial homes (sometimes even referred to as palaces) to protect their possessions as well as to show off their wealth. These structures are by their nature quite defensible.

An aristocratic lifestyle comes with 50 perk points and begins with a prestige rating of 20. Unlike with other lifestyles, you may purchase perks beyond your perk point limit. When you add additional perks, the prestige cost is doubled and your daily cost to maintain your lifestyle increases by a number of sp equal to twice the perk point cost of the additional perk(s).



URBAN PALACES

While they do not compare to the great castles of kings and dukes, the homes of the elite of the world's greatest cities are rarely anything short of extravagant. In the mighty city-states of medieval Italy, families like the Medicis and the Mozzis constructed great homes that came to be known as *palazzi* (palaces). These may not have been towering keeps surrounded by heavy, crenellated walls, but they were large enough to impress some of the most notable figures in Italian history.

In 1459, the future Duke of Milan and his entire entourage (including many servants and guards) were accommodated nobly in Palazzo Medici, one of the most extravagant urban palaces in Florence. Even incomplete, Palazzo Medici had three floors and a footprint of more than 42,000 square feet—more than fifteen times larger than the total living space of an average American home today. One contemporary source estimates the cost of the palazzo's structure alone was 60,000 ducats.

The ducat, it should be noted, was a gold coin of the greatest purity that medieval metallurgy could achieve. A single ducat was ten days' pay for someone living the equivalent of a poor lifestyle, and the daily wage of an extremely skilled individual. In other words, it makes for a convenient analog to a gold piece in D&D. If this is accepted, it puts the upper limit of an urban palace's value on par with that of a small castle, which will likely suit the ego of even the most ambitious character. While most cities would frown on the characters crenellating the place, the addition of a few guards could certainly secure the premises against foes while giving the party a base of operations within a well-defended centre of civilization.

For example, if you wished to add a second courtyard to your premises and you had already used all of your perk points, you could do so by paying an additional 4 sp (2×2) per day, increasing your daily lifestyle cost to 10 gp, 4 sp.

PERKS

The following perks are available for purchase with an aristocratic lifestyle.

Auditorium. Provide a proper venue for events you host.

Armoury. Equip your guards with the necessary arms and armour.

Enfranchisement. Gain voting rights.

Guards. Gain the service of warriors to defend your life and property.

PERKS

The following are a list of perks presented in an alphabetical order. Each has a cost in perk points, an amount by which your prestige rating is increased, and a minimum lifestyle requirement to purchase the perk.

AUDITORIUM

Cost: 3

Prestige: 8

Minimum Lifestyle: Aristocratic

Whether you are hosting a theatrical production, a lecture, a performance by a renowned singer or musician, or some other presentation, you need a suitable venue. Depending on the amount you and the DM have determined you pay for your lifestyle, this perk can provide accommodation for anywhere from twenty to two hundred audience members.

ARMOURY

Cost: 2

Prestige: 4

Minimum Lifestyle: Aristocratic

You maintain a well-stocked armoury for the defence of your home. The arms and armour you keep can equip ten guards.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you gain the ability to equip an additional ten guards.

BATH

Cost: 2

Prestige: 4

Minimum Lifestyle: Wealthy

While most content themselves with a trip to the public baths (or just a bucket in the courtyard), you have a dedicated room featuring a basin large enough to fully immerse at least one Medium or smaller individual. Such a basin is typically filled with water boiled in the kitchen and other nearby fireplaces, though especially wealthy individuals may instead have a hollow basin in the floor that can be heated from beneath.

If the property is built over hot springs, reduce the cost of this perk by 1.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you increase the capacity of the bath to accommodate another Medium or smaller creature. You also increase your prestige rating by the indicated amount.

BUTLER'S PANTRY

Cost: 1

Prestige: 2

Minimum Lifestyle: Wealthy

Your silverware is expensive, and rather than keep it in a trunk under your bed, you can let the butler do it! The butler's pantry is typically located off the kitchen or dining room and can be locked. It generally has shelves and cabinets for glasses, dishes, and other valuables you wish to protect from theft. In smaller homes, the butler might also sleep here.

DON'T SWEAT THE NECESSITIES

No perks exist for basic necessities of a house, such as a place for the character to sleep, stairways to reach a higher floor if the property has more than one storey, a dining hall, and more. Generally, if it can be reasonably expected to be part of a given lifestyle, you don't need to specifically purchase the space; you automatically receive it.

Remember, the intention of the perk system is not to force you to buy everything, but rather to aid in the design of a personal home. If you have questions about whether your premises would have a certain feature or amenity, some example properties are listed at the end of this document which may be able to provide clarification. If you still are confused, talk with your DM and see if they have any insights or direction for you.

CELLAR

Cost: 1

Prestige: 2

Minimum Lifestyle: Comfortable

No mere storage space, a cellar is an area specifically designed to accommodate certain material. A root cellar, a larder, and a wine cellar are all examples of a cellar.

The size of your cellar will vary based on your lifestyle. A wine cellar for a comfortable home may be a large nook of the kitchen where a few dozen bottles can be shelved, while a wine cellar for an aristocratic home might be a spacious chamber in the undercroft where you keep 5,000 bottles of fine vintage.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you gain another type of cellar. Additionally, you increase your prestige rating by the indicated amount.

CONTINUAL FLAME

Cost: 2 (1 for wizards with the spell or clerics)

Prestige: 4

Minimum Lifestyle: Comfortable

Rather than rely on candles that must constantly be replaced, you have distributed *continual flame* effects throughout the premises. This perk covers either the cost of hiring a spell-caster to perform the service or the materials to cast the spell yourself. You can have up to 10 *continual flame* effects active.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you gain 10 *continual flame* effects and increase your prestige rating by the indicated amount.

COURTYARD

Cost: 1

Prestige: 2

Minimum Lifestyle: Wealthy

This is an open space inside the property that can feature a garden, a well, items of interest such as statues, or simply be an open space. In a house, they are sometimes called atriums and serve multiple purposes throughout the day. In a castle, they are typically called baileys and might serve multiple purposes concurrently.

