ARGOL'S COMPREHENSIVE GUIDE TO INFRASTRUCTURE

Everything a Dungeon Master needs to build a player owned city, from bare dirt to sprawling streets of gold.

FOREWORD

Thank you.
To those who have supported this project
and to those who will buy it in the future and join the
ranks yourselves. Developing this project has gone
from a small local home-rule into a small guide, it
has since continued to evove into this monolithic, 40+
page source book, and I'm proud to have worked
on it for all of you.
I encourage everyone to tweet me, @MrCyberthief.
Please tell me everything about your experiences
with my guide, leave a comment on DMs Guild to tell
me how I can improve it for you, I'd deeply appreciate
feedback.

"Take a seat. Kick back, relax. This is a process that will
take all of us, quite a long time. I hope you like numbers."
-Argol Mourne, Project Manager.

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A New Beginning, Reference and Quick Start Guide.

Starting a brand new town from scratch can be a little daunting at first. It's a long process that can become more complicated with time, but initially it's a rather simple process that any party can handle.

To begin the building process of a town, the party will need to first come up with a plan of development. This plan will help them plot out in stages, what they intend to build in what order and will allow them to figure out how long they can expect each stage to take until their project is finished.

Plan of Development

First and foremost, the involved parties need to determine what the plan of development is in the long term.

Does the party wish to build a small home or a whole city? Even if the people involved only wish to expand their current holdings, whether that is a small plot of land or a pre-built home, they need to plan carefully to avoid unforeseen consequences down the line.

The remainder of this guide will assume the plan is to construct a small town or greater sized project, however, all following information is relevant regardless of the scale the project plan encompasses.

A basic plan for a Hamlet is as follows:
2 Farms, 10 Homes, 2-4 Market Stalls, 2 Mines, and adequate defences for the area.
Please read p9-18 for Multi-Service Plot types, then see the Master Plot Atlas on p28 for all options available.

This covers everything a Hamlet will need to survive as it grows. Unless a dragon attacks, then nothing can save them. Consider moving or dealing with it personally.

Let's Get Started!

Okay, the party has designed their Hamlet and they now understand, based on information in this guide that they will need two farms, two mines, a few houses and a merchant or two. A Hamlet this size usually houses 40-80 citizens.

The next step in building is to designate the type of plot that is desired. This is the same for every single plot, even Multi-Service Plots *(See p.9-18 for details).* This stage is called the Foundation Stage.

The players will choose a plot and pay for it in Build Points or BP *(See p.4 for details).* For this example, we will construct a house or "Residential Home" *(See p.28 for Plot Atlas).*
The players will then pay the BP to the people in charge of constructing and the final stage begins.

The final stage is referred to as Construction Phase. The players must wait the allotted time given by the relevant table *(or separately by the DM)*, after which the plot that was constructed will be in full operation. In the case of houses, families will move in and begin to raise a family.

Queuing Plot Construction

During the Foundation stage, it's possible to queue different plots in order, allowing the party to pay for and allow construction of several buildings in tandem. This is generally more effective than building a single plot at a time, however, costs will be totalled together and will be expected before any construction can begin. This means that if the party queues up 20BP worth of plots, they must pay this amount in full before any of the plots will begin construction.

Revising the Process

Stage 1: Plan of Development (Optional): The party discusses and decides on a plan to guide the process of building a portion of their project. This plan can be short term, long term, or *(though not recommended)* completely ignored.

Stage 2: Foundation Phase: The party chooses and pays for the construction of any plots they deem necessary based on Stage 1 or personal preference. *Players will also choose a Multi-Service plot's service type during this phase.*

Stage 3: Construction Phase: The party waits until all construction is finished, and then decides how they wish to utilise the plot.

Stage 4: Revision Phase: The party revises, and discusses the development plan; Deciding what to build next and when, before returning to step one.

The code is more what you'd call... Guidelines, than actual rules. Welcome aboard.

Don't feel overwhelmed if this page made very little sense to you, all of the terms and information on this page is explained in detail further on in the guide. This first page is designed to make the building process as easy and well articulated as possible.

With the basic understanding you've gained from reading the information on this page, you'll be able to read on and make informed decisions with your players, guiding them along from start to finish.

City Building

Inspiring peaks, immense chapels, wonderful courtyards and incredible gardens.

The party walks in wonder through the winding streets of Helmsford, gazing as the air itself shimmers with the magic of the barrier that surrounds it.

Merchants litter the streets peddling rare and exotic trinkets, each promising impossible effects.

The Baker crosses in front of the party on a busy road with her cart full of fresh bread; the smell tantalising to the hungry adventurers after a particularly drawn out contract's completion.

At some point, a party may end up procuring a plot of land in a campaign. It can be a small cottage or it could be a towering manse they need to repair or cleanse of lingering spirits. Regardless they'll need to know how to manage that land and upgrade their facilities.

While a place to call home may be more than enough for a weary adventurer, sometimes they tend to want more. They want to be a Duke/Duchess, or a Baron/Baroness.

For some Adventurers, wanting it all can mean literally owning and ruling the dirt under the feet of their peers. Sometimes a whole party will decide to claim land to build a settlement or a small town.

This guide aims to give Dungeon Masters the tools they'll require to achieve and manage anything from a small farm on the outskirts of town to a fully functional player-owned city with as little effort as possible.

Settlement satisfaction and Governmental Fees

Town/Settlement satisfaction is an optional rule that adds immersion in a town/city. If the players roll in one day after not paying maintenance for a year on anything in the town, then there is a great chance it'll be empty or overrun by bandits plundering forgotten coin.

It is suggested that DMs notify players of any Taxes or additional governmental fees when purchasing or building on land not directly owned by players.

The players will look towards you when they talk about what they do and do not need for the early stages of a town. It's critical that you track this information so your players can make informed decisions regarding Multi-service Plots. *Explained on p.9-18.*

PLOTS AND BUILD POINTS

The first step is to tell the players how many "Plots" they have to work with. Every building with the exception of an immense plot and residential housing will consume a single plot of land.

The methods of expanding the number of plots are largely up to the DM, for the remainder of this guide the number of plots is determined by the values given in the population table. *(See p.6)* As the project grows, the number of available plots will grow with it.

The keystone of construction using Argol's system is a resource called Build Points (BP).

BP is gained when players convert resources from the following table, which is then spent to construct buildings and facilities for the town to utilise in order to grow and prosper. The more facilities the town has, the more likely it is to survive in extreme conditions, with the strongest even able to withstand terrifying invasions.

PURCHASING BUILD POINTS:

Purchase Method	Cost P/Point	Point Yield
Gold	1000GP	1BP
Units	10 Units	1BP

OPTIONAL RULE: RAW GOLD

BP is the most recommended way of building and constructing as it separates building and construction resources from supplies the town may need to survive, however, you may believe that using BP breaks immersion slightly. If this is the case, BP can be abolished in favour of tracking and spending gold.

BP standardises the rough amount of raw material and funding that constructing buildings from this guide would require, therefore if this rule is implemented, the following conversion should be made in all instances where there is a BP cost:

1BP = 1000g or equivalent in materials.

RESIDENTIAL HOUSING

Housing can be purchased like any other plot with BP, however they will be built at a rate of 2x the amount of houses for the BP spent. If players spend 50BP, they'll build 100 homes.

Houses do not use plots and they can be built wherever people please, with no restrictions on number.

Units, Bills and Abandonment.

Units, The Blood of a Project

A Unit is a resource generated by certain plots, such as Genrators, Farms, and Workshops. Throughout this guide you will find plots with a specified "Units p/Week" column, this indicates how many units that plot will produce weekly.

They are universally accepted by all other plots as resources, supplies and currency. They can be consumed by any plot to cover maintenance fees, used in the previous table to purchase BP or simply converted into 100 gold p/Unit.

Units consumed to cover maintenance fees should be tallied up, converted to a mass sum of gold equal to 100g per Unit and then deducted from the entire project's total maintenance cost. Surplus gold can be converted into units which are stored until the end of the month for use in other plots. Excess units are converted into gold for the ruling body.

Units should be tracked by the players, as they are essentially the project's lifeline. If people lose track of units, they can be recalculated relatively easily, however it's much more effective to write down and keep records of earnings and costs each month.

A Governing Body

Following the acquisition of land, the party may have found themselves in debt, or have managed to pay the initial costs of their settlement/Expansion out of pocket.

Regardless, with any new land being populated, it'll need a ruling body to work with other territories in the local area. This means the relevant parties will need to nominate a representative or develop some sort of Government within their land.

It is largely up to the players, how they intend to run a locally managed government as it's mostly RP, but if the setting calls for a specific type of government, make sure everybody knows and understands how that form of rule functions.

E.g.: A Matriarchy cannot be run by men, therefore a Matriarch or "Queen" must be chosen. Think Bees.

A Few Examples:
Baron/Baroness: Governs a small town or plot of land.
Duke/Duchess: Governs a medium/Large Town
Mayor: Governs any sized city.
Senate (2-999 people): Governs any sized area
Emperor: Governs an Empire over any sized area.
King/Queen: Governs a country.
(More on Governments can be found in the 5th Edition Dungeon Master's Guide, p.18).

Paying the Bills

Each plot the players spend BP to build on will cost a specific amount of units at the end of each week to support itself. This is represented as the "Units p/Week" column in all tables except Generators.

If the units cannot be supplied due to shortage, gold can instead be paid directly to keep the plot running. This represented as the "Maintenance" column. If units cannot be paid to cover the plots weekly costs, gold should be deducted from the ruling body equal to Unit cost x 100.

Abandonment

If a plot's fees are not paid by gold or Units for more than 2 months, the owner of that plot will abandon it.

When a plot is abandoned, it becomes damaged and will need to be fully repaired.

All of the plots fees will need to be paid on top of repair costs to restore it to working order. This can get unbelievably expensive if left unmanaged.

Once repaired and fees paid, the plot will re-open and resume function as it once did. Alternatively, the players may choose to demolish the plot.

Demolition.

If a plot is demolished, any built up unpaid maintenance fees are added to the total debt procured by the ruling body, in addition to that plots current monthly fees.

This must be eventually paid with gold.

Taxes.

Taxes are a consistent flow of income from the town as it grows, generated by Workshops and Merchants based on the amount of profit they make in a month.

To simplify things, taxes are calculated as a percentage of the combined units p/week of all Merchants and Workshops that are active throughout the month converted into gold and deposited into the ruling body's coffers.

Taxes collected need to be tracked, as Merchants and Workshops, will file Tax Return statements at the end of the Financial year, and the players will need to assess and pay the amounts specified by the DM at this time. The amount to be repaid is 25% of the total collected taxes over the last 12 months.

Population Growth: Homes and Jobs

As players build their town/city, its population will grow. As they add buildings and services, they will need to consider housing for its new citizens as people migrate to the town to work in the new plots.

There is no limit on the amount of housing that can be built, but residential positioning should be considered. (See p.4 - Residential Housing)

Failure to supply adequate housing will risk the town's satisfaction dropping and causing issues such as overpopulation *(explained below)*, crime, theft, murder, homelessness, starvation or in extreme cases, total abandonment of the Town.

Upgrading Scale and Overpopulation

As plots are built and the project expands past tier specific population thresholds, the project will need to be upgraded. If a project reaches its maximum population limit, the people will begin to overpopulate and starve as resources quickly run dry. It is crucially important that players make sure that they can support a rapidly growing project.

When Overpopulation occurs, in an effort to provide for the out of control populace, businesses and generators creating units will slow down total weekly yield by 1d4 units for every week the project suffers.

An upgrade refers to the scale of a project, moving down the table below from Settlement to Metropolis. An upgrade can skip tiers, so long as the players can pay the total upgrade cost for each tier skipped. For example, skipping Trade Road into Thorp would cost a total of 17,000g, where 5000gp comes from Trade Road, plus an additional 12,000gp for Thorp.

Payment Strategies: Loans and Debt

It's not always possible to just pay for a new plot or upgrade, least of all an Immense plot or the hefty price tag on a city tier upgrade. For these, payment strategies need to be put in place to cover resources and construction wages over vast amounts of time.

Builders Loan. Building even a small town is extremely expensive, that's why a town is only ever governed by Nobility, but this is DM discretion and should be re-fluffed for the setting. Adventurers deciding to develop a settlement should contact the relevant authorities and acquire a Builders Loan if they do not intend to pay for it out of party funds. The loan should be between 30,000 and 50,000 gold pieces to properly begin Foundation phase development and make the land livable.

Any loans made from any source feature a 2d12 interest rate and must be paid back within 10 years of the construction's completion.

Debt is handled in a similar fashion as maintenance, where lack of payments results in further debt, until finally, after the time limit has expired the building that incurred the debt (in this case construction of said building) is abandoned. If the plot and building are completed at this time, the building itself becomes abandoned and must be repaired.

Any outstanding debts at the end of the time limit will be collected via liquidation of town stock and resources, even if the town's foundations themselves need to be torn up to cover costs.

Optional Rule: Loan Sharks

Don't trust everybody, beware the interest rates. If your players are swimming in gold, drown them in in the interest rates they forgot to look at.

Levels of Expansion and Population Density

Total Plots	Scale	Population	Adults & Children p/Home	Min. Homes	Tier Upgrade Cost	Level Recommendation
20	Settlement	10-20	6/0	3	N/A	4
30	Trade Road	25-30	5/1	6	5,000g	5
14	Thorp	30-100	4/1	8	12,000g	6
40	Hamlet	100-350	3/2	25	10,000g	8
55	Village	350-1,500	3/2	85	12,500g	10
70	Small Town	1,500-2,500	2/1	375	20,000g	12
90	Large Town	2,500-5,000	2/2	625	27,500g	14
300+	Small City	5,000-10,000	2/3	1250	35,000g	16
600+	Large City	10,000-30,000	2/4	2500	55,000g	18
1000+	Metropolis	30,000+	2/5	7500	75,000g	20

*The speed a project expands or grows is entirely DM discretion.

*Numbers followed by "+" are a recommendation only.

Optional Expansion Feature: Project Influence.

WHAT IS INFLUENCE?

Most structures and plots constructable in this guide will feature some sort of influence on the project as a whole. This can be both positive, negative or both. Each influential effect plays a different role in a project, and each is absolutely crucial to keep track of. Influences will determine the roleplay aspects of a project. See below for each influence and how it affects events within the project.

EFFECTS OF EACH INFLUENCE TYPE

Structure. Defines the strength and rigidity of the project, and its ability to withstand damage.

Comfort. Defines the overall satisfaction of the citizens, and the likelihood they will continue to live in the project.

Security. Defines the presence of law and order in the project, as well as the ability to defend itself.

Intelligence. Defines the overall ability for citizens to innovate in times of need, and their ability to problem-solve their way out of bad situations autonomously.

Aesthetic. Defines the overall beauty of the project, and the quality of goods it produces.

Health. Defines the citizenship's ability to persist through disease, famine and the effectiveness of their work.

Appeal. Defines outside element's perception of the project, informing decisions on whether or not they should consider it a liveable place, or if it has good trade.

Trade. Defines the quality and quantity of goods both being produced and being bought through traders.

Entertainment. Defines the citizenship's ability to relieve stress built up from work or labour.

Wealth. Defines the overall wealth of the citizens within the project, widening or narrowing the possibilities for trade.

Education. Defines the overall wisdom of the citizens, allowing them to make informed decisions involving the projects various issues.

Law. Defines the strength of the Judiciary system within the project, and how criminals are processed.

INFLUENCE TYPE SCALES

Each influence type is measured against a graph containing values from -100 to 100. Values less than 10 are considered dangerous and values greater than 50 are deemed safe. Values between 10 and 50 are volatile, meaning anything could go terribly wrong or blissfully right at any moment.

