

Summer Home

D&D Fifth Edition Campaign Setting

Significant Buildings

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City Hall

This is where the Board of Aldermen meet and contains the offices of the minor functionaries needed to keep the city operating. Most nobles maintain at least a clerical office here when they are in residence.

Wizard's Guild Hall

The Wizard's Guild maintains a moderate-sized facility here. It is a potential source for minor spell components. It contains a small library, though most spell-training is done from one Wizard to another.

There is a mid-level mage who serves as the GuildMaster. The GuildMaster is generally a permanent resident.

During the summer, a few mages may take up residence, either as a base for their own research operations, or to teach some of the newer mages who come through in adventuring parties.

Soldier's Guild Hall

Like the Wizard's Guild, the Soldier's Guild maintains a residence/training facility for independent fighters. A "Captain" is usually in residence to serve as administrator, and multiple "Sergeants" can be found who handle the actual training.

Rangers' Hall

The Rangers are a loose collection of senior adventurers who have taken on the task of patrolling various wilderness areas to protect the "civilized" areas/

Temples

There are temples present for most of the major deities. They range in size from exceedingly small temples, often for gods from far away, to large facilities for regional and/or more powerful deities.

Small temples may be operated by a single cleric, where larger temples will have many members on staff.

The Forge

There is a heavy industrial area collectively known as "The Forge". It is populated and run primarily by Dwarves. As expected, its main function is forging metal items of various types, armor, weapons, tools, etc. The Dwarves discovered long ago that for mundane items it is better to transport raw materials to the city and then make what is in demand rather than making large quantities of items and transporting them hoping that they will be what is desired.

High value items still are generally made within the Dwarven realms and transported to the city.

Fairy Mist Inn

This is a large tavern/inn that is popular with adventurers. It is the location where information is passed back and forth, party members are recruited, and the (rare) successful adventurers can regale everyone with their stories.

The tavern can normally support up to about 100 patrons at a time, though in the off season there could be ten or less present.

The inn has four floors of rooms of various combinations and quality.

The VaultHouse

This facility is as close to a bank as is found in the world. The building provides access to various storage “vaults” that can be rented (100 GP/month).

Access to the vault area requires a bound key to a specific vault.

The vaults are 10' x 10' x 10' in size. They are metal containers with a heavy metal door that requires the key to open.

Security for the vault in SummerHome is handled by Dwarves and Elven soldiers, with an Elven Mage serving as the administrator.

Note that there are other VaultHouses in other cities, and accessing a vault from any of them takes the users to the same vault.

Merchant Row

Several small streets lined with a wide variety of shops. These shops are all permanent structures, often with the shop owner/family living in apartments over the shop. Most of the shops are year-round, though a few that cater specifically to the nobles and their entourage may be more seasonal.

There is a separate smaller area for “market square”. This area is for temporary vendor setups, booths, tents, etc. It is primarily food vendors bringing in meats, vegetables, fruits, etc. from nearby communities.

Thieves' Guild Hall

Although not generally recognized as such, there is a building in town that serves as the local Thieves' Guild. The primary guild functions are conducted in the basement. The street-level function of the building is a general-purpose shop (pawn shop).

Noble Estates

There are a dozen “noble estates” within the city boundaries. Most of these are full castles with manor houses, curtain walls, and other internal structures.

Each estate belongs to one kingdom/family. Generally, only one noble of a particular kingdom/family is in residence at any given time, though multiples are not unknown.

Each noble estate has its own maintenance staff, and when the nobles are in residence the staffing level goes to full, usually with a small accompanying military guard.