Courtyards allow air and light to reach areas of a property too far from the perimeter walls, offer a way to maintain privacy while undertaking outdoor activities, provide a place to keep animals in rural areas, and/or serve as a private retreat to enjoy a sense of tranquility.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you gain another courtyard. Each subsequent purchase after the first doubles the cost (two courtyards cost a total of 3 perk points). Your prestige rating also increases by the indicated amount each time you purchase this perk.

DISCRETE

Cost: 1

Prestige: —

Minimum Lifestyle: Poor (special, see text)

This perk is available only to those with a poor lifestyle.

Your premises is particularly difficult to find. Whether because the entrance is hidden, the property itself is buried amid the sprawl of the slums, or even because it is out of the way, you have obscurity on your side.

Those trying to find you have an especially hard time tracking you down. Any Perception or Investigation checks made to locate your premises have disadvantage.

If you have purchase this perk for a city-based residence, you have managed to set yourself up in an area where clandestine meetings are common and truth becomes twisted into rumour that serves those with influence. Once per week that you spend listening (or more often, at the DM's discretion), you can make a Wisdom (Insight) check to determine the veracity of the rumours you have overheard or the significance of meetings you have observed.

ENFRANCHISEMENT

Cost: 3

Prestige: 8

Minimum Lifestyle: Aristocratic

This perk is only available at the DM's discretion.

Some societies restrict voting rights to those who have a demonstrated interest in the well-being of the community, which is a fancy way of saying you have to own a lot of land or otherwise employ a large number of people. Governments of this kind are called plutocracies and generally exist in cities of a significant enough size to maintain their independence from the ambits of nearby feudal lords.

The exact nature of your voting right (or enfranchisement) is something you should work out with your DM. Note that this perk is not meant to substitute voting rights in non-civic organizations, such as guilds, which have their own requirements for voting rights.

GUARDS

Cost: 2

Prestige: 4

Minimum Lifestyle: Aristocratic

You retain the services of five NPC guards. The loyalty of these guards is up to the DM. When the DM rolls against your prestige rating to determine whether sabotage has occurred, add the total number of guards in your employ to that roll.

The DM has the statistics for the guards.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you gain five additional guards.

GUEST ROOMS

Cost: 1

Prestige: 2

Minimum Lifestyle: Comfortable

Where most hosts accommodate their guests by providing them thick mats and blankets so that they can sleep on the floor by the fire, you have set aside a separate room in which your visitors may sleep. For a comfortable lifestyle, this perk grants a small room with a bed, enough for one guest. For a wealthy lifestyle, this perk grants space for two guests and up to one servant for each. For an aristocratic lifestyle, this perk grants three suites of rooms, each including a bedchamber, a sitting room, and a room that can accommodate up to five of your guest's servants.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, it doubles in cost and also doubles the number of people you can accommodate (two purchases for a comfortable lifestyle cost a total of 3 perk points and adds this perk twice). Your prestige rating also increases by the indicated amount each time you purchase this perk.

KITCHEN

Cost: 1

Prestige: 2

Minimum Lifestyle: Modest

Unlike most people, you have no need of communal ovens in the nearest square; you have your own. This perk comes with more than just an oven, though. You also get a wash basin, a large table, and anything else you need to prepare foods such as stews, roasts, and bread. More expensive lifestyles may also come with the means to prepare more elaborate foods like pastries, candied fruits, and chilled soups. Consult your DM to determine what kinds of foods you can make.

Note that in some feudal societies, people living in a village might be forbidden by the local lord from baking bread without using the lord or lady's communal oven—for which there is a charge.

If you have a comfortable or better lifestyle, you get this perk automatically.

LIBRARY

Cost: 1

Prestige: 2

Minimum Lifestyle: Comfortable

This room can double as a parlour, drawing room, or other place where you entertain guests. It includes enough space for up to five subjects, which you and the DM can choose. When making an Intelligence check related to knowledge within a subject included in your library, you can roll with advantage if you are able to consult the books. The DC for this check cannot exceed 10. If the DC is higher than 10, you may still roll, but you do not gain advantage.

Some example subjects are presented below. You can roll or choose which subjects are included in your library when you purchase this perk.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you can increase the number of subjects in the library by 10 or raise the maximum DC of the knowledge check by 5. You also increase your prestige rating by the indicated amount each time you purchase this perk.

SAMPLE SUBJECTS

d10	Subjects
1	Heraldry (Sword Coast)
2	Heraldry (Cormyr)
3	Magical Theory (Abjuration)
4	Magical Theory (Evocation)
5	History (Sword Coast)
6	History (Elves of the High Forest)
7	History (Dragons of Faerûn)
8	Professional Monograph (Painting)
9	Professional Monograph (Carpentry)
10	Arts (Poetry)

REAL SILVERWARE

Cost: 1

Prestige: 2

Minimum Lifestyle: Wealthy

Where most houses use dishes and cutlery made from pewter (if any at all), favouring the durability of such implements, you have more sophisticated sensibilities that preclude using inferior tools, especially when it comes to your honourable guests. You have a fine collection of platters, salts, dishes, and cutlery made of real silver that requires constant polishing.

Such a show of class does not go unnoticed by your guests. When entertaining others in your home and using the silverware, you have a +2 bonus to Charisma checks to influence others who have a wealthy or lesser lifestyle.

SECRET ROOM

Cost: Varies

Prestige: —

Minimum Lifestyle: Modest

This perk provides you with a relatively secure space that a casual observer may overlook. It could be a small closet where you hide your chest of gold, a secret sub-basement where you do homage to forbidden gods or fiends, or something else. Work with your DM to determine an appropriate size and cost. In general, the secret room itself costs 1 perk point, and a secret level to a house costs 3 perk points.

With the DM's permission, a secret room can extend into a secret passage.

SERVANTS

Cost: 2

Prestige: 4

Minimum Lifestyle: Wealthy

You retain the services of two servants (or three servants for an aristocratic lifestyle). Some options for the role of each servant are provided below. You can roll or choose which type of servant you hire. Your servants will leave if they are mistreated. This perk comes with servant quarters and a modest hall where the servants can congregate for meals and relaxation.

The DM has the statistics of the servants.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you retain two servants and increase your prestige rating by the indicated amount.