It is up to the DM how events or lack there-of take place, or what form that they manifest in. Some examples could be the emergence of an underground Thieves Guild that steals from the project, or returning bandits plundering from the weak.
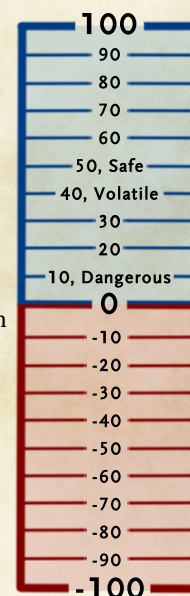
Examples of things going right include nobility donating money and services in good will to form alliances in the future, or a few Heroes stopping by and taking jobs that just happen to clear out the project's biggest nearby threats.

Each form of influence should be tracked separately by the players and does not implement additional banes or boons from going beyond the absolute values at either end of the Influence Scale.

In the event that any influence reaches -100 the DM should create a major event that detrimentally halts progress in some way or resets progress in a way that can be repaired by the players.

Conversely, if any influence reaches 100 on the scale, a large event containing an extremely helpful boon should occur, as gaining such a feat is a wonderful feeling for both Player and DM.

```
100
 90
 80
 70
 60
50, Safe
40, Volatile
 30
 20
10, Dangerous
  0
-10
-20
-30
-40
-50
-60
-70
-80
-90
-100
```

NEGATIVE INFLUENCE

Negative influence is the effect that an event or series of events within a project has on its citizenship. Generally constructing plots does not negatively impact people, however, the DM is free to implement house rules that dictate such. More commonly, things such as goblin raids, dragon attacks, looters/bandits, and killings will all adversely affect a projects influences, the extent of the influence is entirely dependant on the DM.

This extends to living conditions the same way - a city with slums will have a terrible effect on that cities education and Aesthetic influences.

BANES AND BOONS

It is advised that targeting a single player with a bane or boon based on influence results is wholly unfair, as this guide was designed as a party-wide effort. Please try to include everybody equally, for better or worse. For more information on banes and boons, see Appendix B.

Multi-Service Plots

These building plots dictate what kinds of merchants and services the players may want to add to the project as it grows. The players pick a multi-service plot type, then choose a service variant of the plot, corresponding to the table connected.

E.g.: A farm can only be built on a farm Multi-Service plot using the options from the "Farms" table. Therefore, the players wanting to construct a Dairy Farm would need to choose a farm Multi-Service plot, then choose a Dairy Farm as the service type using the "Farms" table.

The fees for the chosen service are added on top of the listed building fee in all cases and must be paid monthly. Maintenance fees that are unpaid will accumulate until abandonment.

> **Compacting Fees.**
>
> Plot and service maintenance/construction fees are separate bills. They should be compacted into a single overall bill for that plot when constructed and each recurring month!

MULTI-SERVICE DEPENDENCIES

Some Multi-Plot services will be dependent on other plots, listed on the description of that service as a "Dependency". Dependencies that have not been constructed or are not currently functioning will prevent the dependent's construction or function completely. Affected plots will still generate fees each month.

FEES, PROFITS AND UPKEEP.

It's never easy starting a new business, and you're trying to begin a new settlement. This means there are certain elements of business and finance you and your players will need to discuss over the long term.

It is ultimately the player's decision on how they want to build their plots, do they want to build a city based on roleplay, and create plots that would make sense? Or do they wish to go for maximum profit and create a trading hub with tonnes of generators?
Either way, funding will be a huge issue, and improper usage of Multi-Service plots will bankrupt any skilled entrepreneur.

When building a Multi-Service plot of any kind, the party will need to pay for the plot itself to be constructed. Then, and only then, will they be allowed to choose and construct the service type explained earlier, which they will also need to pay for.

This can mean that a Dairy Farm from our example earlier can procure a base gold cost of 15,000gp or 150 units, without including eventual maintenance costs.

Additionally, the unit cost p/week of all the active plots in a project may far exceed the limits of relevant generators, forcing the players to fund development and sustainability out of their own pockets on a monthly basis until additional generators can be built to maintain a surplus of units.
It is extremely easy for players to build a town they cannot sustain by themselves and get themselves in a position where it is impossible to develop further.

An example of this is when players fill their project entirely with plots that may sustain themselves for a short time. When the resources run out the project will be unable to grow and unless the players themselves make enough gold to build generators the project will eventually run into debt and be abandoned.

This is an extreme case and should be remembered as what *can* occur, however an easy way to avoid this scenario is to simply build multi-plots first, calculate their individual costs and yield against the budget of the project and then build only when the unit generation value is greater than the unit consumption value.

> **DM's Please Note:**
>
> This step is possibly the longest and most crucial step to constructing a self-sufficient project, let your players carefully plan out this step, possibly between sessions, as recklessness will bankrupt the party completely.
> Allow the party to prioritise construction based on your setting's unique circumstances. If warfare is just as common as dirt on the ground, emphasise security aswell as resource acquisition during this phase.

TIERS OF SERVICE:

All multi-service plots can be created in one of three tiers with the option to upgrade. Each tier costs a fraction of the designated amount on the relevant table for that plot type. This can allow a small project to build affordably at first and later expand in scale and production.

SERVICE TEIRS:

Busniess Size	BP Cost	Fees	Influence	Output
Small Business	-75%	-75%	-50%	25%
Flourishing Business	100%	100%	100%	100%
Prime Establishment	200%	250%	200%	250%

All modifiers are applied to service-table specific values.

Generating Units: Mines, Quarries and Services.

The men and women of the mines leave their homes as the sun finishes its advance over the top of Guildshire Farm. They grab their tools and march single file into the dark and dreary halls of the coal mine. Wiping the sweat from their brows, and smearing the dirt from their hands onto their faces, they emerge at the end of the day utterly exhausted. But it is not for nothing, as the materials they have procured over the day's long grind, will undoubtedly power and sustain the community, and support their families.

Resource generators are the fuel that breathes life into a settlement. Without proper facilities for creating or harvesting materials, Workshops and merchants will need to source those things elsewhere costing them far more to run effectively, and conversely trusting their production to other suppliers.
Even a single generator can produce enough material to save huge amounts of gold in maintenance fees.

Having a generator produces jobs in the community, as well as sourcing local material for repurposing and trade with neighbouring civilisation.
Excess amounts of source material, that is - material that cannot be used by locals for general business, will be converted to gold through trade, making it far more effective for locals to run businesses, and putting much-needed funding into the ruling body's coffers.

GENERATOR PLOT SERVICES:

Clay Mine. A mine that is designed to extract all forms of clay from where ever it can be located. Clay is a valuable resource used to create pots, cups, and all forms of general use items.

Coal Mine. A coal mine is a big underground tunnel designed to extract coal from the earth for use in pretty much anything that requires fuel or consistent heat. A coal mine will provide coal to taverns and homes for hearths and ovens, and will ship crates of it to workshops to power their forges day in and out.

Lumber yard. A lumber yard is a special area that is designated for woodwork and construction using lumber. A lumber yard's job is to process wood into a workable form that can be used for any job that requires a sturdy frame, or a nice looking table top.

Ore Mine. This mine is dedicated to extracting all forms of ore from massive tunnels. Usually worked by stronger races, mines that search for ore will work especially hard to find and process base metals to be combined into alloys in a refinery.
An ore mine can also hand off materials to Workshops to smelt themselves, without the use of a Refinery.

Refinery. A Refinery uses materials and ores mined by the Ore Mine to create alloys and rare metals that are extremely powerful and can withstand intense pressure. perfect for weapons, armour and construction.
Dependency: Ore Mine

Shipyard. A Shipyard's purpose is to use woods and metals from the Refinery and Lumber yard to produce boats and ships for fishing, trading and even warfare. A good shipyard, using materials from a Refinery can produce armoured warships.
Dependency: Refinery, Lumber yard.

Stone Quarry. A stone quarry is a sort of mine that is solely dedicated to ripping up stone and reforming it into shapes better used for construction. A Quarry will mine and produce the stone, and then process it into stone bricks and slabs to be used in plots and trade.

If a Generator is built as a lower service teir, it's Unit output will be 25% of it's specified output.

RESOURCE GENERATOR PLOTS:

Generator Type	BP Cost	Maintenance	Units P/Week	Tot. Employment	Influence	Repair Cost	Construction Time
Clay Mine	3BP	100GP	15 Units	50 Jobs	+4 Comfort	200gp	4 Weeks
Coal Mine	2BP	150GP	10 Units	50 Jobs	+8 Comfort	300gp	4 Weeks
Lumberyard	4BP	175GP	10 Units	25 Jobs	+8 Structure	300gp	3 Weeks
Ore Mine	2BP	200GP	15 Units	50 Jobs	+8 Trade	350gp	4 Weeks
Refinery	2BP	200GP	10 Units	20 Jobs	+4 Structure	450gp	6 Weeks
Shipyard	5BP	250GP	10 Units	15 Jobs	+4 Security	400gp	6 Weeks
Stone Quarry	8BP	200GP	15 Units	75 Jobs	+10 Structure	450gp	5 Weeks

TEIRS OF SERVICE: GENERATORS

Generators built at a lower service teir (Small Buisness) are smaller and cannot output the same demand for units as a larger more established plot.

As a result, generators will output only 25% of their standard weekly output.

A generator upgraded to an Established Business teir will generate 250% the specified output, making upgraded generators a viable option for those with limited space for their project

DEMOLISHING A GENERATOR

A Generator plot takes a lot to maintain, and as a result when they are deconstructed, a lot of spare material needs to find a home.

When a generator plot is demolished, if that generator has no outstanding debt when demolished, it will grant its equivelent BP cost back as units.

Workshops, the Tools of the Trade.

Workshops are another form of multi-service plot. To begin, the players choose to construct a Workshop plot, then spend resources to fill that plot with a variant of their choice from the Workshop table.

Each Workshop type has advantages and disadvantages. Workshops with dependencies can be built at any time, despite standard rules for dependencies listed earlier in the guide, however, effects related to a missing dependency still apply.

Each Workshop brings a unique benefit to the project it is built within. This can range from extra thoroughfare and trade to excessive amounts of crime. It is important for players to consider the ramifications of introducing workshops with very little security.

OPTIONAL DEPENDENCIES

Some Workshops have optional dependencies that the party can strategize with. An Armorsmith, Metalsmith and Weaponsmith can all work independently, however when an Ore Mine is built,they can source material from the mine to reduce operating costs and increase efficiency.

Implementing an Optional Dependency increases the effectiveness of the Workshop, dividing the Unit/Gold cost of maintenance on that shop by 2, rounded up.

WORKSHOP SERVICE TYPES.

Armorsmith's Workshop. This will outfit adventurers and local militia properly, vastly improving citizen mortality rates. An armorsmith will work diligently to make sure every guard and hero who wants it, has plate on their shoulders, making crime and creature attacks far less dangerous.
Optional Dependency: Ore Mine.

Book Binder's Workshop. This will greatly improve all businesses that utilise book-keeping as a way to record transactions or history. Having a bookbinder and a library to archive events as they happen greatly improves the chances of being able to recall town history, and enables expansion into law and education.

Carpenter's Workshop. A carpenter will greatly reduce the time it takes to construct plots, even more so when working in conjunction with a Smithy. It is the carpenter's job to make sure that when people need furniture or a brand new building, they are ready to provide and get the job done, no matter the scale.

Cartwright's Workshop. A Cartwright will build sell, and repair carts in town to those who need them. Having a Cartwright will vastly improve trade. A Cartwright will also tend to horses they would rent and sell with the carts they build, making it easy for people to leave and return to town safely and reliably.
Dependency: Carpenter's Workshop.

**Cobbler's Workshop.** A Cobbler will create and sell boots, shoes, belts and just about anything leather a person might need. A cobbler will spend the day bent over a table hammering a shoe to perfection, a professional cobbler will seldom let a commission go unsatisfied.
Dependency: Leatherworker's Workshop.

Cooper's Workshop. A Cooper has a very simple, yet critical job - to create and supply barrels to businesses. Barrels are the go-to storage solution for many materials, foods, drinks and trade goods, so they are constantly in high demand. A Cooper is extremely talented, often having to innovate the design of a barrel for unique storage conditions. Having a Cooper is very highly recommended.
Dependency: Carpenter's Workshop.

Dyer's Workshop. A Dyer will produce dyes, paints, and stains for tailors and armorsmiths to use on gear. Having a Dyer vastly improves town aesthetic making buildings and signs easier to detail.

Enchanter's Workshop. The rare Enchanter will create and sell expensive and useful magical items to massively improve town satisfaction and productivity. Enchanters are hard to find, and generally the things they sell are only ever useful once or twice, with few but not uncommon exceptions.
Dependency: Library, Arcanum Academy, Bookbinder.
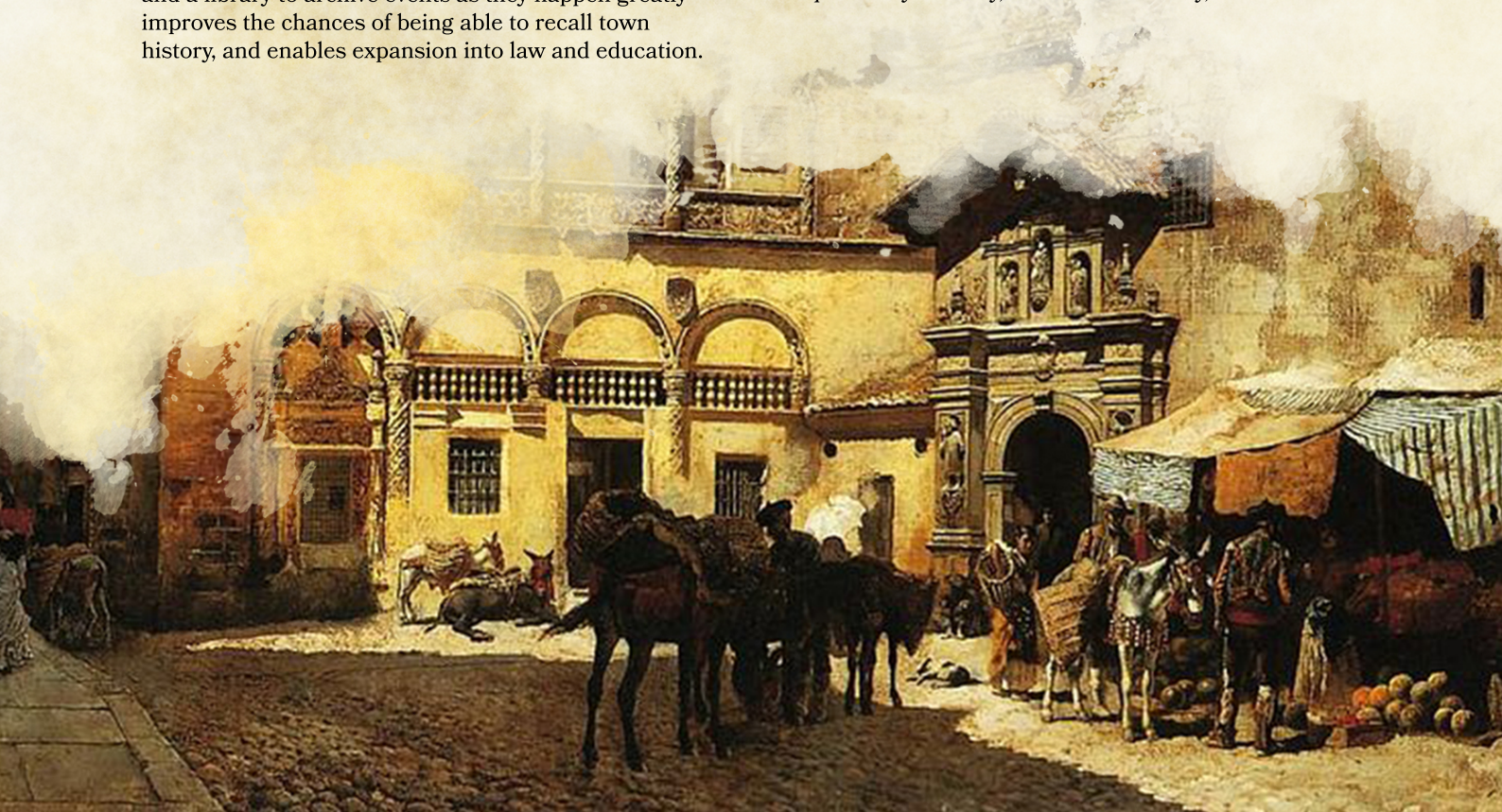
Engraver's Workshop. An engraver's workshop is rare as they usually work in jeweller's stores, however, a fully featured Engraver's workshop will work on commissions and town artwork including carvings and stone sculpting. An Engraver's workshop will massively improve town aesthetic.

