

Bastion Breviary

This document holds the rules related to downtime Bastion purchase and ownership by players for the 2025-2026 **Academy Anthology: Tales of Home** campaign. This document holds a menu of Bastions and add-on Facilities for purchase and outlines the benefits of these choices. Please note that this is a living document and the game masters reserve the right to update it in the future.

Last updated: 2025.11.03 (OFFICE HOURS)

Overview

A Bastion is a private location that belongs to a player character: a home, a stronghold, and a place of power that the character wishes to develop over the course of a campaign. Players may add special facilities to their Bastion to receive special in-game benefits.

Not every character needs to have a Bastion. It's fine for some players to own a Bastion and others to opt out. There's no need to choose between going on adventures and commanding a Bastion; a character can do both at once. A Bastion has special facilities that generate benefits.

Most importantly, Bastions are a creative playground for players and a shared storytelling space for the campaign. The GMs encourage players to create floor plans of their characters' Bastions, configuring its facilities as they see fit. We hope to be as permissive as possible with the stories players wish to tell in their Bastions, but players should know their control might be limited by the campaign's larger story, which the GMs strive to make fun for everyone.

Each campaign week, a player character may take a particular downtime action that is unlocked by owning a particular element in their bastion.

Getting Started

To get started, a player may purchase a small, basic Bastion for 2,000 gold. This basic value may be altered based on the size and type of Bastion upgrade.

- A small Bastion starts with room for up to five Facilities at the base cost.
 - A medium Bastion starts with room for up to eight Facilities, at an additional cost of 1,000 gold.
 - A large Bastion starts with room for up to twelve Facilities, at an additional cost of 2,000 gold.
 - Any Bastion may be enlarged to add more Facilities at a cost of 1,000 gold per Facility.
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Additionally, a bastion may be located in one of the general areas and either secured, secret and located in a place of the player's choice, or mobile and located on some sort of voidship whether that is a titanic vessel, a teleporting dome, or aboard a friendly megafauna.

- A basic Bastion that is located in the player's choice of Flaygallows, Gamma Metropolis, Crannathragh, or The Welmet station.
- A secure Bastion that is well-defended with walls and NPC guards located in a known place chosen by the player and approved by a GM. It costs an additional 2,000 gp and it costs 1,500 gold per enlargement for each Facility added.
- A secret Bastion that is located in an undisclosed location, or a hidden shard all by itself described by the player and approved by a GM. It costs an additional 3,000 gp and it costs 2,000 gold per enlargement for each Facility added.
- A mobile Bastion is located on a tremendous Voidship, and may move from place to place. It costs an additional 3,000 gp and may not be enlarged.

Each facility could be approximately 30'x30' = 900 Square Feet each. When accounting for hallways, bathrooms, and atriums, each bastion could be approximately twice the size of its total facilities.

In addition to the ability to add basic and special [Facilities](#) listed below, a Bastion can have the following features:

- Closets. Each Facility within the Bastion can have one or more closets, washrooms, or similar enclosures. The closets must be inside the facility and can't increase the Facilities' area in squares. These features are free.

- Corridors, Ramps, and Staircases. A Facility can contain one or more corridors, ramps, or staircases leading to other Facilities in the Bastion. These features are free.
- Defensive Walls. A character may choose to add defensive walls around their Bastion. A defensive wall is 20 feet high and may include a walkway along its top, with a means to access it (such as a ladder or lift). Each 5-foot square of defensive wall costs 250 GP.
- Doors and Windows. Each facility comes with one or more doors and shuttered windows in just about any style the player wishes, placed wherever the player sees fit. These features are free.

Facilities

Facilities are rooms or locations within a Bastion to inspire roleplaying or unlock downtime activities that potentially yield game benefits. Please be creative and add any amenities that might interest you such as a fireman's pole, elevator, or seance chamber.

Basic Facilities

- Bedroom
- Cookhouse
- Courtyard
- Dining Room
- Parlor / Game Room
- Storage

A basic facility comes with nonmagical furnishings and decor appropriate for that facility. Basic facilities don't have any game effects, but they can inspire roleplaying opportunities and enhance a Bastion's verisimilitude. A Bastion with a kitchen is functionally the same as one without, but the former gives you and your players a fun setting to start game sessions, have in-character discussions, or introduce new NPCs.

Basic Facilities will cost anywhere from 100gp to 1,000gp each depending on how fancy the player character wishes to appoint their space.