SERVANT ROLES

d8	Servant
1	Scullion or scullery maid
2	Usher or page
3	Chamber maid
4	Valet
5	Cook
6	Coachman (can also be a groom)
7	Nanny or wet nurse
8	Steward or butler

SHRINE

Cost: 2

Prestige: 4

Minimum Lifestyle: Wealthy

While many houses feature a corner dedicated to a symbol of religious significance where prayers can be offered and spirituality considered, you have taken this further and dedicated a whole room to your faith.

Generally, this room will not be a fully functioning temple or chapel which would require a consecrated altar. Rather, it is a personal space of veneration and devotion to a deity or group of deities. Especially wealthy houses will furnish this room with valuable religious paraphernalia, such as gold (or gold-plated) figurines or artifacts related to the faith. Relics such as the ashes of a fallen Chosen of the deity or a weapon once wielded by one of the deity's avatars make for especially powerful symbols of devotion, though they are too rare and valuable to be included with the purchase of this perk and are more appropriately the substance of quests.

It is up to the DM whether the purchase of this perk has any impact on your character's relationship with their deity, or on the campaign.

STILL ROOM

Cost: 2

Prestige: 4

Minimum Lifestyle: Wealthy

This room contains the tools and materials needed to create mixtures with domestic applications. Here, one may process herbs and flowers into essential oils which can be infused or distilled to create rose water, ointments, soaps, polishes, cosmetics, and more. The still room may also provide a place to prepare medicines in the form of tinctures, especially if such substances are not commercially available from apothecaries in the area.

Additionally, beer and wine are typically produced in the still room. A batch of beer must be drunk quickly before it spoils (ideally within a day of being brewed), while wine can be bottled and stored for a later date.

TRAP

Cost: Varies (see text)

Prestige: —

Minimum Lifestyle: Poor

You are able to create a trap for the defence of your premises. The nature of the trap is up to you and the DM, with some guidelines determined by the cost you pay in perk points for this option and the resources available to your lifestyle. The trap is a permanent installation that can be used repeatedly.

The following tables refer to the guidelines for creating traps found in chapter 8, "Adventure Environments", in the *Dungeon Master's Guide*.

TRAP SEVERITY BY PER POINT COST

Cost	Severity
1	Setback
2	Dangerous
3	Deadly

TRAP LEVEL BY LIFESTYLE

Lifestyle	Trap Level
Poor	1st–4th
Modest	1st–4th
Comfortable	5th–10th
Wealthy	11th–16th
Aristocratic	17th–20th

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you may add a new trap to your premises following the same rules as above.

WIZARD'S LABORATORY

Cost: 2

Prestige: 4

Minimum Lifestyle: Comfortable

OPTIONAL RULES: HOUSE POOR AND LIVING LARGE

The following rules are available at the DM's discretion.

House Poor. You might be living in an inherited property, banking on a real estate investment, or have secured a loan using your home as collateral. In any case, your lifestyle expenses are primarily dedicated to keeping your property, leaving you little by way of funds for other expenses. Using this rule allows you to have the property of one lifestyle while paying the daily cost of a lower one.

You gain the bond, "I work to maintain my property". This manifests in a number of ways. Firstly, you are considered to use the lifestyle one category below what you have purchased when it comes to inns and meals, and must pay the difference in related costs out of pocket if you splurge and eat or stay somewhere nicer. Secondly, one tenth of all gold you earn must be invested into your property, paying off loans, lines of credit, and other expenses that you have incurred.

This rule is only available to those who live a comfortable or better lifestyle.

Living Large. Whether because you have nothing to spend your money on or simply because you do not spend it wisely, you live a lavish lifestyle without major expenses related to your property.

You gain the flaw, "I have expensive tastes that sometimes make it difficult to manage my money". This manifests in a number of ways. Firstly, you frequent more expensive establishments where you may rent rooms and consume food and drink as though you were living a lifestyle one level higher than what you have purchased, but have disadvantage on Charisma checks made to influence other patrons in these establishments, as they view you as a pretender. Secondly, you will not suffer to live a lifestyle below comfortable.

A wizard must spend long hours carefully studying magical theory to properly master their spells. This perk provides a specialized workshop and library designed to provide the resources needed for a wizard to excel in their craft.

- Decrease the cost and time for transcribing new spells into your spellbook by 10 percent
- Gain advantage on Intelligence (Arcana) checks made to copy spells from a scroll or another's spellbook, up to a maximum spell level of 3rd

Repeat Purchase. You may purchase this perk more than once. It costs 1 perk point to purchase this perk again, and your prestige rating increases by 5 each time you purchase it. Each subsequent purchase of this perk decreases the cost and time of copying spells by a cumulative 10 percent and increases the maximum spell level for which you gain advantage on your Intelligence (Arcana) check to copy the spell by 1, to a maximum of 6th level.

WORKSHOP

Cost: 1

Prestige: 2

Minimum Lifestyle: Comfortable

Anyone can set up their tools in a room and call it a workshop; but this is a space that truly serves your needs. The room has been constructed or converted to serve the particular needs of your trade. When you use this space to craft an item, you may reroll one failed ability check you make with artisan's tools appropriate to the workshop type per day.

There are versions of this perk for each type of artisan's tools (see chapter 5, "Equipment", in the *Player's Handbook*). You choose which version you want when you purchase this perk.

Repeat Purchase. You may purchase this perk more than once. Each time you purchase this perk, you gain a new workshop of your choice.