Dependency: Jeweller's Workshop.

Fletcher's Workshop. Having a Fletcher will allow guards and heroes to stock up on ranged ammunition greatly bolstering ranged town defence. A Fletcher will also work diligently to weaponize town security and trade to those passing through town.

Glassblower's Workshop. A Glassblower will work on and achieve the town's demand for glass windows, cups, vases, stained glass, etc. A Glassblower will vastly improve a town's aesthetic and structure,and will work effectively with Masons and Carpenters.

Furrier's Workshop. A Furrier is like a Tailor for heavy clothing designed to protect from cold. A Furrier will also sell pelts and carpets to those who can afford them. Having a Furrier in town will almost nullify negative effects from weather as low as freezing, however, supply and demand for heavy clothing is unpredictable, there will be entire seasons where a Furrier doesn't make gold and seasons where a Furrier will make the most.

Hatter's Workshop. They make hats.
Roll 1d100, 1 - 98, they're mad. 99-100, Roll again.

Jeweller's Workshop. A jewellers workshop will work on anything gem related for trade and commission. They will buy and sell highly expensive jewellery and gems from traders as well as create their own stock. A skilled jeweller can make hundreds of thousands of gold in his/her workshop in a year. ...Imagine the taxes on that.

Optional Dependency: Ore Mine.

Leatherworker's Workshop. A Leatherworker will create and sell just about anything leather a person might need, including armour for traders and padding/decor. It is just as much a leatherworkers job to supply the local businesses with material and items as it is to create garments and items themselves.

Shipwright's Workshop. Having a shipwright means having the ability to trade across extreme distances. Shipwrights are in high demand for capable builders, as a dodgy ship can cost the lives of a crew and what it contains onboard. As such, a shipwright can make an extreme amount of gold, just by supplying and repairing things that can float.

Dependency: Ocean or Lake Side Location,
Carpenter's Workshop

Tailor's Workshop. A Tailor will design and sell garments and clothing to anybody seeking them. Having a tailor reduces negative weather effects on the population such as cold, in conjunction with a Furrier, and improves town aesthetic.

Tinker's Workshop. Tinker's are respected and revered for their rapid innovation on normal mundane items. A tinker will take a hammer and turn it into a multi-tool for a carpenter, or reinforce the head to make it last longer in a Smithy.

Having a tinker will vastly improve trade, however, a tinker is often known to travel, returning home with a new haul of unique objects to sell.
Optional Dependency: Trading post.

Weaponsmith's Workshop. Often incorrectly assumed as the busiest workshop, a Weaponsmith will dedicate themselves to putting a weapon into the hands that request them on the daily.

However, a Weaponsmith does not sell weapons consistently, rather selling them slowly at a premium to traders and travellers.

Having a Weaponsmith will massively increase town security and bolster the town guard effectiveness, further reducing crime, as well as greatly bolster trade.
Optional Dependency: Ore Mine.

Weaver's Workshop. A Weaver is like a Tailor except they focus on commission designs and embroidery. Weavers will create cloth for sale and supply, as well as create the fine looking silken banners, sheets and curtains one would expect to find in a high-class Noble's home.

A Weaver will only generate small profits in small towns, however, profits and effectiveness will increase as the population becomes more wealthy.
This increase is equal to +2 aestheitc influence for each project tier above Village to a maximum of +10.

Workshop plots and the services they provide:

Workshop Type	BP Cost	Maintenance	Units P/Week	Tot. Employment	Influence	Repair Cost	Construction Time
Armoursmith	4BP	150GP	2 Units	5 Jobs	+5 Security +5 Trade	200gp	4 Weeks
Bookbinder	3BP	75GP	1 Units	2 Jobs	+2 Intelligence	300gp	4 Weeks
Carpenter	4BP	125GP	2 Units	10 Jobs	+5 Structure	300gp	3 Weeks
Cartwright	6BP	100GP	2 Units	10 Jobs	+2 Structure	350gp	4 Weeks
Cobbler	3BP	80GP	1 Units	5 Jobs	+5 Comfort	450gp	6 Weeks
Cooper	4BP	120GP	2 Units	15 Jobs	+4 Structure	400gp	6 Weeks
Dyer	2BP	80GP	2 Units	2 Jobs	+2 Aesthetic	450gp	5 Weeks
Enchanter	15BP	200GP	5 Units	2 Jobs	+10 Wealth +10 Comfort	200gp	4 Weeks
Engraver	3BP	70GP	1 Units	2 Jobs	+2 Aesthetic	300gp	4 Weeks
Fletcher	4BP	100GP	2 Units	5 Jobs	+2 Security	300gp	3 Weeks
Furrier	4BP	80GP	2 Units	4 Jobs	+2 Comfort	350gp	4 Weeks
Glassblower	6BP	100GP	2 Units	5 Jobs	+4 Aesthetic	450gp	6 Weeks
Hatter	2BP	50GP	1 Units	2 Jobs	+2 Comfort	400gp	6 Weeks
Jeweler	7BP	150GP	4 Units	5 Jobs	+4 Trade/Wealth	450gp	5 Weeks
Leatherworker	6BP	150GP	3 Units	5 Jobs	+4 Comfort +2 Trade	200gp	4 Weeks
Shipwright	10BP	200GP	3 Units	50 Jobs	+5 Trade +5 Aesthetic	300gp	4 Weeks
Tailor	4BP	100GP	2 Units	10 Jobs	+2 Comfort +2 Trade	300gp	3 Weeks
Tinker	3BP	150GP	3 Units	2 Jobs	+2 Comfort	350gp	4 Weeks
Weaponsmith	6BP	150GP	6 Units	5 Jobs	+5 Security +5 Trade	450gp	6 Weeks
Weaver	3BP	100GP	2 Units	5 Jobs	+5 Aesthetic	400gp	6 Weeks

Merchants, An Adventurer's Best Friend.

When the Baker wakes in the early morning hours, he grabs bags of flour and begins the early morning ritual of creating the dough and baking the days worth of bread for those willing to buy it.
However, to bake that bread, he'll need grain - just as the butcher will need meat to cut, and the farmers themselves will need providers of seeds, cattle and stock.
   Merchants will acquire and sell such materials and foods that these people need from other traders, in the absence of workshops and generators to make them locally. Good merchants make money, great ones make money while helping the community.

Constructing a Merchant Multi-plot

Building a merchant plot is always the same cost and Units p/week found in the "Merchants" table. However, different merchants will sell different things your town/city might need.
   It is the DM's responsibility to handle basic supply and demand as the town grows, however common sense prevails when the town needs weapons but there is no Armament merchant. Additionally, a merchant will need to pay extra taxes on the things they sell, therefore their maintenance cost is a little more than other plots.

Merchant's and What They Do

   Accessories Merchant. This merchant will dedicate itself to buying and selling accessories such as earrings, necklaces, tailcoats, capes, anything related within the community.
It will slightly bolster trade and town aesthetic.
Dependency: Tinker's Workshop.
   Armour Merchant. This Merchant will buy and sell armour, allowing the Armoursmith to reach an even greater clientele and generate extra work/profits.
It slightly bolsters trade and town security.
Dependency: Armoursmith's Workshop.
   Baubles and Trinkets Merchant. This merchant will buy and sell small items of varying value, as well as help supply and sell items from the Tinker, greatly bolstering Trade.
Dependency: Tinker's Workshop.
   Exotic Goods Merchant. This merchant is rare, and as such, deals with items of immense value. generating huge profits. It greatly bolsters trade and comfort. However, having such items in town will also generate huge amounts of crime if not dealt with.
While crime is high, this Merchant will not generate profit.
Dependency: Jeweller's Workshop,
          Enchanter's Workshop

Merchant Multi-plot Table:

Merchant Type	BP Cost	Maintenance	Tot. Employment	Influence	Repair Cost	Construction time
Accessories	3BP	150GP	4 Jobs	+8 Comfort	1,500GP	4 Weeks
Armour	4BP	250GP	5 Jobs	+10 Security	2,000GP	6 Weeks
Baubles and Trinkets	2BP	100GP	2 Jobs	+10 Entertainment	1,000GP	4 Weeks
Exotic Goods	5BP	400GP	10 Jobs	+20 Appeal	2,500GP	5 Months
General Goods	2BP	150GP	4 Jobs	+8 Comfort	1,000GP	4 Weeks
Material Goods	3BP	200GP	4 Jobs	+10 Comfort	1,500GP	5 Weeks
Trade Tools	3BP	100GP	5 Jobs	+10 Structure	1,500GP	4 Weeks
Weapons	4BP	250GP	4 Jobs	+10 Security	2,000GP	5 Weeks

General Goods Merchant. This merchant's job is to source and supply general goods such as sacks, bags, kitchenware and small pieces of furniture to the community. A General Goods store never really has set guidelines what they stock, and it is subject to constant change.

Greatly increases trade and comfort.

Material Goods Merchant. A Material Goods Merchant will make sure that any workshop in town that needs resources will have them, at a cost. This merchant will greatly bolster trade.

Extra Effect, Safety Net: Should a workshop's maintenance go unpaid, this vendor will instead foot the bill monthly, keeping the workshop in business for an extra 3 months. Should the relevant fees not be paid following the grace period supplied by the merchant, the Workshop will immediately become abandoned. This can only occur twice per year,
All plots with a dependency are exempt from this effect.
Dependency: Smithy, Leatherworker's Workshop.

Trade Goods Merchant. Trade goods vary almost as much as the stock-list for a general goods merchant. The biggest difference is that a Trade Goods merchant specifically buys and sells to workshops, supplying things such as tools and supplies. They will sell to the public and barter in trade markets, however, the bulk of their profits are generated from local workshops.

Weapon Merchant. A Weapon Merchant's job is to buy and sell weapons to the public and supply any local guilds and security with armaments.

They will actively collect rare and ornate weapons, often making immense profits from them, however, this is very uncommon.

Extra Effect, Uncanny Find: Once every 3 months, roll 1d20. If the result is equal to or greater than 15; The Weapons Merchant has come into possession of a rare (or magical) weapon. If left alone, the item will sell, generating 2d6 Units. The item can be retrieved by the party if they choose. The item is subject to crime.
*Dependency: Weaponsmith's Workshop.*

OPTIONAL RULE: CRIME

Nowhere is safe, no item completely secure, no painting perfectly protected. The night teems with the less fortunate, but no less talented or nimble-fingered. It is the parties responsibility to ensure the safety of it's citizenship, and their valuables.

When trade begins to boom, or extremely valuable things begin to find themselves in the hands of the local merchants and workshops, those less-fortunates tend to gather. In extreme cases, even form guilds out of sight, dedicated to thieving expensive trinkets and heirlooms for the thrill of it.

Discuss with your players the importance of security to prevent losses and "accidents".
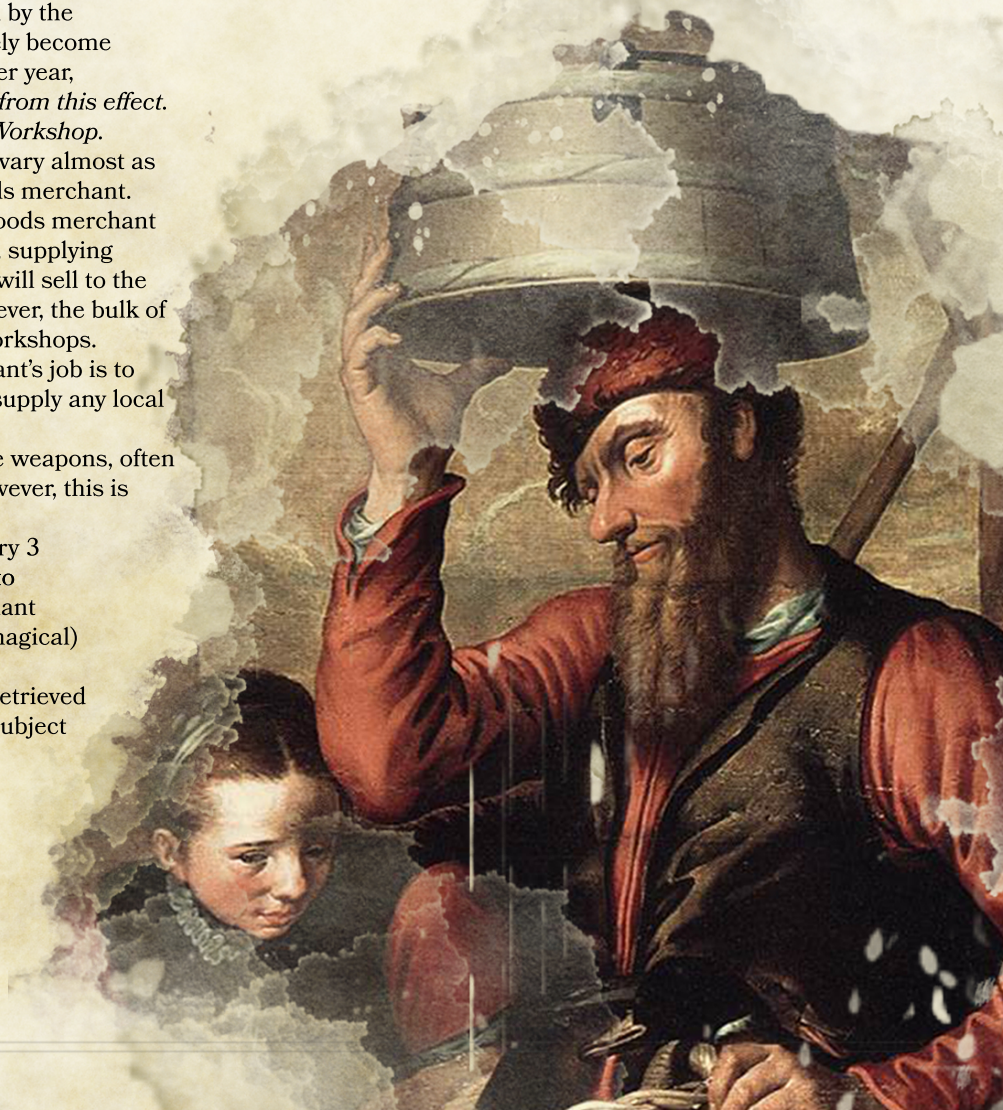
Farms, The Lifeblood of a Settlement.

The sun slowly begins to peak over the hills surrounding Guildshire Farm, creeping over the crops as the rooster sings its early morning chimes. But the day has already long begun for Taila, who has been up since long before there was light in the sky tending to animals and performing her own early morning rituals. With all the animals tended to, she returns home for a short rest as the sun rises, before she must head back out and begin the day's tasks on the farm. Her job is never really over, the town survives because she provides.

Soon her employees will arrive, to help clean stables and crate produce for shipments and re-sale. Every day she looks toward the town square, longing for the rush she gets when she makes a huge sale, knowing it'll keep her, and the town fed for a long time to come.