Advanced Facilities

Advanced facilities all have a specific cost, and provide a mechanical in-game benefit.

- Aether Dock
 - The Aether Dock is a compact, enclosed drydock where a lone voidship can undergo maintenance and receive upgrades. Here, a few specialized technicians handle everything from patching hull breaches and purifying ship-wide magical

contamination to installing minor component upgrades during downtime. A single voidship may be repaired at half cost at the docks. Talk to GM Rew about removing any effects that might be bad for the voidship or making any upgrades. The dock also allows you to negotiate with planetary/planar merchant guilds giving you advantage to secure contracts along lucrative (but dangerous) trade routes.

- 5,000gp
- Arcane Study
 - This quaint study is dedicated to the magic of the written word and rune. The Arcane Study allows the Copy Spell downtime activity to be done at will and allows for the creation of third level spell scrolls from the spells already in your spell book or on the list of your known spells as a downtime action for 300gp each.
 - 3,000 gp
- Armory
 - The Armory is a small but well-stocked fortified hall where adventurers can craft custom suits of steel, adamantine, and mithral armor at list price. The workbenches and forge allow those with a proficiency with Smith's Tools to temper each piece to perfection. The items that may be crafted as a Downtime Action are:
 - Regular Plate Armor
 - Regular Half Plate Armor
 - Adamantine Plate Armor
 - Adamantine Half Plate Armor
 - Grounded Adamantine Plate Armor
 - Grounded Adamantine Half Plate
 - Mithral Plate Armor
 - Mithral Half Plate
 - Cost: 4,000gp
- Elixirium
 - The Elixirium is a small, stone-carved space thick with the mingled scents of sulfur and dried herbs. A fire-scarred workbench spans one wall, covered in intricate glass alembics, crucibles, and numerous stoppered vials. You may use the established equipment, including a specialized retort that seems to channel latent magical energy for the precise heating and distillation process to create a potion of your choice from below for free once per week without consuming your Downtime Action:
 - Greater Healing Potion
 - Potion of Growth
 - Potion of Fire Breath
 - Cost: 2,000gp
- Greenhouse
 - The greenhouse is a humid, glass-domed sanctuary where the light refracts into seven distinct, shifting colors, nurturing rows of exotic, glowing flora. Within this

controlled biome, rare herbs from a particular biome grow in abundance, allowing characters to harvest specialized components needed for magical crafting. This facility allows you to perform a “forage” downtime for free each week, but only for that biome.