PERKS

Perk	Cost	Prestige	Minimum Lifestyle	Description
Auditorium	3	8	Aristocratic	Provide a proper venue for events you host.
Armoury	2	4	Aristocratic	Equip guards with the necessary arms and armour.
Bath	2	4	Wealthy	Stay hygienic at home.
Butler's Pantry	1	2	Wealthy	A safe room for your valuable silverware.
Cellar	1	2	Comfortable	A specialized storage space.
Continual Flame	2	4	Comfortable	Permanent magical illumination.
Courtyard	1	2	Wealthy	An outdoor space within your premises.
Discrete	1	—	Poor	Avoid notice with inconspicuous lodgings.
Enfranchisement	3	8	Aristocratic	Gain voting rights.
Guards	2	4	Aristocratic	Gain the service of armed warriors.
Guest Rooms	1	2	Comfortable	Offer better hospitality to your guests.
Kitchen	1	2	Modest	Gain an oven and wash basin of your own.
Library	1	2	Comfortable	Enrich yourself with knowledge.
Real Silverware	1	2	Wealthy	Impress your guests with a display of largesse.
Secret Room	Varies	—	Modest	Keep your secrets and valuables safe and secure.
Servants	2	4	Wealthy	Hire help to run and maintain your property.
Shrine	2	4	Wealthy	A space to attend to your personal devotions.
Still Room	2	4	Wealthy	A laboratory space for preparing distillations.
Trap	Varies	—	Poor	Outfit your home with a defensive trap.
Wizard's Laboratory	2	4	Comfortable	A space designed to accommodate the arcane craft.
Workshop	1	2	Comfortable	A space to practice your trade.

SAMPLE HOUSE: SUMMERHALL

The following is an example house designed using the perk system presented earlier in this supplement. It uses 25 perk points and comes with 46 prestige.

HISTORY

Summerhall is a townhouse located in the wealthy Sea Ward of Waterdeep, one of the greatest cities in Faerûn. It was built by a noble family some years ago to serve as a city residence, while their main residence remained a more expansive estate (their “country house”) near Zundbridge to the south. It was constructed along with nine similar semi-detached properties using the best construction techniques available, including wood stoves and oak panelling.

At one point in its history, the house became the primary residence of a powerful wizard who effected several magical improvements to the premises. These improvements, along with its prestigious location and exceptional construction, makes Summerhall an attractive property for anyone of sufficient means to afford it. This is the house as he owns it.

AREAS OF THE HOUSE

The following areas correspond to labels on the map of the house on page 16.

1. FOYER

The main doors of the property, located up a short flight of steps, open into a grand foyer. The central focus of the foyer is a solid mahogany staircase with a carved balustrade and brilliant crystal chandelier.

TREASURE

The chandelier, if it can be safely removed from the premises, is a work of art. With over one hundred individually cut and polished teardrop-shaped pieces of leaded glass, seven gracefully curved arms, and a crystal canopy to reflect the light, it can fetch more than 500 gp from a motivated buyer. It weighs 50 pounds.

2. LIBRARY

A roaring fire blazes in an enormous regal fireplace that dominates the west wall of this room, above which hangs a magnificent oil portrait. Sturdy shelves are built into the walls of this room and are filled with hundreds of scrolls, folios, chapbooks, and leather tomes, all carefully and meticulously maintained.

Two high-backed, dark wood chairs with padded seats and back cushions face the hearth, and between them a polished end table set with a seven-branched vermeil candelabrum.

The painting above the mantle depicts a distant ancestor of the wizard who owns the house—supposedly someone who held the role of Magister, the goddess Mystra’s personal champion.

GENERAL FEATURES OF THE HOUSE

Summerhall is a semi-detached house that shares its side walls with two other townhomes.

Doors. All the doors are made of sturdy wood and can lock, though most are open. Each door has an AC of 16, 27 hit points, and immunity to poison and psychic damage. Unless otherwise noted, locked doors can be picked by a character who makes a successful DC 15 Dexterity (Thieves’ Tools) check or forced open with a DC 20 Strength (Athletics) check.

Floors and Walls. The foundation and exterior of the house is made of lime mortared stone blocks. The interior walls and floors are made of oak, except in the cellar and undercroft, which are stone. There are eight levels to the house in total. From the bottom to the top, they are: the undercroft (9-foot ceiling), the cellar (8-foot ceiling), the garden floor (9-foot ceiling), the parlour floor (12-foot ceiling), the second floor (11-foot ceiling), the third and fourth floors (10-foot ceilings), and the garret (sloped 4- to 8-foot ceilings).

Guards and Wards. The entire property is warded against scrying, teleportation, and planar travel using the *guards and wards* spell. The only location in the house someone can teleport to is the permanent teleportation circle in area 30.

Roof. The roof is made of red slate.

Light. Nearly every room has large bay windows that let in sunlight during the day and a fireplace and candelabra for illumination at night. Additionally, twenty *continual flame* effects provide illumination to the main floor rooms and each of the bedrooms on the second, third, and fourth floors. The cellar and undercroft are not lit.

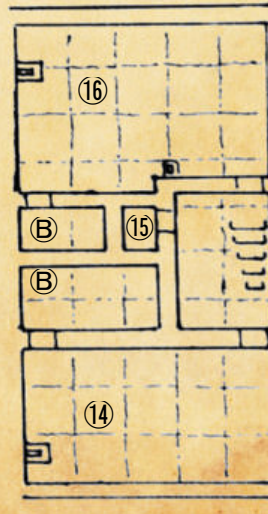
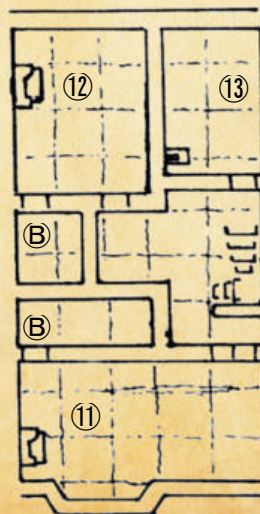
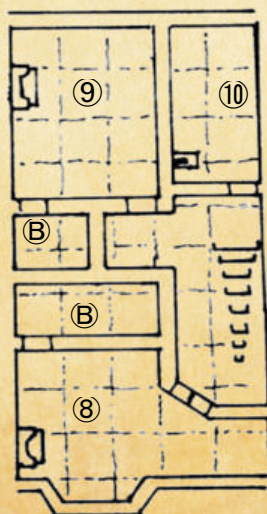
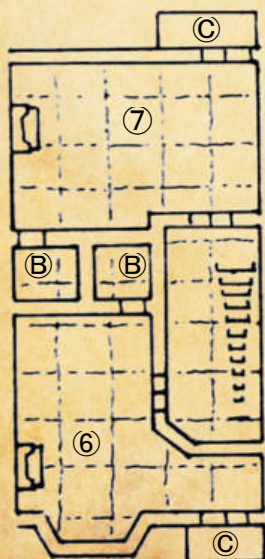
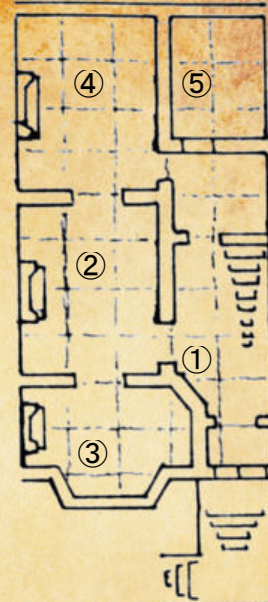
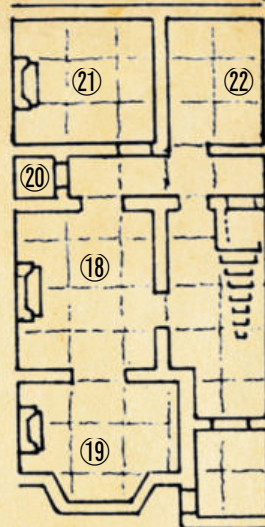
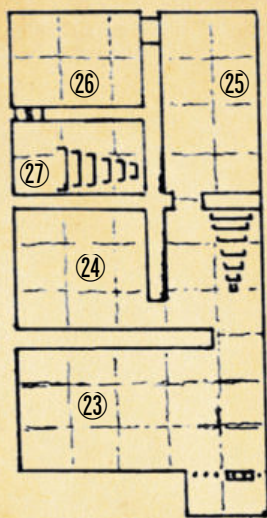
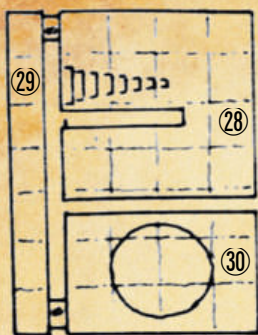
TREASURE