FARMING MULTI-SERVICE PLOTS

Farming multi-service plots are pivotal to the success of a town. With up to six farms that can be built, the players have total control over the early supply/demand market, and they should consider that some farms may be more or less useful in early town development.
Players considering a farming multi-service plot should consult with the DM to see what needs to be delivered to keep the population healthy and stable.
For example, a Dairy farm will not help if the town desperately needs Wheat or grain.

A town starting development from scratch can survive with low population number by hunting and will benefit more from a farm that grows grain or crops, as they can take longer to setup and harvest. Similarly, a poultry farm could be equally as useful as it not only supplies a food source but also things that can be traded such as eggs and prize hens.

DIFFERENT TYPES OF FARMS

Crop Farm. A farm dedicated to supplying crops of various kinds throughout the year to the local community, A crop farmer will grow different harvests to complement seasons and generate profit all year around.

Dairy Farm. A Dairy Farm will work tirelessly day in and day out to provide products like fresh milk, butter, cream and other various dairy products to the local community.

Fish Farm. A Fish farm will spend days and weeks on the water to catch and breed fish for consumption by the community. A Fish farm will aim to feed the population as it grows, as well as provide trade in the markets.

Grain Farm. A Grain farm will work to provide a stockpile of grain for trade and consumption. It will provide wheat for flour and other grain-based foods to keep health high within the community.

Meat Farm. A Meat Farm will grow and slaughter cattle for the purpose of feeding the community. While some have been known not to eat other animals, a meat farm will provide a steady source of meats to the community and keep the population fed as a whole.

Poultry Farm. A poultry farm is dedicated to growing birds for consumption and by-products such as eggs. A farm of this kind will grow and breed ducks, chickens, turkeys etc., for the purpose of feeding the community.

Farm Multi-plot Table:

Farm Type	BP Cost	Maintenance	Units P/Week	Tot. Employment	Influence	Repair Cost	Construction time
Crop Farm	12BP	80GP	10 Units	10 Jobs	+10 Health	6,000GP	3 Weeks
Dairy Farm	10BP	100GP	5 Units	15 Jobs	+10 Health	5,000GP	4 Weeks
Fish Farm	10BP	150GP	5 Units	10 Jobs	+10 Health	5,000GG	4 Weeks
Grain Farm	10BP	120GP	10 Units	15 Jobs	+10 Health	5,000GP	3 Weeks
Meat Farm	10BP	200GP	10 Units	20 Jobs	+10 Health	5,000GP	6 Weeks
Poultry Farm	8BP	200GP	10 Units	20 Jobs	+10 Health	4,000GP	6 Weeks

Guilds, The Pride of a Settlement.

The early morning is tense with the air of uncertainty as the caravans still fail to arrive, a week after they've been due. The guild master crosses yet another name off of an ever-growing list of missing persons, and stamps once again a bill declaring a reward for the location or return of his fellow guild members.

It's never easy for him, to cross off a name on the roster of friends he has grown to love and care for each passing day. Adventurers come into his hall, look at the board and tear away at the bounties and bills covering the walls he has populated all too often, and leave - not a word spoken to him. But he is grateful, because perhaps, one day... One day, he can re-write a name he has been forced to cross out on the roster he loathes to wet his quill for.

A WORKSHOP'S SUCCESS STORY

A guild is a workshop that has expanded its production to include countless employees and in some cases even adventurers and mercenaries.
Guilds will perform the same way a workshop of its kind would but at triple the rate with immesureable influences within the project.

Guilds are not small undertakings. They are known to be rather costly and draw attention from both the right and the wrong types of people.

It is recommended that a town only contain a single guild, as it is not unknown for a town to devote almost everything to it as they often become the pride of its people. A city should only contain no more than one per 20,000 citizens for the same reason.

CONSTRUCTING A GUILD

A guild must be constructed using a Guild Multi-Service plot, in the same way that a Farm, Merchant or Generator must, however when building a guild of a type for which a workshop already exists, the plot containing that workshop will become abandoned, as its entire clientele and workforce will have joined and begun service with the newly formed guild.

A Workshop Plot may be upgraded into a Guild Plot by suspending service for 3 months during the renovation and doubling costs during that time.

DM's PLEASE NOTE:

Guilds are not a plot to be taken lightly. They are costly, they are huge, and a successful guild will draw attention from far and wide. If your players manage a guild well enough to earn renown, take the opportunity to use its success to fuel your own narrative!

OPTIONAL RULE: GUILD WARS

Guilds in the same town or city seldom get along with one another. Business in such a small area with little trade can mean that a guild may find it difficult to sustain itself or its clients, even if the businesses would normally complement each other.
At times like this, guilds battle it out in wars of subterfuge and subtlety, or even sometimes more akin to gang violence, even in broad daylight.

The introduction of multiple guilds can just as easily destroy a town or city than complement it. With low security it's more likely that people will dirty their hands to get what they want. This is why its up to you as the DM to make sure your players carefully appoint guild masters and build relations between guilds when possible, so as to prevent conflict in their absence.

Guilds will be far less prone to fight when there is enough business to go around, and even less so when the masters of opposing guilds tend to go out for drinks together with one of the party when they are in town. Building mutual respect between masters is a sure fire way prevent in-fighting and the best way to ensure that guilds work together to build a city to rival the ones you yourself constructed for your players to explore.

DM's PLEASE *PLEASE!* NOTE:

It is very common that players forget to build relationships and social standards with citizens. If you implement these rules, it is imperative that players understand that their actions and relationships directly affect the success or failure of their project.

GUILDS, WHAT THEY PROVIDE

Guilds will provide an incredible benefit to a settlement that is unique to the service that guild provides, with infinite room for employment and a huge boon to that specific guild's trade within the project.

Guilds can grow into incredible businesses within a project to the point that they can even expand to have a greater influence over the project itself.
A guild can have any number of employees at any time so entire cities can be dedicated to a single trade if they so desired.

A Guild will act the same as it's workshop counterpart at a far higher capacity for production. However, there are various guild types that simply do not have a workshop to upgrade from. These guilds are called Outlier guilds and they provide services that are exotic in nature ranging from hunting to thievery.

Guilds that aren't necessarily beneficial to have do not always act outside the control of the ruling body. A Thieves guild run by the party's rogue will be able to bend that guilds action to the benefit of the city, instead targeting specific people... Possibly even taking requests.

Every form of Guild has a great benefit, it is up to your players to decide how to utilise that benefit for themselves or the city, but beware the long term effects that some guild may present. They aren't always clear, and they aren't always as helpful as they would seem.

THE VARIOUS TYPES OF GUILD

Adventurer's Guild. (Armoursmith, Weaponsmith) The adventurer's Guild will become the hub for any contracts, armaments, blacksmiths, and equipment trade amongst travellers and mercenaries.
It will create a hub where travellers will gather and stay during the time they spend in town, taking bounties and jobs posted by the guild, outsourcing the solutions to the town's issues for gold and silver.
An adventurer's guild is a must have for any town or city in a semi-hostile area.
This guild will dramatically improve town safety and satisfaction, as well as immensely improve renown.

Arcanist's Guild. The Arcanist's guild will find and train sprouting mages and those with the knack for the arcane, supporting them until they are able to complete their studies and enter the world with enlightened skills.
a Skilled Arcanist's guild will provide incredible renown as its students and graduates slowly change the world around them.
An Arcanist's guild will slightly lower satisfaction, but greatly improve security.

Artisan's Guild. (Fletcher, Glassblower, Tinker) An Artisan's guild will handle almost all odd jobs and requests. It will immensely improve satisfaction and trade will drastically improve all year around.

Assassin's Guild. An Assassin's guild is the epitome of dealing with unwanted problems. Almost always known by nobility and those with the money to afford the services, an Assassin's guild will make sure that any threats to the town's safety or way of life are dealt with permanently... *No matter who threatens it.*

Carpenter's Guild. (Cartwright, Cooper) A carpenter's guild will immensely improve town structure and satisfaction. This guild will boost trade with nearby towns and settlements allowing for greater expansion and alliances.

Enchanter's Guild. (Engraver, Jeweller, Bookbinder) An Enchanter's Guild will immensely bolster trade and satisfaction. It will also begin providing more useful items for sale and circulation, drawing in far greater profit.

Leatherworker's Guild. (Cobbler) A Leatherworker's guild will work on all things leather at request and commission from far and wide, incredibly boosting the towns trade and renown.

Merchant's Guild. A Merchant's Guild is the result of when merchants work together to support a larger business similar to a corporation.
This guild will support multiple businesses simultaneously, as well as begin circulation of incredible amounts of gold within the town.
A merchants guild will drastically improve town satisfaction, and renown.

Painter's Guild. This is a guild that will focus on gathering talent from across the land and supporting that talent to sell paintings and other forms of traditional art for incredible sums of money to anybody who may be able to afford it.
A painter's guild will provide renown, more than any other guild, by producing the best painters of a generation.

Seamstress' Guild. (Weaver, Tailor, Furrier, Dyer) A Seamstress' Guild will handle anything the town and beyond may need for clothing and safety.
The Seamstress' will greatly bolster town aesthetic and trade will dramatically improve, boosting renown.

Shipwright's Guild. This Guild will act as a dedicated Shipyard, producing any kind of ship they have the plans to construct.
they will build ships on commission and will begin constructing far more safe crafts for trade, including ships that are faster, with weapons and anti-piracy mechanics.

Thieves Guild. A thieves guild will run unbeknownst to the towns people, drawing criminals from far and wide to the safety net of its laws. It will protect criminals and use its influence to seed itself in all sorts of places, quietly building revenue and renown beneath the nose of the law itself. A thieves guild will have any town suddenly rising in profits immensely, as goods and valuables from all over, begin finding their way into circulation amongst the trade.

Organizations and Factions

Guilds do not always operate on their own, and will often seek help or form trade alliances with nearby factions and cities to boost production and profit mutually between the involved parties.
This is not always the case, however, as organisations do not always form or run out of a guild.

An organization can range from a vigilante justice group to a strictly limited magic college/university. When forming an organisation that does not operate from within a guild, the owners will need to purchase a plot relevant to the goals and requirements determined by the DM. This can range from an empty guild plot, to an academy that has been strictly privatised.

Privatisation and Legal Ownership

As with any other plot, a Guild may not be owned by the town, or the ruling body, but rather an outlying source that fully funded and constructed the plot by paying the ruling body for the land itself and playing a rental fee on that land each month.

As a DM, you have the ability to procure plots away from your players in the form of privatisation.
This means that NPCs outside the ruling bodies' control will buy and open plots for the DM to do whatever they wish to with. Privatisation is a common practice that is mostly associated with medical and educational facilities.

It is important that your players understand that plots not directly owned by the ruling body are not within their control, they are within yours.

Rented or Remotely Owned Plots

Rented plots will slowly accumulate profit over time in the form of rental fees. For each building constructed on a plot that is rented to a 3rd party, 1 unit per month will be generated. The plot is considered empty land, and therefore any 3rd parties must themselves pay for the construction and fees for the building(s) they choose for the plots they own.

The only thing the party is responsible for when it comes to rented plots is making sure they know exactly how many have been rented and account for the units they'll gain from them, each month.

Guild Multi-plot Table:

Guild Type	BP Cost	Maintenance	Units P/Week	Influence	Repair Cost	Construction Time
Smith's Guild	10BP	150GP	10 Units	+30 Trade	5,000GP	8 Months
Adventurer's Guild	15BP	80GP	10 Units	+30 Appeal	7,500GP	12 Months
Arcanist's Guild	20BP	100GP	-	+50 Education	10,000GP	9 Months
Artisan's Guild	20BP	150GP	15 Units	+35 Aesthetic	10,000GP	8 Months
Assassin's Guild	10BP	120GP	-	+20 Wealth	5,000GP	12 Months
Carpenter's Guild	15BP	200GP	8 Units	+35 Aesthetic	7,500GP	8 Months
Enchanter's Guild	35BP	200GP	5 Units	+50 Intelligence	17,500GP	18 Months
Leatherworker's Guild	25BP	80GP	10 Units	+30 Comfort	12,500GP	6 Months
Merchant's Guild	20BP	100GP	8 Units	+80 Trade	10,000GP	7 Months
Painter's Guild	10BP	150GP	-	+30 Appeal	5,000GP	5 Months
Seamstress' Guild	15BP	120GP	15 Units	+30 Comfort	7,500GP	10 Months
Shipwright's Guild	30BP	200GP	30 Units	+40 Security	15,000GP	12 Months
Thieves' Guild*	-	-	?	?	-	?

*One does not simply build a Thieves guild. Instead, one must choose to *ignore* its construction and operation. However... A thieves guild will seldom turn down aristocratic donation or work.

Immense Plots, for the biggest of buildings.

The Immense plot. The biggest plot of land anyone could ever hope to obtain using this guide.
These plots are like multi-service plots but on a monolithic scale and are built for the express purpose of constructing immensely sized projects over great amounts of time. Building an immense plot is extremely costly, at 50BP for the cheapest building, that translates to 50,000 gold in total, with the most expensive building, the Megadungeon, costing at minimum 450BP or 450,000 gold.

STARTING SMALL WITH IMMENSE PLOTS

Using the following tables it is easy to begin construction on an immense building, but it isn't cheap. It all starts with a master plot, in this beginner example, we'll use a Mansion. For most, this is more than enough. To own a mansion shows incredible wealth and fortune, larger projects can cost as much as a city itself, a weight of gold that would put a Dragon's hoard to shame.

Following the example of a Mansion, after picking a structure to build, it can take years for construction to finish, but in that time it is possible to queue upgrades unique to each immense plot building type. Each upgrade acts like a physical addition to the building and will grant a special effect.

Each building has its unique advantages and disadvantages, and each should be carefully researched before choosing since the effects of its upgrade will heavily influence the town or city it belongs to.

For example, having a Castle with a Keep will immensely bolster the security of the town as a whole, and provide jobs as guardsmen to citizens.

VARIOUS TYPES OF IMMENSE BUILDINGS

Mansion. A mansion will greatly bolster town aesthetic and traders will begin bringing more expensive stock. Having a Mansion leaves the town more open for invasion due to lack of protective walls.
Dependency: All Workshops.

Keep. A Keep will hugely bolster security, and virtually prevent monster attacks at all within town due to a powerful town guard. Traders will however feel nervous under such tight security and try to avoid town.
Dependency: All Workshops.

Stronghold. A Stronghold will provide citizens a place of safety in the event of an attack, and provide anti-siege weaponry designed to fend off armies and invasions. A Stronghold will encourage citizens to stay close to home and avoid travel.
Dependency: All Workshops.

Castle. A Castle will immediately improves trade dramatically, however the gap between trade goods and citizen wealth will eventually widen, improving all town aspects quite a lot, but also developing slums for those who cannot afford such luxuries.
Dependency: All Workshops.

IMMENSE STRUCTURE PLOTS:

Structure Type	BP Cost	Maintenance	Plot Size	Tot. Employment	Influence	Repair Cost	Construction time
Mansion	65BP	1200GP	20 Plots	30	+8 All Influences	30,000GP	1.5 Years
Keep	50BP	1350GP	20 Plots	50	+10 All Influences	25,000GP	2 Years
Stronghold	95BP	1750GP	50 Plots	100	+20 All Influences	45,000GP	4 Years
Castle	110BP	2000GP	150 Plots	150	+20 All Influences	55,000GP	4 Years
Mega-dungeon	450BP	0GP	450 Plots	Uncapped	+50 All Influences	200,000GP	10 Years
Fortress	80BP	1400GP	50 Plots	300	+20 All Influences	40,000GP	6 Years
Palace	150BP	2500GP	150 Plots	150	+20 All Influences	75,000GP	6 Years

Mega-dungeon. Under beneficial circumstances a civilisation will flourish, using the dungeon as storage spaces, schools, markets, mines and all manner of amenities.

