

CONSTRUCTION COSTS

It's often necessary for a GM to have some idea what a particular structure might cost to build or buy. PCs might want to establish a base of operations in the wilderness, or some grand plan they have might require the construction of a sprawling institution. Sometimes wealthy patrons will offer rewards in land and real estate rather than cash, and an idea of what their largesse is worth is useful for a GM.

The prices here reflect ordinary costs for purchase or construction materials in the places normal for each structure. A wealthy peasant's farmhouse would cost far more than 200 silver to build on the costly land within a walls, while a city townhouse could perhaps be had for a quarter of the price if it were built in some rural village.

These prices also assume that materials can be had relatively close to hand. A PC who wants to build a wooden manor house in the midst of a savanna may be disappointed, while one who wants a stone watchtower in a place that lacks any nearby quarries may have to undertake great labors or greater expenses to have his way.

These prices are for simply buying an existing property. If the PCs want to build one from scratch, they'll also need to pay for the labor they need to build it, hiring masons and common laborers at the wages given on the following page.

GENERAL CONSTRUCTION

Most of the time, PCs who want to build a structure not on the list can just pick something close. The GM can then adjust the price to what seems reasonable to them. Other times, however, the PCs want to build something unusual, and no existing structure seems a good match.

The general construction costs adjacent cover the abstract cost of building wooden or stone structures of a particular volume or complexity. Ordinary living spaces, walls, simple bridges, and other basic and common structures qualify as "simple" construction, while exceptionally artful, beautifully adorned, or difficult-to-engineer structures as counted as "elaborate".

To find the total price of a structure or delving, just add up all the ten-foot cubes or other spaces it involves and price it accordingly. The costs include ordinary furnishings or functional equipment within a structure appropriate to its nature and function.

BUILDING STRUCTURES

One skilled artisan-mason can build 25 silver pieces worth of the structure for each day of labor. Thus, a building worth 10,000 silver could be constructed in 40 days by a team of ten skilled laborers. Unskilled laborers or those with no experience in construction are worth only 5 silver pieces of completed work per day. Large or complex structures built with less than 10% skilled labor may be less than perfect in execution.

Cost	Common Buildings and Lands
500	Good, safe farmland for a family
25,000	Landholdings for a minor lord
200,000	Landholdings for a major noble
50	Humble peasant cottage
200	Prosperous peasant farmhouse
500	Village temple
250	Urban slum dwelling
1,000	Modest city shop
2,500	City townhouse
5,000	Military watchtower or outpost
5,000	Minor city temple
25,000	Rural gentry estate
50,000	Keep on the borderlands
50,000	Important urban temple
100,000	Merchant-prince's city house
250,000	Large royal palace
500,000	Major fortress

General Construction Costs	
50	Simple wooden / 10' cube
200	Elaborate wooden / 10' cube
200	Simple stone / 10' cube
500	Elaborate stone / 10' cube
100	Stone wall per 10'x10'x1'
10	Wooden palisade per 10'x10'x1'
250	Tunnel through stone, 10'x10'x5'
100	Shored tunnel through earth, "
10	Trench or earth mound, 10x10x10

PCs with the Administer skill, or Work skill related to the labor, or some other background suitable for oversight can personally oversee the labor to save 10% of the total labor and material costs, assuming they're willing to remain on site for the duration of the work.

PROPERTY TAXES

If the PCs own property on land that's meaningfully controlled by some other power, they can usually expect to pay 5% of its total worth to the local ruler each year. Exceptionally powerful PCs may be exempt from this if the ruler doubts his ability to make them pay, or if their presence is somehow useful to the ruler. Nobles and other titled folk are often exempt from these taxes as well, an often-sore point to the common gentry and merchants.