The candelabrum on the table is not pure gold, but vermeil, as anyone who handles it can immediately tell (gold is significantly heavier than silver). It is worth 50 gp.

The oil painting is of exceptional artistry, and could possibly be sold for 500 gp. It is worth significantly more to the wizard who owns it.

The true treasure in this room is the literature. Consisting of approximately 2,000 books and 400 scrolls, it is one of the largest personal libraries in the city. In total, the collection is worth 50,000 gp and weighs 10,000 pounds.

The books cover a broad range of topics, but several subjects are covered across a number of different titles with enough detail to provide advantage on Intelligence checks related to them, up to a maximum DC of 15. The topics are: fantastic zoology (Faerûn), heraldry (Sword Coast), history (magic in Faerûn), history (Sword Coast), and magical theory (abjuration).



3. PARLOUR

This stately sitting room is the picture of extravagance. Everything here is meant to impress guests: the dark rosewood furniture is heavy and baronial; the chairs are upholstered with fine silk brocade; the tables and desks are polished to a mirrored finish; a plush, colourful carpet covers the floor; red velvet drapes hang over the windows; and the walls are panelled with oak and hung with oil portraits and tall tapestries. A large, beautifully inlaid cupboard dominates the far wall.

This is the main reception room of the house, where guests can be entertained and business conducted in comfort.

The cupboard is closed with a lock that can be picked with thieves' tools and a successful DC 15 Dexterity check. It contains a secret compartment that requires at least 1 minute of searching and a DC 15 Intelligence (Investigation) check to find.

TREASURE

The cupboard contains a silver platter and with four silver goblets (worth 50 gp each or 300 gp as a set). The hidden compartment contains a masterwork, locked, iron-bound coffer (DC 20 Dexterity check to open with thieves' tools) with a beautiful stencil on ivory-laid paper mounted inside the lid (worth 100 gp). Inside the coffer are twenty-five bank notes that can be exchanged at the Palace of Waterdeep for 25 gp each.

4. DINING ROOM

This room is dominated by a large mahogany table surrounded by ten cushioned seats with tall backs and carved armrests.

The finest silverware and crystal are set upon the table, and silk drapes frame the tall windows. Mounted above the fireplace is a grand painting of a breathtaking country villa, and a tapestry with a map of Faerûn hangs on the opposite wall.

TREASURE

The silverware set, including a dozen five-piece sets with six trays with ewers, altogether weighs 25 lbs and is worth 150 gp. The crystalware, including another dozen glasses, is worth another 10 gp.

5. STILL ROOM

Stills, carbuoys, alembics, and other alchemical equipment is stacked on long tables; shelves of distillations and decoctions in glass jars line the walls; and casks of spirits are stacked in heavy shelves. Four leather-bound books sit open on lecterns about the tables.

This room is filled with oils, medicines, tinctures, and other mixtures, as well as an assortment of herbs and spirits used in the preparation of various concoctions or for preservation to aid in cooking.

Normally, the still room is the domain of the lady of the house, but as the current master is a bachelor, the room is kept by a still maid (who is also the chamber maid), who uses the stats of a **commoner** except that she has proficiency with alchemy tools. During the day, there is a 50 percent chance that she can be found here.

TREASURE

The assorted alchemical ingredients, ranging from oils to powders, are worth approximately 100 gp in total, and the equipment in the room is an alchemy kit. The books are worn with use but contain clear instructions for creating a variety of nonmagical substances, such as calendula oil (useful as an antifungal, anti-inflammatory, and antibacterial salve used in healing and as an antiseptic), soap, tinctures, and furniture polish. They are worth another 100 gp.

6. MASTER BEDROOM

The double doors to this room are set with coloured panes of glass patterned in images of the crest of the lord's family.

Fabric of the richest ultramarine is used throughout this room, from the drapes to the canopy of the four-poster bed to the upholstery of the two overstuffed chairs near the balcony to the silk sheets. A large armoire near the mantle is of equally rich mahogany, and a wide chest at the foot of the bed is masterfully carved with intricate motifs and inlaid with gold.

The doors to this room are locked and warded, requiring a DC 25 Dexterity (Thieves' Tools) check to pick or a DC 30 Strength (Athletics) check to force open. The same enchantment is also placed on the doors to the balcony (area 6C). This effect is produced by the *guards and wards* spell, and therefore is not suppressed by the *knock* spell and requires a DC 16 spellcasting ability check to dispel using *dispel magic*.