Due to the nature of living above and underground, invasions and outside threats will be a thing of the past, as citizens will have evacuation routes and safe areas built in both sectors of the structure.

Alternatively, the dungeon can be kept secret or off-limits, to be used or adapted to its owner's whim.

Condition. It is extremely easy for evil to seed and will grow in the halls of a space so vast underground. Without adequate security to patrol the dungeon and keep it safe from threats, adventuring parties may be required to clear it out.

Dependency: All Workshops,
At-least one other Immense building.

Fortress. A Fortress can be built beside any other number of fortresses, Having a single fortress will immediately prevent any advancing invasions, forcing them to fight through or waste resources controlling the local defences it contains.

A Fortress will drastically improve odds of victory in the face of an invasion force. Due to the exclusion zones that fortresses employ to control import and export into the city, trade slows down, however crime drops drastically.

Dependency: All Workshops, Must be built in a City.

DM's Please Note:

Explain to your players that attacks and invasions are a way of life and your Citizens know that.
If security in town is lacking, the only line of defence is anything that is contributed by an immense plot.
Player psychology is a massive factor when deciding what plots to build or upgrades to choose.

Encourage them to make any potential arguments over priority in character, It'll surely spur some incredibly powerful RP, and allow you see more of the characters themselves, and what they believe in.

Palace: A Palace is an exquisite castle-like structure that usually houses royalty.

A Palace provides the same immense trade bonuses that a castle does, however, the harsh difference in citizenship vs traders is lessened, as Traders do not expect such wealthy royalty to interact with them as they pass through.

Having a Palace creates a disconnect with citizens, due to the incredible gap between citizens and Owner(s), it is important to have a public figure if a Palace is built.

Dependency: All Workshops.

Constructing a Mansion.

Mansion Upgrade List:

Upgrade Name	BP Cost	Description	Influence
Ballroom	15BP	Large Hall designed to accommodate large gatherings.	+10 Entertainment/Comfort
Cloak Room	2BP	A small room to contain guest property	+4 Comfort/Aesthetic
Conservatory	5BP	A room connecting to kitchens dedicated to food preservation	+10 Health
Dining Hall	10BP	A large hall containing any assortment of tables for dining.	+15 Aesthetic
Enchantry	10BP	Library-esque room dedicated to DIY enchanting and studies.	+20 Intellect/Education
Gallery	8BP	A large hall displaying various assortments of artwork	+10 Aesthetic
Grand Foyer	15BP	A huge hall at the estates front door, acts as a staging area.	+15 Aesthetic
Grand Hall	15BP	A Grand hall is a immense empty room for large events.	+20 Entertainment
Grand Staircase	15BP	A huge staircase connecting all areas of the estate	+10 Aesthetic
Greenhouse	10BP	An external house with clear or class panels for growing flora.	+10 Health
Guest Hall	8BP	A large hall for seating or entertaining guests	+20 Comfort/Aesthetic
Guest Wing	20BP	A large portion of the estate designed to house guests	+10 Comfort/Aesthetic
Library	15BP	A large library containing an assortment of texts.	+20 Intellect/Education
Practice Range	10BP	A strip of land dedicated to practicing one's bow arm.	+15 Security
Study Wing	20BP	A large portion of the estate containing various rooms for study.	+15 Intellect/Education
Throne Room	25BP	A huge hall containing a number of well-made thrones.	+20 Comfort/Aesthetic/Security
Wine Cellar	8BP	An underground room containing countless shelves for wine.	+8 Entertainment/Comfort
Workshop	10BP	An empty Workshop Plot, this can be purchased multiple times.	+8 Trade

Mansion... Manse? Whatever.

One of the smallest of the immense plot buildings, a mansion is by no means a small living space. A mansion can be as large as a castle based on the amount of upgrades and extensions that have been added to it. It's rare that anybody less than a King or Queen can afford more.

A Mansion in its default state will house up to 30 people comfortably, and provide luxurious spaces for most activities, including a Bathhouse, Training rooms, bedrooms, kitchens and lounges for guests. Upgrades provide an incredible array of additional rooms and utilities.

Plots that are constructed are considered inactive and will not function unless hirelings are paid to run them, or the players themselves actively utilise them. Alternatively, see the option rule for "Active Plots".

Optional Rule: Sub-Plots

Plots that are constructed as part of an Immense building can be referred to as "sub-plots". It will take on the role of the equivalent plot as if it were built in the town rather than as an upgrade.

When this rule is active, any upgrade that involves Merchants, Workshops or shares a name with either (such as the Enchantry), will incur the same costs and requirements as its public counterparts, but will not be publicly accessible. It will be privately owned by the owner of the immense plot, and therefor accessible at all times. These types of upgrades can be optionally staffed according to the rules of its relevant plot-table.
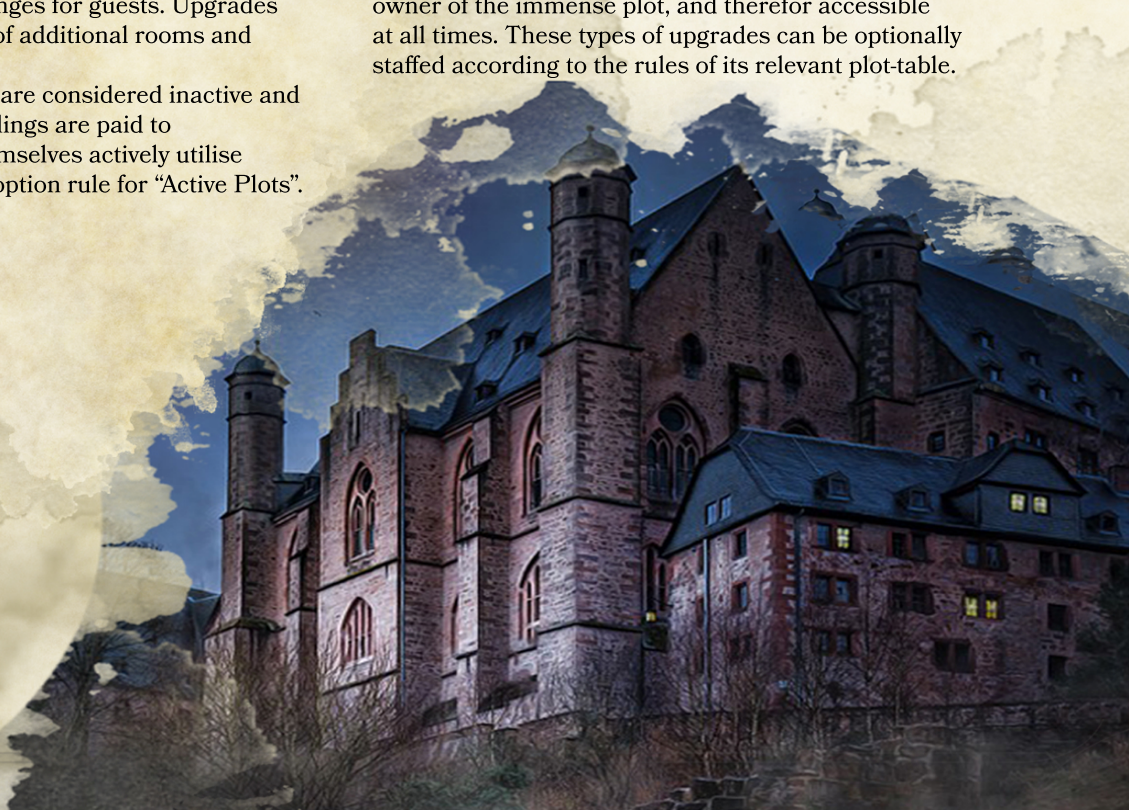
Constructing a Keep.

Keep Upgrade List:

Plot Name	BP Cost	Description	Effect
Adv. Siege Defense	15BP	A technical means to prevent damage from siege weaponry.	+20 Security
Adv. Siege Weapons	15BP	A technical means to inflict damage to enemy fortifications.	+20 Security
Dining Room	5BP	A mid-sized hall containing any assortment of tables for dining.	+10 Aesthetic/Comfort
Drawbridge	10BP	A large bridge that can be lifted to cut off access to the Keep.	+15 Security
External Barracks	10BP	A building on the premises where guards live and take shifts.	+15 Security
Grand Foyer	5BP	A large hall at the estates front door, acts as a staging area.	+10 Aesthetic
Great Hall	8BP	A Great hall is a large empty room for large events.	+10 Aesthetic
Guard Tower	15BP	A large tower that acts as a lookout and Archer defense.	+20 Security
Guest Quarters	5BP	A set of rooms dedicated to overnight guests,	+10 Aesthetic/Comfort
Library	5BP	A large library containing an assortment of texts.	+10 Intellect/Education
Moat	10BP	A large river or lake surrounding the Keep.	+10 Security
Palisade	20BP	A heavily fortified and defensive wall built in any configuration.	+10 Security
Siege Defense	10BP	A standard array of siege defense efforts.	+20 Security
Siege Weapons	10BP	A standard array of siege weaponry and methods.	+20 Security
Training Ground	8BP	A large courtyard on the premises that trains guards.	+10 Security
War Room	8BP	A large room with a large table, dedicated to war planning and strategy.	+10 Security
Workshop	5BP	An empty Workshop Plot, this can be purchased multiple times.	+10 Trade

The Keep, a Siege Tower and a Home.

The Keep is a building usually reserved for castles as a last resort panic room.

When invaded, Women and children who could not fight were usually kept safe in the keep until the battle was over, however in the event the castle fell, the Keep was always extremely well fortified, and almost always had an escape route.

This is not always the case though, as some would build a keep as a stand-alone building to live within, due to its infamous impenetrability.

Often favoured by wizard's, and evil parents who like to lock their children in the highest room of the tallest tower.

Constructing a Stronghold.

STRONGHOLD UPGRADE LIST:

Plot Name	BP Cost	Description	Influence
Adv. Siege Defense	15BP	A technical means to prevent damage from siege weaponry.	+20 Security
Adv. Siege Weapons	2BP	A technical means to inflict damage to enemy fortifications.	+20 Security
Defensive Ward	5BP	A courtyard within the walls of a Stronghold.	+10 Security/Comfort
Bastion	10BP	A defensive tower built into the middle or ends of a Curtain Wall.	+15 Aesthetic/Comfort
Curtain Wall	10BP	A Palisade-like wall, more defensive. Can be modified with Bastions.	+15 Security
Drawbridge	8BP	A large bridge that can be lifted to cut off access to the Castle.	+15 Security/Comfort
Drum tower	15BP	A smaller defensive tower built into anywhere on a Curtain Wall.	+10 Security/Comfort
External Barracks	15BP	A building on the premises where guards live and take shifts.	+20 Security
Guard Tower	15BP	A large tower that acts as a lookout and Archer defense.	+10 Security
Internal Barracks	10BP	A set of rooms where guards live and take shifts.	+10 Security
Moat	8BP	A large river or lake surrounding the Keep.	+10 Security
Palisade	20BP	A heavily fortified and defensive wall built in any configuration.	+15 Security
Portcullis	15BP	A huge iron, spiked gate hovering over the entrance to Ward.	+10 Security
Practice Range	10BP	A strip of land dedicated to practicing one's bow arm.	+8 Security
Siege Defense	20BP	A standard array of siege defense efforts.	+20 Security
Siege Weapons	25BP	A standard array of siege weaponry and methods.	+20 Security
Training Ground	8BP	A large courtyard on the premises that trains guards.	+10 Security
War Room	10BP	A large room with a large table, dedicated to war planning and strategy.	+15 Security/Law

STRONGHOLD, STRENGTH IN NUMBERS.

A stronghold is like a small castle expressly constructed to halt invasions and hold the forefront in a war marching on the city it protects. A Stronghold is often not occupied by a ruling body as most large structures are, but rather manned entirely by guards.

It acts like a giant stone guardian, filled to the brim with detachments of guards to keep the city safe.

Most Strongholds feature extensive Siege and Anti-siege weaponry, as well as strategic battlements for archer fire and protection.

Building a stronghold is cheaper than a castle, but cannot be comfortably lived in by anybody, and should only be considered when in need of housing and training an army sized security force
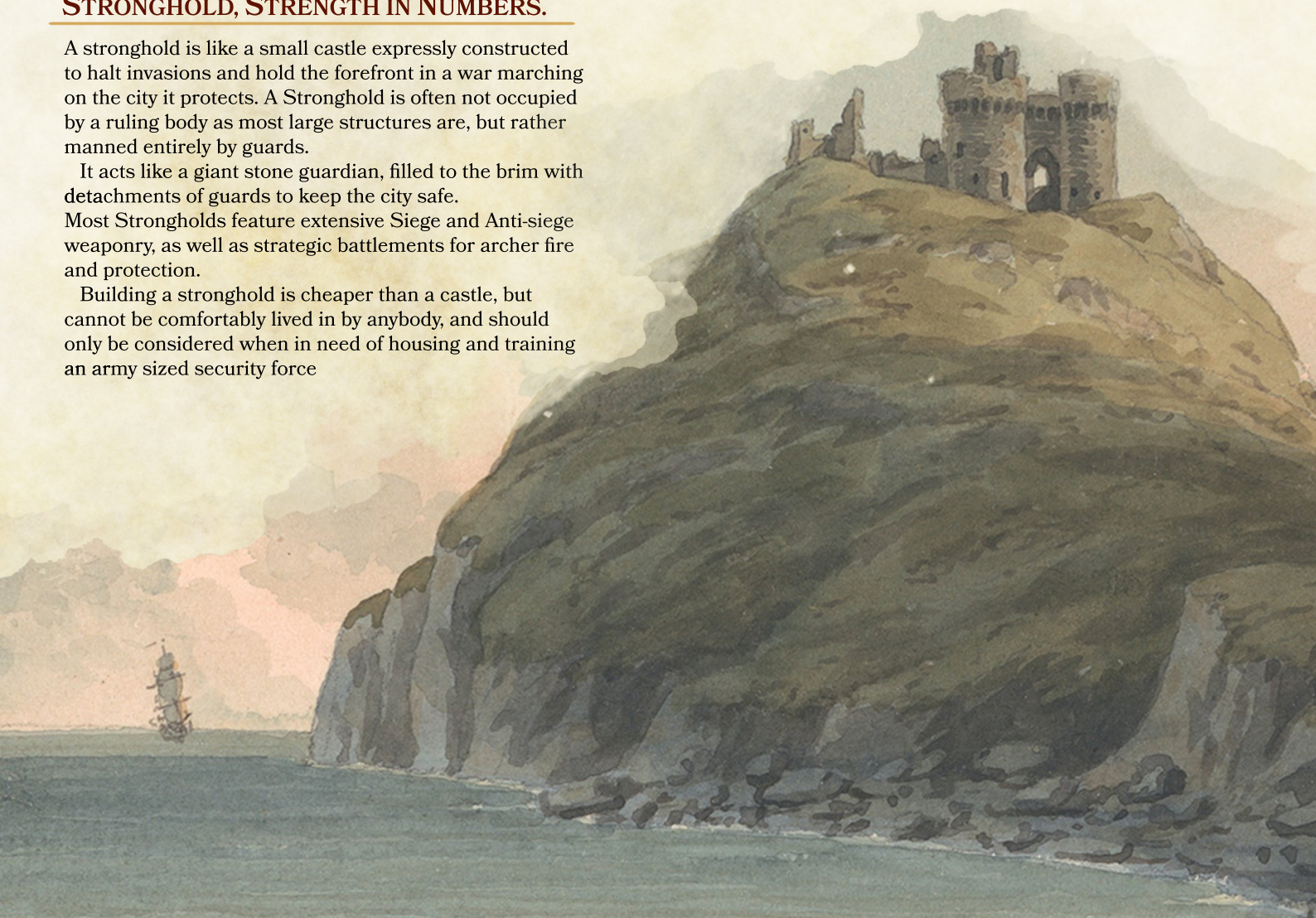
Constructing a Castle, A Remarkable Endeavour.