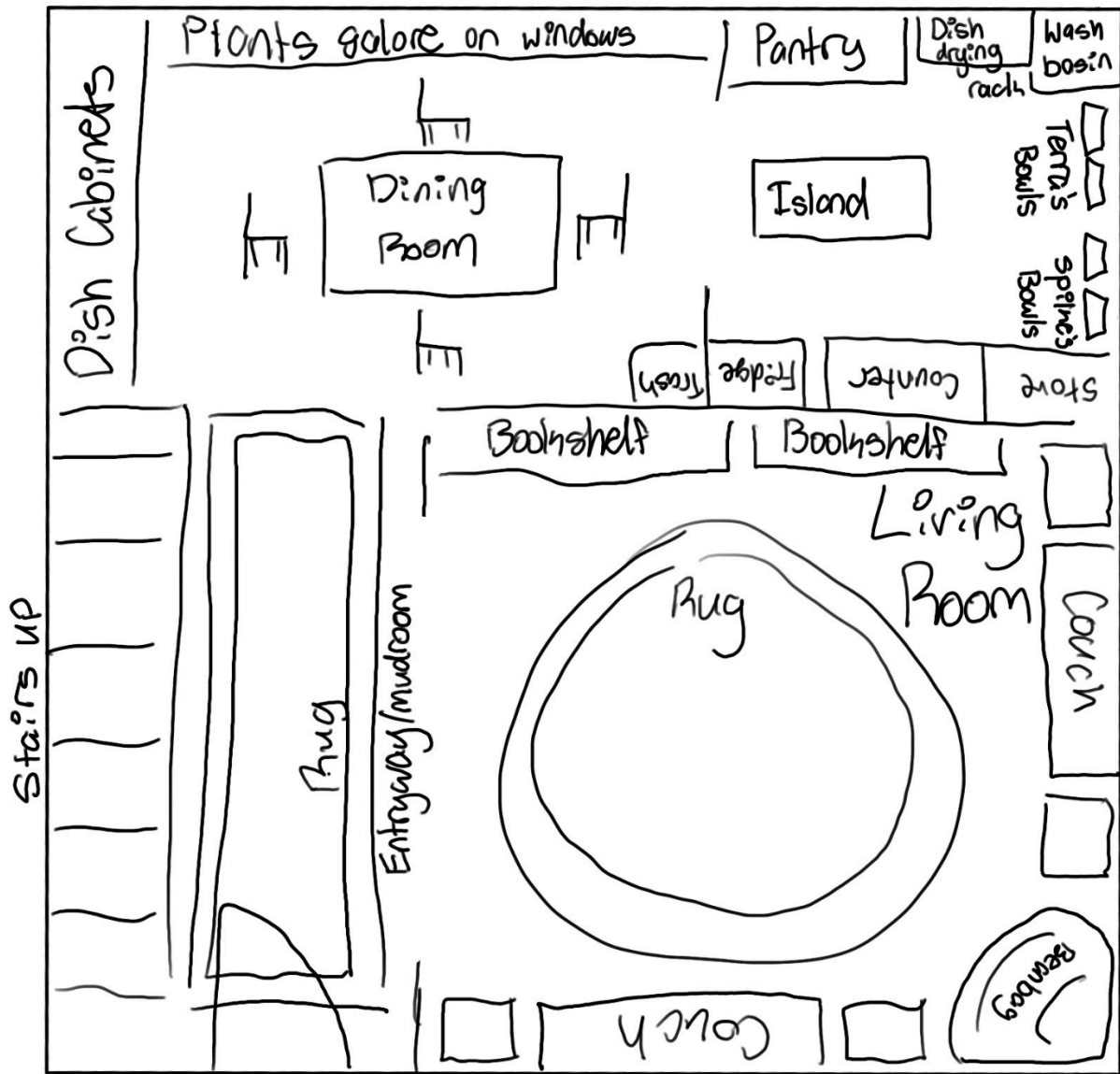
- Cost 1,000gp
- Kitchen
 - Decent food for everybody! A character proficient with Cook’s Utensils or Brewer’s Supplies may use this facility to treat their whole party to a tasty meal, providing the benefit of the Aid spell to all members of your party at the beginning of the session. This does not stack with the original spell but it lasts for the entire game session or until a long rest is taken.
 - 3,000 gold
- Mystic’s Curio
 - The workshop, known as the Mystic’s Curio, is a cozy chaos of shimmering dust and half-completed enchantments, with tools and spools of fine silver wire draped over every work surface. Here, the air hums with faint, stored magic that allows you to turn mundane objects into minor, whimsical magic trinkets. You may use these artisan tools to use a downtime to produce any Common magic item from the Anthology’s master list at a cost of one-quarter their listed value.
 - 1,000gp
- Sacred Shrine
 - Whether it is a monument, a cairn, or an effigy made of bubblegum and hair this sacred space is dedicated to a certain deity, patron, or ideal. The shrine allows a character of faith to choose one first level spell you can cast, and grant the ability to cast it to another player character once per game session. For the duration of the next game session another player character you choose can cast this spell once without having to expend a spell slot or use material components. This invested spell remains until the target player character uses it, takes a long rest, or the game session ends whichever comes first.
 - 4,000 gold
- Sacred Altar
 - This altar could be a monolithic slab of petrified wood, subtly etched with divine runes that faintly glow during celestial alignments, or perhaps a delicate arrangement of polished obsidian shards forming a floating pentagram perpetually shrouded in incense smoke. This focal point of faith serves both as a place for divine offerings and a magical anchor for the character’s divine power. You may perform a ritual on another player character to gain advantage on Wisdom saving throws and death saving throws for the duration of the next game session.
 - 2,000 gold
- Saurian Sanctuary
 - The Saurian Sanctuary is a complex of reinforced enclosures and thick, magically reinforced netting, blending rugged stone corrals with humid, artificially maintained jungle clearings for the larger beasts. It features specialized feeding