The armoire (worth 250 gp) and chest (worth 500 gp) are locked and warded with *arcane lock*, requiring a DC 20 Dexterity (Thieves' Tools) check to pick.

A closet (area 6B) contains another armoire where a porcelain chamber pot is kept along with a special wooden seat designed to support an individual as they relieve themselves.

TREASURE

The following treasure can be found in the room.

Armoire. The locked armoire contains two locked coffer (DC 18 to pick with thieves' tools). The first contains seven small gold bracelets (worth 25 gp each), one large gold bracelet (worth 250 gp), a gold locket containing a painted portrait of a handsome young man (worth 25 gp), two small gold rings (worth 25 gp each), a silver necklace with an expertly cut sapphire pendant (worth 250 gp), and a silver and gold brooch (worth 750 gp).

The second coffer is divided into three sections. The first contains a dozen assorted 10-gp gemstones, the second contains five assorted 50-gp gemstones, and the third contains three assorted 100-gp gemstones. Sample gemstones are presented in chapter 7, "Treasure", of the *Dungeon Master's Guide*. The armoire also contains shelves full of fine clothes, ten outfits in total (worth 15 gp each).

The key to the coffer is in a secret compartment of the armoire, which requires a DC 18 Intelligence (Investigation) check to find.

Chess set. On a table near the doors to the balcony is a masterwork chess set. It is made of a variety of rare materials: the ivory pieces are actually dragonbone and the ebony pieces were made from a treant. The set is worth 500 gp.

Chest. This chest is four feet wide, two feet tall, and two feet deep. It contains another five outfits of fine clothes (worth 15 gp each), along with four stylish cloaks (worth 2 gp each). A DC 18 Intelligence (Investigation) check will also reveal a secret compartment beneath a false bottom to the chest, where a *robe of useful items* is kept.

Empty, the chest itself weighs 60 pounds and is too bulky for one Medium or smaller creature to carry without strapping it to their back, which still imposes disadvantage on ability checks that rely on Strength and Dexterity, as it would put someone off balance.

7. STUDY

White and red contrast in various juxtapositions to create an air of grandeur and comfort in this room. From the cherry-wood panelled walls to the white linen upholstery, from the white marble mantle to the red velvet drapes, all appears to be in perfect order.

Looking closer, however, one starts to spot signs of chaos. Dominating the centre of the room is a large contraption with a series of concentric brass rings. The purple-red desk is half-buried beneath a mess of parchment and leather-bound tomes of ponderous size. The exquisite Calishite rug has a rather conspicuous and unfortunate stain.

The doors to this room are locked and warded, requiring a DC 25 Dexterity (Thieves' Tools) check to pick or a DC 30 Strength (Athletics) check to force open. The same enchantment is also placed on the doors to the closet (area 7B) and the balcony (area 7C). This effect is produced by the *guards and wards* spell, and therefore is not suppressed by the *knock* spell and requires a DC 16 spellcasting ability check to dispel using *dispel magic*.

When the house was constructed, this room was given over

to the lady of the house as her chamber. The current master of the house, being a bachelor, has taken it as a study. His research and experiments are primarily conducted here, and the only other individual permitted entry is the butler.

TREASURE

The following treasure can be found in the room.

Armillary Sphere. The contraption in the centre of the room is a finely crafted, freestanding armillary sphere, about 2 feet across, made of brass and silver. It is also an astronomical clock, able to track the relative motions of the sun and the moon, as well as the other planets and even constellations of significance. The contraption weighs 30 pounds and is worth 1,000 gp.

Armoire. Located in the closet (area 7B), this armoire is locked (DC 20 to pick with thieves' tools). It resembles one that would contain a chamber pot, but actually is where the master of the house keeps his rare magical supplies. Among the armoire's contents are 500 gp worth of rare inks used in scribing spells, the contents of a component pouch (worth 25 gp), a 1,000-gp diamond, a clear crystal ball (worth 1,000 gp), 100 gp worth of gold dust, a 10-gp silver rod, and 100 gp worth of powdered silver and iron. Additionally, in a hidden section of the armoire (DC 20 Intelligence (Investigation) check to locate) is a real spellbook containing eight 1st-level spells, four 2nd-level spells, four 3rd-level spells, four 5th-level spells, four 6th-level spells, and four 7th-level spells (all of the DM's choice).

A second hidden section (DC 20 Intelligence (Investigation) check to locate) contains 15 sealed tubes containing original copies of loan agreements between the master of the house and his various business contacts, including guilds, other nobles, and even the City of Waterdeep (as a civic entity).

The armoire is trapped with the death effect of the *symbol* spell. The symbol is inscribed on the inside of the armoire's main section, which is revealed when the doors are opened. Noticing the symbol before opening the armoire requires peering through the gap between the main doors and succeeding a DC 21 Intelligence (Investigation) check. Creatures without darkvision make this check with disadvantage.

Bookshelf. Most of the books here are taken from the main stacks in the library and represent the finest specimens of the collection. Thirty-one leather-bound tomes, their covers well-oiled and maintained, occupy a central position. These are filled with advanced magical theory, the kind of which goes into the creation of spells beyond the abilities of all but the most gifted wizards (that is, 6th level or higher). A wizard who can reference these books while copying a new abjuration spell of up to 8th level into their spellbook must only pay half the regular cost of copying the spell and has advantage on the associated Intelligence (Arcana) check, as the arcane theories they would normally have to develop through costly and time-consuming experiments have all been fully and clearly explored in these pages.

To the right buyer, the rare volumes are worth 3,250 gp and weigh 325 pounds. The books on magical theory are worth 4,650 gp as a set and weigh 155 pounds.

Desk. The desk has three drawers. The first holds writing implements—seven quills (worth 2 cp each), five ink bottles (worth 10 gp each), and 50 sheets of parchment (worth 5 gp in total). It also contains five candles (worth 1 cp each) and five sticks of sealing wax (worth 5 gp each).