The band of adventurers uncomfortably walk the cobblestone paths of Castle Jerin in the early morning light, the air damp and heavy with uncertainty as condensation builds up on the aged mossy stone holding the outer palisade together after what seems like a century. Surrounded on all sides by a tree of monolithic proportion, the party hurriedly make their way across the massive stone bridge over what seems like a drop into an endless void, staring as the incredible roots of the tree wrap themselves around the base of the moat before disappearing into the darkness.

Before them stand the two largest stone doors they've ever seen, decorated with carvings of ancient myth and legend. Upon approaching, the delicately carved stone walls begin to open, revealing the Grand Hall. Despite the awe and raw amazement of the party, it was impossible to miss the frighteningly powerful presence of the man who sat upon the throne, or the woman who sat across from him on her very own.

A Castle is a wealthy adventurers dream. They stand high, sometimes beyond the clouds themselves as an icon of strength and brilliance amongst the rabble of the city. They guarantee safety in attacks and their stone construction makes them the most defensible part of any city.

Building a Castle is ultimately the same methodology as building a Multi-Service plot, however, this unique structure can be built in any order and can be upgraded to include any form of utility you can think of, if its owner(s) can pay.

Castle Variant: Palace.

When one decides to construct a castle, they may find themselves loathing the grey walls and lacklustre excuses for decoration adorning the furniture, walls and floors.

Sometimes, a Stained glass window portrait of themselves just isn't enough to convince others that *they* are wealthy beyond reasoning.

It's these people that will opt to construct a Palace. A Palace is mechanically and fundamentally the same as a Castle with the exception of cost and build quality. The completed palace will Immeasurably improve aesthetics of the town/city it belongs to.

Palace and castles have differencing costs for construction, consult the Immense plots table for more information on costs involving a Palace.

Castle/Palace Upgrade List:

Upgrade Name	BP Cost	Description	Influence
Adv. Siege Defense	15BP	A technical means to prevent damage from siege weaponry.	+20 Security
Adv. Siege Weapons	15BP	A technical means to inflict damage to enemy fortifications.	+20 Security
Baily/Ward	5BP	A courtyard and gardens within the walls of a Castle.	+15 Aesthetic/Comfort
Ballroom	10BP	Large Hall designed to accommodate large gatherings.	+15 Aesthetic/Comfort
Bastion	10BP	A defensive tower built into the middle or ends of a Curtain Wall.	+20 Security
Battlement	5BP	A narrow wall on the outer edge of the Curtain Wall for Infantry.	+20 Security
Chapel	8BP	A sacred place for locals to come and worship.	+10 Aesthetic/Entertainment
Conservatory	15BP	A room connecting to kitchens dedicated to food preservation	+20 Health/Comfort
Cornerstone	5BP	A huge stone that enables teleportation to itself when attuned.	+15 Aesthetic
Curtain Wall	5BP	A Palisade-like wall, more defensive. Can be modified with Bastions.	+10 Security
Dining Hall	10BP	A large hall containing any assortment of tables for dining.	+15 Aesthetic/Comfort
Drawbridge	20BP	A large bridge that can be lifted to cut off access to the Castle.	+10 Security
Drum Tower	10BP	A smaller defensive tower built into anywhere on a Curtain Wall.	+15 Security
Enchantry	10BP	Library-esque room dedicated to DIY enchanting and studies.	+15 Intellect/Education
External Barracks	8BP	A building on the premises where guards live and take shifts.	+15 Security
Gallery	8BP	A large hall displaying various assortments of artwork	+15 Aesthetic
Grand Foyer	6BP	A huge hall at the estates front door, acts as a staging area.	+10 Aesthetic/Comfort
Grand Hall	8BP	A Grand hall is a immense empty room for large events.	+15 Aesthetic/Comfort
Grand Staircase	8BP	A huge staircase connecting all areas of the estate	+15 Aesthetic
Greenhouse	6BP	An external house with clear or class panels for growing flora.	+15 Intellect/Health
Guard Tower	8BP	A large tower that acts as a lookout and Archer defense.	+15 Security
Guest Hall	6BP	A large hall for seating or entertaining guests	+15 Aesthetic/Comfort
Guest Wing	6BP	A large portion of the estate designed to house guests	+15 Aesthetic/Comfort
Inner Ward	8BP	A ward within the castle walls themselves, contains Gardens.	+15 Aesthetic
Keep*	-	An immense tower built as a last resort, safe area during battle.	+100 Security
Library	6BP	A large library containing an assortment of texts.	+20 Intellect/Education
Moat	6BP	A large river or lake surrounding the Keep.	+10 Security
Palisade	8BP	A heavily fortified and defensive wall built in any configuration.	+15 Security
Parliament	8BP	A place of Law, a Castle Parliament is stronger than a civil variant.	+20 Law/Intelligence
Portcullis	4BP	A huge iron, spiked gate hovering over the entrance to Ward.	+10 Security
Practice Range	6BP	A strip of land dedicated to practicing one's bow arm.	+10 Security
Sanctum	8BP	A Secret place from which most are excluded, Anti-magical (optional).	+15 Intellect/Security
Siege Defense	5BP	A standard array of siege defense efforts.	+10 Security
Siege Weapons	5BP	A standard array of siege weaponry and methods.	+10 Security
Study Wing	6BP	A large portion of the estate containing various rooms for study.	+15 Intellect/Education
Throne Room	10BP	A huge hall containing a number of well-made thrones.	+20 Law/Intelligence
Training Ground	5BP	A large courtyard on the premises that trains guards.	+15 Security
Treasury	6BP	A immense vault containing the riches of the Owner(s) and City.	+10 Security
Undercroft	20BP	Underground Storage, well known as a Dungeon.	+15 Aesthetic
War Room	8BP	A large room with a large table, dedicated to war planning and strategy.	+20 Security/Law
Wine Cellar	4BP	An underground room containing countless shelves for wine.	+10 Aesthetic
Workshop	5BP	An empty Workshop Plot, this can be purchased multiple times.	+8 Trade

The Keep upgrade process requires adhering to the Immense plot purchase and construction procedure for a Keep.

Constructing a Megadungeon, A task for the next Generation.

A Megadungeon is an endeavour that will almost surely not be completed through normal means in the lifetime of the people who ordered it.
It is one of the kinds of structures that are just so monolithic in scale that it's almost impossible to finish in an average human lifetime.

A Megadungeon is a monolithic underground structure known for their incredible modularity. They are not known for any one particular use, and many that have been built and utilised have been adapted into less than favourable domains.

History aside, they are almost always used to migrate civilisation underground.
A great example is stereotypical Dwarfs living in a complex network of caves and cities build into the rock of mountains and underground.

Those sprawling, intense and winding caverns are exactly what to expect from a hastily built dungeon, larger, more carefully made structures contain smooth rock walls and floors, usually contain even buildings and immensely high ceilings to almost simulate constant a constant night sky while underground.

They are never comfortable, but families who have grown used to the darkness and lifestyle of living in a dungeon tend to prefer its safety vs the Overworld, where animals attacks and natural disasters are far more dangerous and frequent.

PLOTS OF A MEGADUNGEON

To pick and choose the plots to build in a sprawling Megadungeon, use the final table in this guide that includes all of the plots for building a town or city, as a Megadungeon is essentially the same thing but rather underground.

Dungeon life, is not without its perks, it's safer, it's secluded, it's private, and communities come together much more closely than a normal Overworld civilisation would.

Due to the natural exclusion of the Overworld in a Megadungeon society, its rare that newcomers venture in and end up staying indefinitely, this can deeply impact the health and population of the civilisation, and ultimately end up in unforeseen consequences for the Ruling body. In some cases, the Ruling body themselves are behind the problem.

It's not uncommon for people to want to leave the seclusion of the dungeon and move on from it, darkness isn't for everybody, and it's important that the ruling body account for the population initially diminishing when the society is moved from the Overworld to underground.

THE IMPORTANCE OF THREAT CONTROL

Lack of proper security in a Megadungeon is especially dangerous, and certain precautions must be made to avoid outbreaks of undead or creature infestations that cannot be managed.
Things that thrive in darkness are drawn to Megadungeons, giant bats breed extremely quickly for example, and undead outbreaks leave citizens very little place to run if things get out of control.
Lack of management of such things can easily lead to a brand new Megadungeon turning into a ghost town. A ghost town, that now has to be dealt with.

DM's PLEASE NOTE:

The plots available in a Megadungeon mirror and grow as the town or city does, essentially doubling the total amount of plots the players have to build with. It's important you let them know that costs grow too and that empty Megadungeon plots can breed trouble quickly.

Constructing a Fortress.

Fortress Upgrade List:

Plot Name	BP Cost	Description	Influence
Adv. Siege Defense	15BP	A technical means to prevent damage from siege weaponry.	+20 Security
Adv. Siege Weapons	2BP	A technical means to inflict damage to enemy fortifications.	+20 Security
Bastion	5BP	A defensive tower built into the middle or ends of a Curtain Wall.	+10 Security/Comfort
Curtain Wall	10BP	A Palisade-like wall, more defensive. Can be modified with Bastions.	+10 Security
Drawbridge	10BP	A large bridge that can be lifted to cut off access to the Castle.	+10 Security
Drum tower	8BP	A smaller defensive tower built into anywhere on a Curtain Wall.	+15 Security/Comfort
Guard Tower	15BP	A large tower that acts as a lookout and Archer defense.	+10 Security/Comfort
Moat	15BP	A large river or lake surrounding the Keep.	+10 Security
Palisade	15BP	A heavily fortified and defensive wall built in any configuration.	+20 Security
Portcullis	10BP	A huge iron, spiked gate hovering over the entrance to Ward.	+8 Security
Siege Defense	8BP	A standard array of siege defense efforts.	+20 Security
Siege Weapons	20BP	A standard array of siege weaponry and methods.	+20 Security

The Fortress, Nigh Impenetrable.

A Fortress is a structure that contains one or more structures within its borders. Historically a Fortress contains a Castle, A Keep and in rare cases a Stronghold. Constituting of mostly immense walls and Drum Towers, ending with Bastions on the ends of the perimeter curtain walls.

A Fortress is usually built around the structures it is being constructed to protect, but its not uncommon to build the fortress shell and then build structures such as Castles, Keeps or Strongholds inside of it.
This design fortifies the structures within its walls protecting from outside threats, without removing the ability to build outwards from the walls themselves. Fortresses are regarded as the safest structures on the planet, rarely falling to anything short of a natural disaster.

Standardised Plots

Standard plots are buildings that may or may not provide services, and are geenrally considered non-essential for a project.

Standard plots include buildings such as the Cobbler, who will provide shoes, influence and limited units per week - the only difference between a Cobbler and a Workshop Multi-service plot is that its service can be provided at a fraction of the cost, but will not produce anywhere near the same units per week.

Projects with plenty of standard plots tend to florish due to the amount of extra jobs and the influences these plots provide. Details for what consitutes a standard plot and what those plots provide can be found on the master plot atlas. p.29.

MULTI-SERVICE PLOTS & STANDARD PLOTS.

Multi-service plots can contain any of the services found within their respective tables, however there are business such as the Fishery that can be built independently on a single plot, like a normal street shop.

If a business is on this table it cannot be built into a multi-service plot. It should be treated like an average general-goods store that adds flavour to the project's setting.

Players Please Note:

Everything in these tables can be built at any time so long as the DM allows it. They can be built in any order, but will not apply effects until all planning and billing has concluded or the DM has announced that plot construction in-game has completed.

Respect your DM here, building a town is not easy, and It will take time. If they say its going to longer than I've noted here, then it will.

Residential Properties

RENTED VS OWNED

Constructing a home is as easy as any other plot in this guide, costing as little as BP for 2 full sized houses. However, it is possible to take home creation even further by implementing rules for owned houses and rented properties. If the players so desire, they or any other NPC may choose to purchase and rent a house to another family, generating a small profit off the home while people are living in it.

Renting Property: Renting a property is as simple as declaring ownership of it and paying half of the initial build costs. In this case, renting a home would initially cost 500g, (Assuming 1BP = 1000g) after which the person(s) renting will need to pay a monthly rental fee of 50g to the Landlord for the entire duration they live there.

A Landlord is the person who owns the plot of the homes. If a player pays for the construction of homes, then they are the Landlord. An NPC can construct properties with intention of renting them out with the permission of the ruling body, This rule goes for any plot an NPC may wish to build.

Once the properties have been built, rental payments will begin immediately.

Owning Property: People who own property(s) have the right to furnish them or convert them as they see fit. There are no rules for what a person who owns a home can do with it as the plot belongs to them.
The cost for buying a single property is 3000g, this must be paid immediately or in monthly instalments of 150g.

People who own a property have the right to rent it as they see fit as the new Landlord, They do not need ruling body permission as the land has already been sold once before, and they may set the rental prices as high or as low as they prefer.

OPTIONAL RULE: MORTGAGE

Its not always possible for a citizen to buy a new home, and more often than not the players will not make allowances for them to achieve this, as it would douse profits. Instead, if the project contains a Bank then it should be possible for citizens to take out loans to pay for their property costs in a safe and legal way.

A loan taken out to pay for property is called a Mortgage and it is basically a bank loan for a tremendous amount of gold that needs top be slowly paid back with interest. Interest for a Mortgage is a fixed 10% of the properties cost. For a residential home this is a static 100g.

Mortgages can be taken out and used to pay for any plot in the Plot Atlas and any profits the Banks makes from the interest, belong to the bank itself and do not return to the ruling body's treasury.
Banks will use this profit to grant even larger loans to help construct and assist even larger buildings and projects.

Players are able to take out loans as well, however they are subject to a fixed 25% interest rate.

LAND RATES

Land can be valued based on its adaptability or its fertility to different people for different uses, that's why when a citizen decides to build a plot on land they will need to pay for the right to build on that area.

The Ruling body is exempt from Land Rates, however they should carefully consider the price of land when deciding in a project plan where and what they want to build. It would be a waste of fertile land to build a coal mine on top of it.

Land rates are calculated as a dynamic rate of 15% of the total cost of the plot planned to be built and need to be paid monthly to the ruling body who owns the land itself.

LOCALITY

Locality refers to the proximity of services to residential homes. If there are not district to separate homes from businesses then it could anger or stress citizens in everyday life.

When constructing a project plan, its advised to separate the project into several districts or sectors based on the things that would be built there - an area for trade, and area for animals, an area for home, an area for mines or other destructive facilities and an area for farms.

Failure to properly manage locality may drastically reduce citizen morality, motivation and even cause people to avoid living in certain areas all together.

