Goals:

Give the players a homebase to fight for and care about. This will become a homebase for NPCs that they collect over time to gather. Should be populated with a few NPCs already (or a few have been displaced. Perhaps a couple and a friend they’ve been renting rooms to.

Give them a homebase to invest money and items into.

When the time comes, attack it. Let them defend their community

Idea’s & Projections

Should be isolated and in a wilderness where things could come from to attack. I like the idea of an estate nearby to small, manufacturing city.

Was held by a series of mad scientists. Selected this because of the (former) abundance of natural resources

Pseudo-Russian consulate has created a company, (Named by the players) and is a majority share holder. This is a technological espionage company and staging ground for . They are setting

Quests: Scout a suitable location for the COMPANY to purchase. Wants the party to assess the property as the price is too reasonable.

A pair of mad botanists have been squatting in one of the outbuildings growing bone nettles in the old orchard. The high mineral content in the soil is perfect for their weird experiments, but terrible for growing food. The land is extremely toxic.

The house itself is largely bricked up, collapsed and renovated but they’ll still have more room than they’ll know what to do with. Recently, a criminal gang has moved into one of the wings and are using the house for

There are three layers to this: Criminal Gang. The beast of Brandenwall and Crypt Geists

Beast of Brandenwall is sick and half mad on heavy metal poisoning. Has been roaming the forest and will return to