The second drawer is locked (DC 18 Dexterity check to pick with thieves' tools). Where the master of the house keeps his journal. It mostly contains cold observations on the process of his research, though the occasional digression reveals a mischievous wit behind the veneer of dry erudition. A character who is proficient with alchemy tools or who succeeds a DC 15 Intelligence (Arcana) check while flipping through the journal can learn how to create a *potion of resistance (necrotic)*.

The third drawer is also locked (DC 18 Dexterity check to pick with thieves' tools). It contains a decoy spellbook, the first few pages of which appear to contain advanced formulae needed to cast the spells which follow, but which then moves on to a powerful *glyph of warding* containing that casts *flesh to stone* (DC 21 Constitution saving throw to resist) on a target who reads it. The rest of the book is filled with nonsense calculations that have no purpose other than to frustrate thieves. It takes a DC 20 Intelligence check to deduce that the writings do not hold any hidden revelations.

8 & 9. GUEST BEDROOMS

These are well-appointed rooms containing a canopied double bed, a large chest, a shelf, a pair of chairs with overstuffed cushions, and a desk with a sturdy chair. They also have a closet (8B, 9B) with an armoire containing a chamber pot.

10. SERVANT QUARTERS

This is an undecorated room with a pair of straw-stuffed mattresses reserved for the servants of the master's guests. Small chests at the foot of each bed provide space for the limited possessions such individuals would carry. The room is heated by a wood stove.

11 & 12. GUEST BEDROOMS

These are well-appointed rooms containing a canopied double bed, a large chest, a shelf, a pair of chairs with overstuffed cushions, and a desk with a sturdy chair. They also have a closet (11B, 12B) with an armoire containing a chamber pot.

13. SERVANT QUARTERS

This is an undecorated room with a pair of straw-stuffed mattresses reserved for the servants of the master's guests. Small chests at the foot of each bed provide space for the limited possessions such individuals would carry. The room is heated by a wood stove.

14 & 16. SERVANT ROOMS

These rooms in the garret are given over to the servants of the house. Each room has three straw-stuffed mattresses on plain, low wooden frames, along with a small chest for their belongings, a closet (area B) with simple armoires for chamber pots, and a wood stove for heating.

Currently, both rooms have a single occupant each. The north room is occupied by the maid, who is currently the only female servant. The south room is occupied by the scullion.

15. LINEN CLOSET

This cedar-lined closet contains holds spare linens and blankets for use throughout the house.

17. SERVANT ENTRANCE

Accessed by a second door beneath the front stoop, this is the entrance used by servants and tradespeople to come and go from the house.

18. KITCHEN

Savoury aromas hang heavy in the air here. A long wooden table is covered in chopped vegetables and pie crusts, and a large pot bubbles over the fire. All about the periphery of the room are stacked crates and barrels, and the walls are lined with hooks from which hang all manner of cooking implements.

A male stout halfling cook tends the kitchen. A number of step stools are scattered around the room, allowing access to the different stations for food preparation. The cook generally enlists the help of the scullion for making meals.

19. SERVANT HALL

A 10-foot long, rough wood table occupies the centre of the room surrounded by ten hard chairs, with another two against the walls in the south bay, available if needed. The walls are bare except for some hooks and a painting of an old woman in servant attire, a younger servant kneeling beside her on the left and a richly dressed man standing on her right, one hand resting assuringly on her shoulder.

Though below grade, the large windows of the front bay keep this room brightly lit during the day, a blessing for the servants who gather here for meals and relaxation when their duties permit. During the day, there is a 10 percent chance that either the maid or the scullion can be found here enjoying a few minutes of rest.

Though the table can seat 12, it has been many years since the servant household was larger than its current size (four).

20. STORAGE

All manner of sundries are kept here, ranging from cleaning supplies to spare linen.

21. BUTLER'S PANTRY

Tasteful fittings and furnishings fill this comfortable room, from the solid oak desk and cupboard to the comfortable chairs before the fire and single bed in the far corner. Everything here is in order.

This is the private room of the butler, where he keeps the silver when it is not in use, measures and pours the wine and other spirits, and sleeps. During the day, there is a 25 percent chance that he can be found here.

The room is locked and warded, requiring a DC 25 Dexterity (Thieves' Tools) check to pick or a DC 30 Strength (Athletics) check to force open.

TREASURE

If the dining room settings are not in use upstairs (see area 4), they are here in the cupboard.

22. SCULLERY

This room contains several basins and shelves for washing dishes, laundering clothes, boiling water for cooking and bathing, and various other tasks.

TREASURE

The cheaper wooden trenchers and pewter tableware and dishes used by the servants, as well as the brass pots and cast iron pans used in the kitchen are kept here. Altogether, they are worth 10 gp.

23. WINE CELLAR

Dozens of wooden casks banded in iron rest on shelves built into the structure of this room, with heavy wooden beams between them to support the vaulted ceiling. In the southeast corner, a smaller area has been fenced off with an iron gate.

A total of twenty-seven 50-litre barrels of wine rest on nine 3-tiered racks. Decorative lettering is burned into the top of each, showing the winery name and that of the batch. In the fenced off area (locked, DC 15 to open with thieves' tools), there are another 90 bottles of rare and prized vintages.

TREASURE

The wine in the barrels is common quality and each is worth 10 gp. Each barrel weighs about 140 pounds.

The rare wine bottles are of much better quality and are also worth 10 gp each.

24. ROOT CELLAR

Carrots, onions, cabbage, salted meats, butter, cream, and other perishables (except for fruits) are stored in this cool room to prevent spoilage.

25. GENERAL STORAGE

Baskets of fruits, boxes of candles, tubs of lard, casks of ale, and other sundries have been relegated here in order to clear space elsewhere.

26. FALSE TREASURY

A magnificent cherry wood coffer rests along one wall and a matching armoire dominates the other. All about the room are other sundry items, including a standing suit of armour, a gold-leaf framed silver mirror, a jewel-hilted sword in a cloth-of-gold sheath, and a golden mask. Several large oil portraits in stately frames hang on the walls. In the centre of the room, a glass case holds a large tome, open halfway to a page with beautiful, flowing script.