Building Plot Atlas:

Town/City Plot List:

Plot Name	BP Cost	Repair Cost	Maintenance	Units P/Week	Tot. Employment	Influence	Construction Time
Academy	25BP	15,000GP	1000GP	-	100 Jobs	+40 Education +10 Law	6 Months
Apothecary	3BP	1,500GP	200GP	1 Units	3 Jobs	+4 Health +4 Comfort	4 Weeks
Bakery	4BP	2,000GP	150GP	2 Units	3 Jobs	+4 Trade +5 Comfort	3 Weeks
Bank	15BP	7,500GP	200GP	-	10 Jobs	+8 Wealth +4 Law	2 Months
Brewery	6BP	3,000GP	300GP	1 Units	5 Jobs	+4 Trade +2 Comfort	6 Weeks
Brothel	3BP	1,500GP	250GP	-	20 Jobs	+4 Entertainment	6 Weeks
Butcher Shop	4BP	2,000GP	200GP	2 Units	4 Jobs	+4 Trade +2 Comfort	3 Weeks
Candle Shop	2BP	1,000GP	100GP	-	2 Jobs	+2 Aesthetic +1 Appeal	3 Weeks
Fishery	5BP	2,500GP	250GP	2 Units	10 Jobs	+4 Health +2 Comfort	3 Weeks
Gallery	3BP	1,500GP	100GP	2 Units	2 Jobs	+8 Trade +2 Aesthetic	4 Weeks
Graveyard	1BP	500GP	-	-	-	+4 Comfort	1 Week
Herbalist	3BP	1,500GP	150GP	2 Units	4 Jobs	+2 Trade +4 Health	3 Weeks
Inn/Tavern	4BP	2,000GP	250GP	4 Units	15 Jobs	+8 Comfort +5 Entertainment	4 Weeks
Joinery	4BP	2,000GP	200GP	1 Units	10 Jobs	+4 Structure +2 Appeal	3 Weeks
Law Firm	8BP	4,000GP	300GP	-	10 Jobs	+10 Wealth +10 Law	6 Weeks
Library	5BP	2,500GP	250GP	2 Units	5 Jobs	+8 Education +5 Intelligence	2 Months
Locksmith	3BP	1,500GP	200GP	-	2 Jobs	+4 Security	3 Weeks
Masonry	6BP	3,000GP	300GP	2 Units	15 Jobs	+4 Structure	4 Weeks
Pottery	3BP	1,500GP	100GP	-	4 Jobs	+2 Trade	3 Weeks
2x Houses	1BP	500GP	-	-	-	-	2 Weeks
Smithy	5BP	2,500GP	300GP	4 Units	10 Jobs	+4 Trade	4 Weeks
Trading Post	8BP	4,000GP	250GP	5 Units	15 Jobs	+8 Trade +2 Appeal	2 Months
Vintner's Farm	4BP	2,000GP	150GP	5 Units	5 Jobs	+4 Trade	4 Weeks
Workshop Plot	5BP	2,500GP	-	-	-	+4 Trade	4 Weeks
Farm Plot	5BP	2,500GP	-	-	-	+4 Health	4 Weeks
Generator Plot	5BP	2,500GP	-	-	-	+4 Trade +2 Comfort	4 Weeks
Guild Plot	25BP	12,500GP	-	-	-	+10 Trade +5 Entertainment	3 Months
Immense Plot	30BP	15,000GP	-	-	-	+10 Aesthetic	4 Months
Merchant Plot	5BP	2,500GP	-	-	-	+8 Trade	4 Weeks

Academic Institutions

ACADEMIC TYPES

There are several types of academy, and each one comes with its own curriculum that will both provide and omit various forms of education from its teachings.

An Academy will advance a project's education in its own particular field, and each Academy can prioritise certain fields of study over others. For example, an academy that focuses on the arcane may specialise in Evocation and Illusion magic more than various other institutions. Academies can teach many subjects but will only advance project education in what they specialize, limited by the curriculum they teach.

What an academy teaches and specialises in is generally up to the people who build the plot, though ownership of an academy may be handed over to another Headmaster at any time.

The Academy's Headmaster decides what the curriculum is, and what it focuses on. The Headmaster does not need to seek approval of the ruling body to make these changes. Often times several academies may exist teaching the same subjects with altered specialisations, an example would be the academy from earlier teaching Evocation and Illusion magic, while its competitor may teach transmutation and destructive magics - Both are Acanum facilities, but they teach vastly different things.

ACADEMIC INFLUENCES & GRADUATES

An adademy will often influence the education levels of those living nearby, this is both direct and second-hand. Because of this, academies will passively boost the education of a project while they are present and functioning.

The education offered to students of an academy will do wonders for a project. Even just a small group of intrepid young students can change the entire course of the projects development, and it is not unheard of for such young students and even older folk with a solid eye for detail, to pick up on things that can be improved around town and work towards that goal.

Graduates will actively seek out greater trials, It's up to the DM to find roles for graduates, whether they stay at home and try to improve the project or they fly the coop and try to improve the world as a whole with their vast wealths of knowledge.

As a standard mechanic for Graduates, while they are sticking around town, they will add a passive +2 to the influence of the DMs choice for every 100 graduates present, regardless of their training.

Adademies are expected to produce a minimum of 50 Graduates per year at full fucntioning capacity.

ACADEMY TABLE:

Curriculum	BP Cost	Maintenance	Tot. Employment	Influence	Repair Cost	Construction time
Arcanum	15BP	100GP	100 Jobs	+15 Education/Intelligence	6,000GP	3 Months
Infrastructure	15BP	100GP	150 Jobs	+10 Education/Structure	5,000GP	4 Months
Agriculture	12BP	100GP	150 Jobs	+10 Education/Health	5,000GG	4 Months
General Studies	10BP	100GP	250 Jobs	+15 Education/Comfort	5,000GP	3 Months
Sciences	12BP	200GP	150 Jobs	+10 Education/Intelligence	5,000GP	6 Months
Religious Studies	12BP	100GP	120 Jobs	+10 Education/Law	4,000GP	6 Months
Martial Training	15BP	200GP	150 Jobs	+15 Education/Security	5,000GP	3 Months
Literature Studies	10BP	100GP	150 Jobs	+10 Education/Entertainment	5,000GP	6 Months
Artisan Studies	15BP	100GP	120 Jobs	+15 Education/Aestheitc	4,000GP	6 Months

Academic Institutions

ACADEMIC REPUTATION

Large or successful Academies will draw attention to themselves through word of mouth to draw in potential students and better, more intelligent staff to bolster that reputation. As such, an Academy's reputation is its lifeline in a dangerous world, and will seek to quell anything that may harm its image.

Students and Staff alike who are found to be guilty of crimes or inappropriate actions befitting one of the academy's standards will often be expelled or removed from its ranks with little deliberation.

An academy with a bad reputation will often seed crime in order to bolster its standing amongst the national education standard of the setting, committing espionage, sabotage and fraud to make it seem more appealing to potential students and staff. When this occurs, its very obvious to the citizenship, and will cause great discomfort in the community, as it will draw and attract others with tenancies to commit crime.

The only way for an Academy to gain reputation is with peer satisfaction. It will need successful applicants and graduates to spread the good word of its studies.

ACADEMIC EXPANSION

An Academy may expand itself into an immense plot if desired, taking the form and attributes of a castle when it does. To expand an Academy into a castle it will need all the funding and efforts it takes to build a castle, and it will need the ruling bodies permission to do so. When an Academy is expanded it's influence becomes incredible, drawing students and staff from across the land to its alluring shadow as it expands not only its space but also its field of study.

An expanded Academy is more than 4 times the size of a standard academy, and as such its staff will quadruple and its field of study will open up for 3 additional choices beyond the first. This means an expanded Academy may teach arcane, construction, farming and sciences all within the same campus.

The fees for such a marvellous institution mirror those of a Castle in the "Immense Plots Table" (*Page 19*).

An academy may be initially built in its expanded form if the ruling body permits it, the costs of building an academy must be included on top of the expansion costs described above.

Banks and Finance

UNIT AND RESOURCE STORAGE

A bank has several purposes in a project, and one of the most important roles it serves is to store and manage the funds of the project. When a project ends a month with an excess of units, usually they will disappear, but with a bank, those units are stored in gold form as a profit.

If a business or service finds itself staved of resources they can go to the bank and withdraw form the excess it may have produced in the past and use the gold to purchase everything it may need to continue functioning. Businesses do not have individual excesses stored in banks, rather every business as a whole can draw from the excess that any bank may contain.

for example, if the Tailor produced an excess of 3 units, and the Trader made an excess of 4 units, then the bank would contain an excess pool of a total 7 units.

Then, the Cobbler may have had a bad month, and needs 5 units to cover his maintenance fee and continue work. They can then visit the bank, withdraw 5 units from the excess pool, leaving 2 remaining without paying a cent for that month and avoiding a loan.

This mechanic can easily make a project self-sufficient and completely autonomous, however, when players take profits from banks for themselves, it comes from the excess pool. Every unit contained is equivalent to 1000g. Greed can lead to bankruptcy.

TREASURY

The Banks treasury is a sanctum of defence for funds and treasures that citizens or player choose to deposit there. A bank's treasury is designed in a way that it can only be accessed by a vault.

A Vault is a huge door that cannot be broken through, only unlocked. The combination of a vault differs between the people who create or commission one, however to access a vault without breaking through it one needs to succeed a DC30 Thieves Tools check or solve the puzzle of it's locking mechanism. To pick the lock of a vault door one must spend a minimum of 20 minutes inspecting and analysing the structure, any attempt to break in prior may result in damaging the mechanism rendering it inoperable.

CALCULATING INTEREST RATES

Variable loans described on the right use an overall project-wide interest rate that will shift with the success or failure of a project over its lifetime. A huge sprawling metropolis will have the highest possible interest rate on loans in its walls, where a small town with a small bank will have very low interest rates to help promote growth.

The rates for a project are 1% per 10 plots built within the project with a minimum of 10% and a maximum of 40%. Banks are not legally allowed to increase or decrease rates beyond these values.

OPTIONAL RULE: BANK LOANS

In a world where gold is scarce amongst common society, its important to ensure that people who are desperate enough to stay in business, own the home they always wanted or buy a brand new horse and cart have the ability to take out a loan from a local bank for a safe and legal way to attain funding for whatever the purpose.

Loans consist of three key aspects, the gross amount loaned, the interest rate and the type of rate they are subscribing to. For example, a citizen might withdraw a 500 gold loan with a fixed interest rate of 15%. The duration of the loan is not relevant so long as payments are being made at the minimum rate.

Players can take out loans too, and they are just as responsible for the loans they seek than any other citizen. The ruling body and the banks are two separate entities, banks are not legally bound to the ruling body, and can safely deny loans or conditions if they do not meet a bank's standards.

It would be nearly impossible to track loans for a city of people over multiple Banks in the later stages of a project, so its recommended that Banks be adjusted to produce 2 additional units per month multiplied by the amount of banks in the project.

Banks do not pay Taxes unless they give out loans, this is calculated the same as taxes for Workshops or Merchants.

INTEREST RATES: FIXED AND VARIABLE

The two types of loans, a fixed interest rate loan and a variable interest rate loan. Each has benefits, and must be carefully considered by both a bank and its clients before a deal is struck.

Fixed Interest Rate Loans: Fixed interest rates are values that are decided on and agreed to before the loan is granted, that do not change throughout the duration of the deal. If someone takes out a loan for 100d with a 15% fixed interest rate, they will not have paid more than 15g extra by the time the loan is paid off. This means that the bank can only profit by the percentage of interest.

Variable Interest Rate Loans: Variable interest rates are values that will shift with the value of interest rates in the project as a whole. for example, if interest rates for a small town are 15% and a person takes out a variable rate loan of 1200g then they'll pay 15g in interest. but if something happens, like a huge surge in profits or a boom in trade, the interest rates for the project would rise to say, 16.7% meaning the bank is profiting more off of the loan. Additionally, if the project drops off in profits or starts loosing value, rates will go down, meaning the client pays less and the bank profits less.

Adultery Based Entertainment

Sometimes, people just feel the need to release pent up stress or they'll feel lonely and seek company. Sometimes, they just like the ease of being able to pay for sexual activity rather than going out and meeting someone. Often, a combination of the three are what creates a profitable market for adult entertainment in a project.

Adult entertainment provides a service and jobs that support that service with a huge profit margin. Men and women who work in this form of entertainment often live dark and depressing lives, but the gold they make provides an attractive solution to debt or homelessness.

ASPECTS OF ADULT ENTERTAINMENT

All forms of Adult entertainment provide extensive benefits top a project.

Stress Relief: Having adult entertainment facilities will markedly reduce stress on the citizenship, as they will use it to alleviate the majority of it.

Profit: The gold margin of adult entertainment is immense and greatly desired. People will pay a fortune if they are desperate enough, making it one of the most highly paying jobs a resident can have.

Jobs: Adult Entertainment calls for hundreds of employees, the diversity is greatly desired amongst clients.

Opportunity: The adult entertainment industry in a project will open up business opportunities far and wide, drawing in clients based on the notoriety gained from past clients word-of-mouth. This usually draws in wealthy traders and nobility looking for the best of the best.

Protection: Being a well known or highly regarded escort or dancer in adult entertainment can prove to be one of the safest jobs one could have, as powerful men and women would care to have them in their peak condition.

Empathy: Workers and clients alike will learn to develop a sense of empathy towards each other, as the acts and stories that are bred from having adult services in a project bring people closer together.

Health: Adult services come with risk and reward in terms of health. While disease can easily spread, a well established and carefully maintained business can keep itself and its employees very safe and healthy.

While working in adult entertainment may seem like a perfect change for some citizens, its not without it's dangers. Before constructing any form of adult service, its recommended that the ruling body consider the following:

Locality to Residential Areas.
Disease: Sexually transmitted and Otherwise.
Community Discomfort: Regarding the presence of adult entertainment.
Religious Standing: Regarding the monetisation of adult entertainment.

OPTIONAL RULE: PROSTITUTION LAW

Prostitution is illegal in many, but not all settings. It is often looked over as a topic one doesn't wish to dwell on, but it is a none-the-less one that must be addressed when running a project. Prostitution may be initially harmless, but it directly affects the taxable income of adultery based business and spreads disease and crime uncontrollably.

It is recommended that the ruling body outlaw or at the very least, monitor prostitution and adultery in a project to avoid consequential drops in satisfaction and rises in crime.

Prostitution, if legalised should be carried out in Adult entertainment businesses to prevent disease and keep its employee's safer than on the streets.

EFFECTS OF ADULT ENTERTAINMENT

Adult entertainment will greatly benefit a hard working, trade enriched project. The people will spend their time working hard each day knowing they can spend their time drinking and fooling around when they are done.

However, while it seems great at first, there are those who do not share the opinion. Broken families, housewives who never see their husbands anymore, children with many mothers or fathers, unwanted children abandoned to save money, and a project rife with disease are to be expected, but all are preventable.

Law Services and How They Affect a Project

Law as a whole is widely overlooked in most settings as a counterproductive aspect of a world. Adventurers don't get stopped at every curb for looking suspicious because if they did then eventually, they'd get thrown in jail for having a melt-down and attacking somebody.

This is not the case in a project, Law needs to be carefully maintained and upheld for a project expects to grow and prosper. To that end, town guards, courts, chapels and the like should be constructed to uphold the peace and ease the minds of those who would fear the crimes that would surely be committed in their absence.

Prisons and public trials do wonders when trying to lower crime rates.

JUDICIAL BENEFITS

Having a courtroom means that the project can implement a judicial system to help absolve crimes and render punishments to those who've committed them. As such, a Judiciary system will greatly bolster a projects efforts to expand and prosper, as it wont be held back by crime.

A judiciary system will handle any and all trials that it is tasked with, as well as civil rights, trade agreements, and real estate agreements.

A judiciary system that is officially recognised will undoubtedly protect a project from outside threats such as shady traders, property buyers and foreign acquisitions. A official judiciary system is globally recognised as the greater force of law, and will redirect such trivial matters away from the Ruling body allowing them to spend more time and resources on expansion and their own acquisitions.

EFFECTS OF LAW

Law will first and foremost increase a citizen's confidence in a project. Prospective citizens who are looking to move into a brand new town or city will look towards its security to assure themselves that they are safe.

Additionally, law will obviously lower the rate of crime and dole out punishment to those who commit it. This means that thieves won't go uncaught, and businesses can thrive much more easily than if the streets were rife with filth.