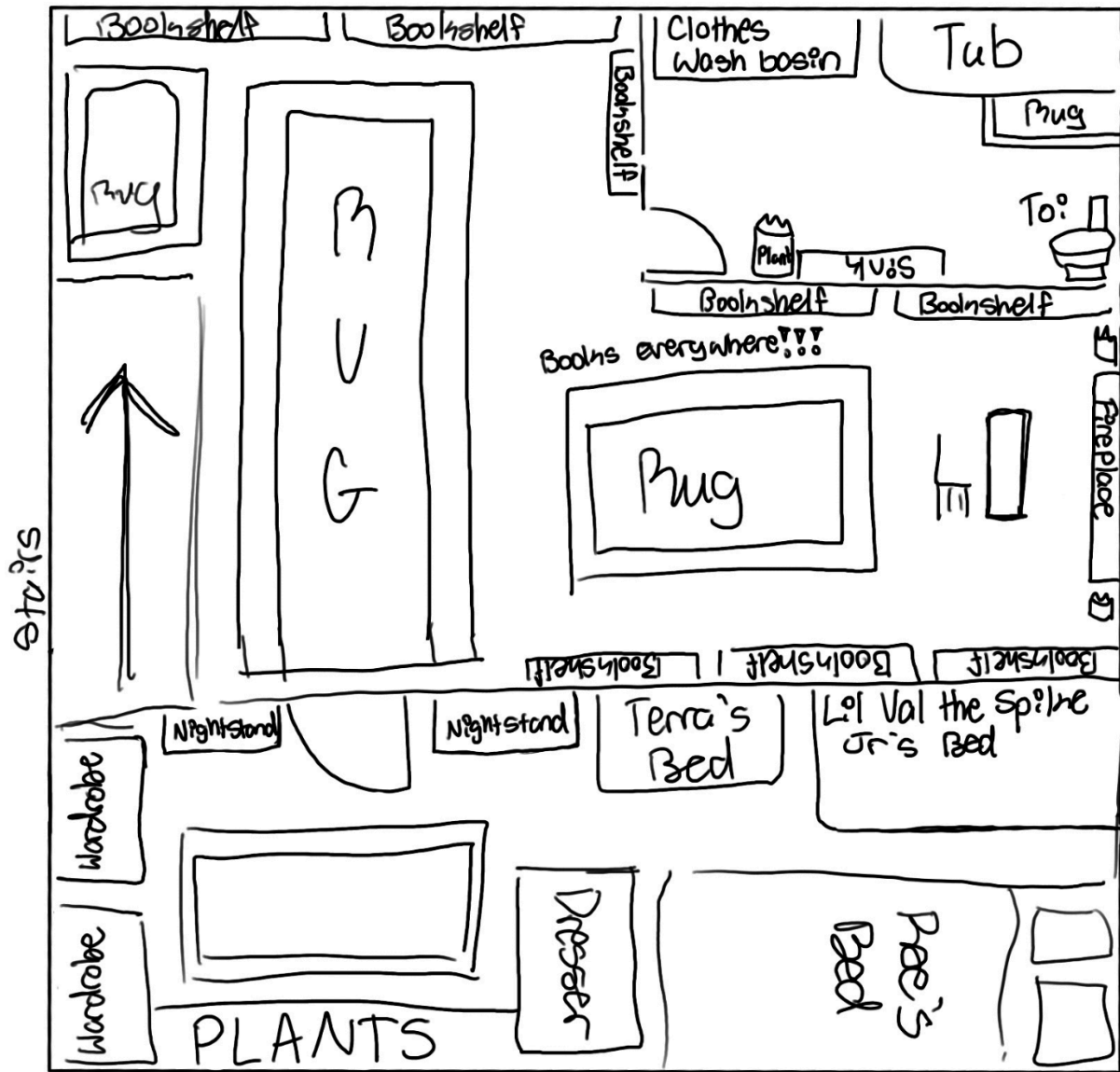
troughs, a shallow thermal pool for bathing the scaly hides, and a dedicated alcove stocked for quick field medicine. Up to three dinosaurs may temporarily increase their maximum hit points by twice their level for the duration of a single game session if they stay there for the entire week before (i.e. if they have not joined in any adventures the previous week).

- Cost 3,000gp
- Voidspan Gate (ie Hearthstone)
 - A gate that leads you back home no matter where “home” is at any time. It can be conjured with an arcane token, and you’ve been told there is no way to hack the destination. So you’re completely safe. Right?
 - 3,000 gold
- Transfer Gate
 - An established gate between your Bastion and somewhere else that is two way, but can’t close or change.
 - 1,000 gold

Sample Bastion

Please find a sample home layout for a possible bastion below.





Second
Story