The door to this room is locked and warded, requiring a DC 25 Dexterity (Thieves' Tools) check to pick or a DC 30 Strength (Athletics) check to force open. This effect is produced by the *guards and wards* spell, and therefore is not suppressed by the *knock* spell and requires a DC 16 spellcasting ability check to dispel using *dispel magic*.

SECRET DOOR

Behind the armoire is an old fireplace that has been sealed up. In fact, this disguises a secret passage into area 27. A character can notice the faint markings on the floor under the armoire (where it slides out) and make out the small gap in the bricks blocking the fireplace with a successful DC 18 Wisdom (Perception) check. Noticing these things requires that the *mirage arcane* spell cast over this room be dispelled.

TREASURE

Everything in this room is fake, designed to fool thieves who are looking for common treasure. A *mirage arcane* spell has glamoured various ordinary items to appear extravagant and filled out the rest of the room with additional 'treasure'.

Armoire. This magnificent piece of rosewood furniture is actually a cheap pine cabinet. Inside is a gilded corslet etched with intricate decorations, including a medallion depicting the legendary Ahghairon becoming the first Open Lord of Waterdeep. In actuality, the corslet is illusory and disappears immediately if removed from the house.

Armour. This gleaming suit of steel plate armour is in fact **animated armour**. The suit is motionless until someone interacts with it or the sword, or opens the secret door.

Book. Someone examining the page to which the tome is open and who can read Elvish can deduce that this is a collection of elven poetry. Should anyone remove the book from the case, they would find the rest of the pages blank.

Chest. This chest appears to be a stately rosewood coffer with clawed feet, but is actually a cheap pine box. The box is 4 feet wide by 2 and a quarter feet deep by 2 feet tall, or 18 cubic feet in volume. The chest appears to be filled to the brim with gleaming silver coins, a total of 353,650 sp weighing over 7,000 pounds all together. Every single coin is illusory and disappears immediately if removed from the house.

Mask. This elaborate mask is designed to fit over a Medium creature's head and incorporates a gorget. It is made of solid, high-quality gold inlaid with precious gems such as lapis lazuli, obsidian, quartz, and turquoise. It weighs about 20 pounds. If real, it would be worth 5,000 gp. Unfortunately, the mask is illusory.

Mirror. This 5-foot standing mirror is entirely illusory. It is also the only way that a creature can recognize that the room is not what it seems without using magic such as *true seeing*. The complexity of optical reflection challenges even high-level magic, allowing the occasional distortion to filter in. Astute viewers (a character with a passive Perception of 21 or higher) will note such distortions if they spend at least 1 minute examining the mirror. A character trained in Arcana can then attempt a DC 15 Intelligence (Arcana) check to deduce that the mirror itself is illusory.

Sword. The weapon is an **animated sword** in a cotton cloth that is glamoured to appear extravagant in its construction. The sword is motionless until someone interacts with it or the armour, or opens the secret door to area 27.

MIRROR, MIRROR ON THE WALL...

Did you know that the silvered mirror is a relatively recent invention, dating back to 1835? For centuries before this, mirrors consisted of a pane of glass, the back of which was coated in mercury. Unlike silvered mirrors, which are created through a chemical reaction, mercury-based mirrors were painstakingly laborious to produce and were therefore considered masterpieces of art. This made them highly prized as collector's items.

27. HIDDEN STAIR

A secret room here is stashed with some old crates filled with strange curios to be catalogued. A stairway leads down to the undercroft.

Should a character rummage through the crates, roll on the Trinkets table in chapter 5, "Equipment", in the *Player's Handbook* to determine what they find.

TRAP

A *symbol of death* has been inscribed on the wall facing the door to area 26. It is set to trigger when a creature that is not the master of the house approaches within 5 feet without speaking the passphrase ("Knowledge is power", in Elvish).

28. REAL TREASURY

As you descend the stairs into this chamber, a number of torches spring to life. In their orange light, the glint of gold, sparkle of gems, and gleam of pearls fill your vision. Four overfull wooden chests are pressed up against the walls, their contents spilling out in a cascade of wealth.

Around the corner from the stairs, a stack of gold and silver trade bars is arranged, along with a long glass-topped and velvet-lined case displaying a number of old books.

A small desk in the corner supports a number of carefully maintained books, as well as a large tome resting on a lectern.

Though most of the master of the house's wealth is tied up in investments, some emergency funds are stored here along with treasure recovered from expeditions that has yet to be properly catalogued and priced. The tome on the desk contains an inventory of treasures the owner has catalogued.

SECRET DOOR

In the northwest wall is a secret door that is cleverly worked into the pattern of the stone. A character can find the slight gap above the floor with a successful DC 18 Wisdom (Perception) check).

TREASURE

The room contains the following treasure.

Chests. The chests are filled with artifacts padded with coins of an ancient mintage, such as would have to be exchanged at a money-changing house. Solid gold plates, orbs,

statuettes, goblets, and jewellery (altogether worth 30,000 gp) as well as gem-set silver buckles, amulets, and bowls (altogether worth 5,000 gp), precious gemstones such as emeralds, topaz, and rubies (worth 10,000 gp altogether), and carvings of jade, ebony, and ivory (altogether worth 15,000 gp) form the bulk of the contents, along with 9,000 cp, 4,000 sp, 800 gp, and 300 pp.

If sold to private collectors in small quantities, the coins could fetch up to five times their face value.

Trade Bars. Ten 5-lb trade bars of each silver and gold are stacked neatly on a large stone pedestal. The silver trade bars are worth 25 gp each. The gold trade bars are worth 250 gp each.

29. HIDDEN PASSAGE

This passage is accessed by two hidden doors: one from area 28 and the other from area 30. From the passage, it takes no check to find either door.

30. TELEPORTATION CHAMBER

This room is empty save for a *teleportation circle* inscribed on the floor.

The door to this room is locked and warded, requiring a DC 25 Dexterity (Thieves' Tools) check to pick or a DC 30 Strength (Athletics) check to force open. This effect is produced by the *guards and wards* spell, and therefore is not suppressed by the *knock* spell and requires a DC 16 spellcasting ability check to dispel using *dispel magic*.

From this side, the door is also concealed, made to be lost in the pattern of the stone. A creature who succeeds a DC 18 Wisdom (Perception) check can notice the slight gap above the floor where the door is located.