Law will allow the essential practices of marriage, fair trade, protection, ownership, and keep numbers correct when businesses hand in their ledgers for inspection.
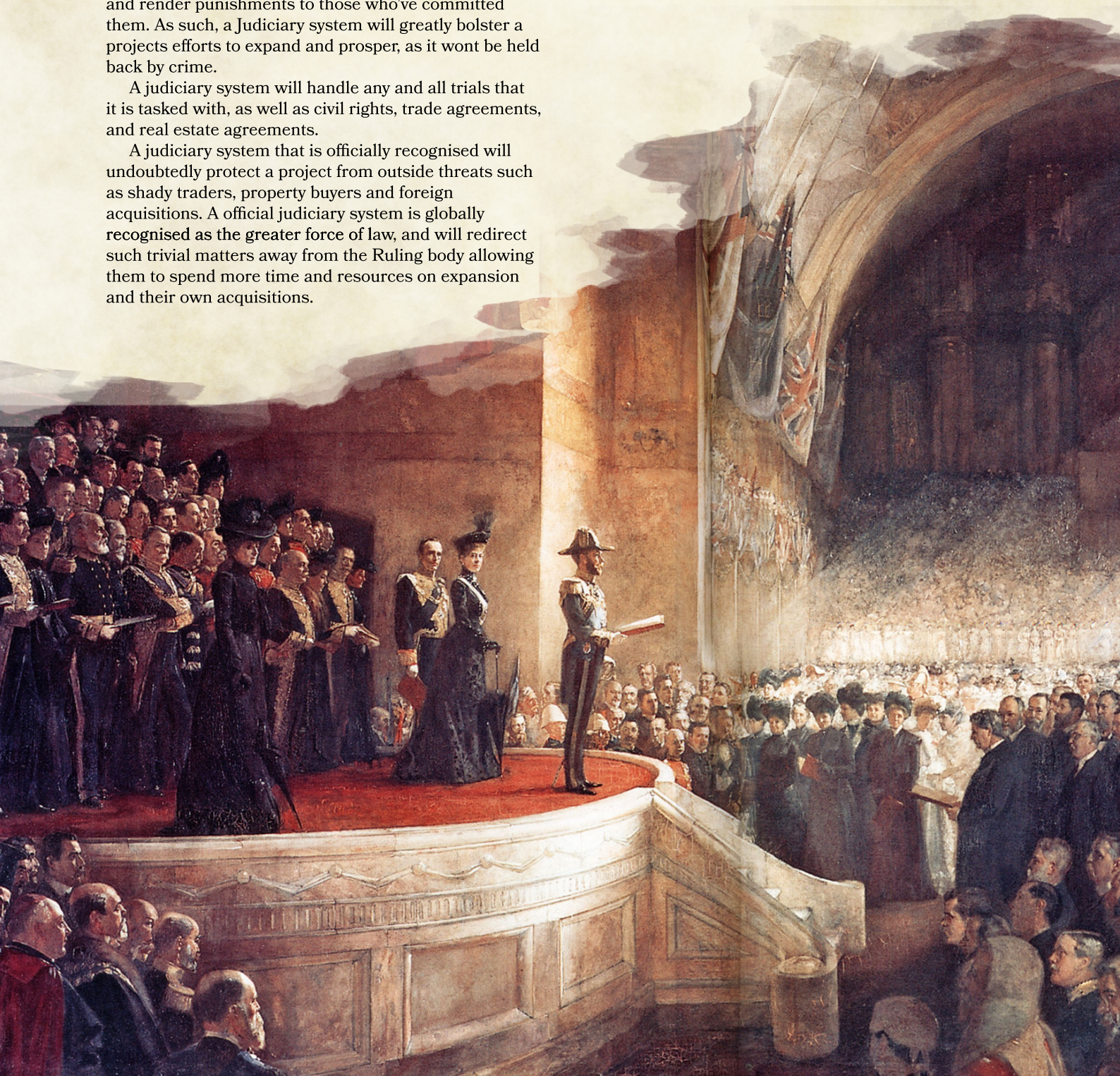
Trading Post Services

EFFECTS OF TRADE

Trading is the blood of a project, its what makes sure that everything gets what it needs to function when supplies are running thin or profits aren't quite as high as one would prefer. It acts as a source of income, entertainment, food and water, amenities and goods that keep a project on the map for travellers and adventurers.

A trading post is the hub of a project's trade, it is where all the people who need something go to request or buy it. It attracts all kinda of people, good and bad - for the purpose of both making money and finding what they need.

A trading post will bring more and more people into the project, it will promote travel, supply more rare and unique trade goods and it will spread word of the project throughout the lands that surround it, inevitably bringing more and more business through.
A Trading, post will provide warehouses for large amounts of goods, allowing storage of incredible amounts of product, be it wood, concrete, food, or livestock. The inclusion of a trading post as a whole improves the quality of life in a project, making everything just a little bit easier for the populace.

INFLUENCES OF TRADE SERVICES

Trade influences span far and wide, drawing attention to the new market and spurring additional supply and demand for the area. this will attract traders, merchants, nobles, farmers, tinkerers and artisans of all walks of life.

Trading in a project is often overlooked, it is an aspect of life that usually is not looked into in great detail, but it is actually one of the biggest and most important factors in a projects survival. It is rare that a town or city is entirely dependant, and in situations like these, it is the dependants such as foreign traders that keep things flowing effectively. The influence of a trading post will provide a safety net for businesses that are in need of supply, or have an excess they wish to sell for additional profit over a longer term. for rules regarding selling excess, see *Optional Rule: Trade Excess.*

SHIPPING TRADE

Trade is often a land based practise. Huge carts and massive warhorses draw immense amounts of cargo despite the unsafe roads they may travel, escorted by wayward adventurers who wish for nothing more than to make an extra coin. There exists however, for the more advanced projects an alternative trade solution: Shipping. Shipping is only possible if the project has a shipyard or a Marina, as well as a treading post. it will rapidly increase fame, fortune and intake of trade goods, and the project will blossom under its new freedom. With great boons to society however, comes a great drawback to counterbalance it. Piracy is always an issue with shipping and overseas trade, it should be carefully researched before implemented, as shipping boats will likely be assailed and sunk if no defences have been provided to keep its cargo safe.
Entire fleets go missing even despite that...
Think very carefully.

TAXES ON TRADE SERVICES

Almost every trade that is sanctioned by law, and overseen by trade staff is taxed on the city books. This means that the trade staff themselves do not pay for the trade goods that come through, but rather the project's ruling body determines the income of the trading post and will allot gold or units to the plot to keep it busy and sufficiently supplied throughout its lifetime, allowing it to buy and sell at it's leisure.
Total profits of the trading post are tallied up like normal for taxes, but instead of getting paid by the business, they are paid by the ruling body to the trading post.

OPTIONAL RULE: SMUGGLING

Smuggling is a trade that takes place outside the arms of conventional law, it is the bartering of outlawed goods, pharmaceuticals, priceless relics, weapons... generally anything that ,has been outlawed for whatever reason in the trade scene for the project.

Smuggling is highly profitable, however it is not taxable, and is almost completely untraceable. It will bring in coin from unknown sources, and coin will disappear from the economy to unknown places. However, it is hundreds of times more likely that rare and wondrous trade goods will make their way into the market squares. It is not uncommon for a city to be known for the value of their smuggler's den.

OPTIONAL RULE: TRADE EXCESS

Projects undergoing a boom in productivity will often produce far more excess than they need, and this results in a surplus of units that will continue to grow, to be used in the further development of the project or converted into gold for the ruling body. However, with the optional rule for Trade Excess, all Units generated in surplus are traded for vast amounts of gold and services. this means less immediate profit for the ruling body or the business as a whole, but far higher tax brackets and double the annual profit margins per business.
At first this seems like it may be perfect, more profit over a longer period of time - however units are no longer counted in excess, this means that if a business runs out of supply, it cannot rely on the project's supply of units to keep itself afloat while profits or fees are being paid.

All businesses that have not had their maintenance paid while this rule is implemented cannot go out of business. Instead they will make absolutely no profit in the time they are in this state, as any gold made is immediately funnelled into the trading post to purchase new material until all fees are settled.

Influential Events and How to Use Them.

EVENTS

Events are triggered by thresholds of influence in all forms, they are the manifestation of the effort or the misfortunes that can befall a project.

The triggers for events can range from absolutely anything that may affect a project. A political shift, or invasion, even a new draconic patron in a nearby mountain.

Each event will impact the project in a way that befits the current numerical value of the influence it relates to. for example, a crime-based event will alter in scale and impact based on the security influence value. Consult the roll table below to determine the affected influence type for a random event. A random event is an event that occurs regardless of threshold values for the affect influence type. Simply roll on the below table for an affected influence and then generate an appropriate event based on its current value.

EVENTS:

1d12 Roll	Influence Type
1	Structure
2	Comfort
3	Security
4	Intelligence
5	Aesthetic
6	Health
7	Appeal
8	Trade
9	Entertainment
10	Education
12	Law

Influences not listed in the above table cannot enact a bane or boon on the project, however they may still trigger positive and negative effects that ignore threshold milestones.

BANES

Banes are events that occur when the -100 point influence threshold is met. They are especially terrible events that have the power to break a project if left unmanaged. A bane is usually a dark and untimely circumstance, such as a murder of a high ranking officer that has left a terrible stain on the project's reputation. Banes are usually non-destructive, instead opting to heavily sabotage the development of the project than to outright destroy parts of it. Its easy to rebuild a plot, its far more difficult to repair a damaged reputation. Examples of Banes are as follows:

BANES:

1d20	Effect
1	Murder of a visiting political figure.
2	Hostile thieves guild opens underground.
3	Bandit Raid, 30% of total citizens dead.
4	Recession, Prices are unaffordable.
5	Disease, Citizens cannot survive outbreak.
6	Famine, Food is running out very quickly.
7	War, A nearby city has declared war.
8	Resource Shortage, Acquisition is impossible
9	Dictatorship, Citizens hate the Ruling body.
10	Rumor, lies run rampant in the streets.
12	Reputation, (project) is known for crime.
13	Riot, the Citizens rise up against the law.
14	Strike, Nobody wants to work until they win.
15	Travelers, commiting crime and fraud.
16	Roads, Damaged, missing or dangerous.
17	Natural Disaster, 10-50% plots destroyed.
18	Vandalism, Citizens damaging the town.
19	Kidnapping, Important people going missing.
20	Invasion, neighbor towns trying to expand.

Banes listed are examples. The DM has full control over what bane occurs, including the details of the bane itself. These are merely spines for events to follow. Details purposely omitted.
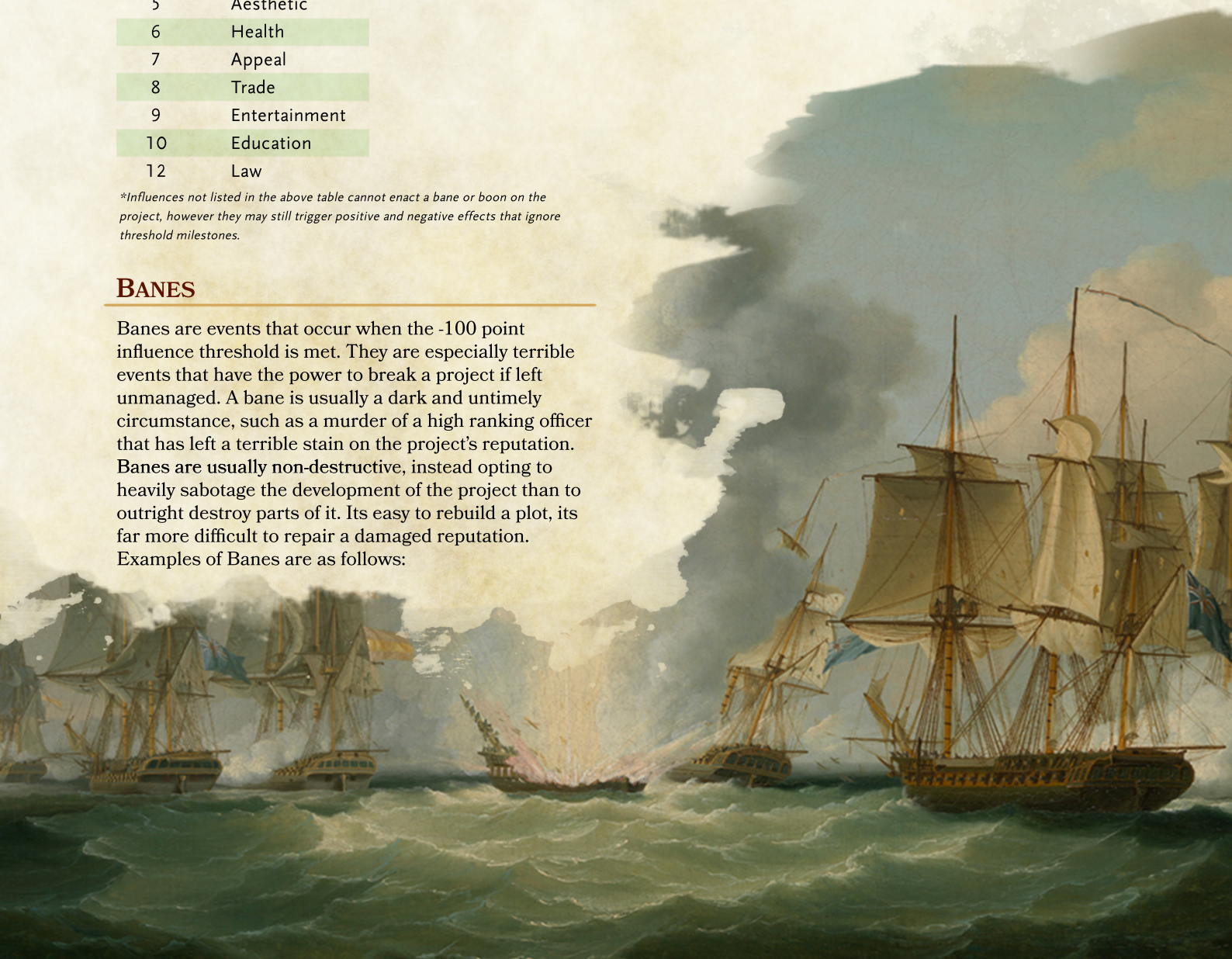
BOONS

Boons are events that occur when the 100 point influence threshold is met. Boons are incredible benefits garnered through meticulous efforts towards bolstering a single type of influence. The job of a boon is to rapidly improve development of the project in way that does not negatively affect expansion. and example of this would be a sudden influx of citizens, with no funds to build adequate housing.

Boons are not limited in any way, they can range from an immense sum of currency to a sponsored project tier upgrade. the benefits of a boon are to be sought and utilised sparingly.

Boons:

1d20	Effect
1	Tourism, More visitors, more profits.
2	Sponsorship, Free upgrades and bills.
3	New Ally, Safety net for wars and invasions.
4	Political Strengthening, More power.
5	End of War, leads to an industrial revolution.
6	Trade Boom, additional profit and goods.
7	Baby Boom, Citizens become far happier.
8	Peace, Development flourishes unhindered.
9	New Discovery, leads to massive advances.
10	Medical Breakthrough, no deaths to illness.
12	Gold Rush, massive influx of currency.
13	Travel Influx, more exotic goods.
14	Profits, annual profit margins are tripled.
15	Supply and Demand, Unit generation doubled.
16	Blessed Ground, Farms don't pay Maintenance.
17	Arcane Wellspring, Magic becomes abundant.
18	Trained Efficiency, Invasions no longer occur.
19	Free Tier Upgrade, Project upgrades for free.
20	Wonder of the World, Project gains a wonder.

*Boons listed are examples. The DM has full control over what boon occurs, including the details of the bane itself. These are merely spines for events to follow. Details purposely omitted.