

Settlement Building

Resources:

At the center of the expedition is the settlement. Destroyed once before, it is the empire's hope that it will one day regain its former glory. Everything comes at a cost, however, and there are those in Korolburg who cast doubt on the purpose of the expedition. As such, resources are not unlimited, and are measured in various ways, as detailed below.

A building may not be constructed if it would bring any given resource below 0.

Coffers

Whenever players come across resources, treasures, or any other form of commodity they may add it to the town's coffers, where-upon it will be assigned a value in Imperial Golden Rubles.

On the final day of each month players may load some of the contents of the coffers onto the black ship, sending their spoils back to Korolburg. In exchange they may request the materials required to construct new buildings or supplies in order to further expand their settlement.

Some forms of wealth, such as mines, may grant the players a recurring source of wealth. In these instances the wealth generated will be added to the coffers at the end of each month.

Reputation

Reputation is how the players settlement is regarded by the rest of Mechtadorf. The higher the reputation the better quality denizen the town will be able to attract.

Food

Each denizen requires a consistent form of sustenance. Food is measured in pounds, with 1lb able to sustain a denizen each day.

Stable sources of food may range from farms to dense woodlands where hunters are able to catch wild game.

To show the Sovereign's trust in the success of the expedition, Korolburg will send the settlement a month's supply of sustenance each month, able to sustain 10 people.

Housing

The number of empty rooms in the settlement. Each unit of housing represents room for one denizen to live within the settlement.

Denizens

People are the lifeblood of the settlement, being required for the daily running of each of the buildings in the settlement. Each building will require a number of people to keep it functioning, which may increase as it is upgraded.

Little luxury is required for denizens who carry out the more basic of tasks, such as farming, hunting, or fishing. As the players wish to create more complex buildings they will need to increase the town's reputation in order to attract the specialist knowledge required to carry out more complex tasks.

Each denizen will require some form of housing. A housing building will indicate how many people it can house at any given time.

Additionally, some denizens, such as nobles, may arrive into town with the intention of building their own living quarters. If players allow this construction to commence the denizen will fund it themselves, not requiring any investment from the town coffers.

Defenses

The town's defenses represent how well guarded the settlement is. As players wish to explore further in the world, the more well-defended they will need to leave the town. The *defense number* represents the number of days the players can leave the town without needing to worry that everything will be as it was when they left.

If players leave the town for a number of days that exceed the defense number, the greater the risk that the settlement will be attacked by something the denizens cannot fend off alone. Though not a death sentence, the longer the town is left undefended, the higher the chance that not all will be well with the town when the party returns.

Buildings:

Over the course of the campaign players will want to construct a number of buildings which will either provide bonuses to the party or the town. Each building requires GR for its initial construction, as well as the food and housing for each denizen required for its operation. For example, if a building has a denizen requirement of 2, then it will require 2 units of food and 2 spaces of housing for it to be constructed.

Wealth

All buildings have a GR cost associated with them. If players decide to construct a building they must wait until the end of the month, at which point they will be able to send any wealth from their coffers back to Korolburg in exchange for the materials required in construction.

If a building generates wealth this will be indicated in the building's description. At the end of each month players add up the amount of wealth generated by each building and add it to the town's coffers.

Reputation

Some buildings require the settlement's reputation to be high enough to attract those who are able to operate it. If a building has a reputation requirement in its description, the settlement must have a reputation level equal to or greater than the indicated number.

If a building increases reputation then this will be indicated in the description.

Food, Housing, & Defense

Every settlement will either provide or take both food and housing. The settlement's food, housing, or defense number represents the surplus of these that the town has.

If a building requires food or housing (indicated by a "-" in the cost) it can only be built if it will not cause the settlement's food, housing, or defense to fall below 0. Once built, remove this number from the town's overall food or housing number.

Some buildings are able to provide food, housing, and/or defense for themselves, and therefore do not cost food, housing, or defense to build. If this is the case the building's food or housing cost will be 0, or a "+" if the building can provide for the settlement after sustaining itself. If a building adds food, housing, or defense once built, add this number to the town's overall food, housing, or defense number.

Upgrades:

Most buildings are able to be upgraded. When players choose to upgrade a building they must pay the required GR, and have the required resources. Upon being upgraded the lower level building is replaced with the higher level building for the sake of calculating resource gains and costs.

Food Generating Buildings

Farm	Fields (Level 1) <i>GR: -100</i> <i>Food: +1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense 0</i>
	Farm (Level 2) <i>GR: -250</i> <i>Food: +3</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: -1</i>
	Estate (Level 3) <i>GR: -500</i> <i>Food: +8</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: -1</i>
Hunting Ground	Untamed Woodland (Level 1) <i>GR: -50</i> <i>Food: +2</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Must be established by a woodland.
	Hunter's Hut (Level 2) <i>GR: -100</i> <i>Food: + 3</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i>
	Hunters Lodge (Level 3) <i>GR: -400</i> <i>Food: +6</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: +2</i>
Fishery	Fishing bank (Level 1) <i>GR: -50</i> <i>Food: +2</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Must be established by a river or lake.
	Fishing Hut (Level 2)

	<i>GR: -150</i> <i>Food: +5</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i>
Brewery	Brewery <i>GR: -250</i> <i>Food: +4</i> <i>Housing: -1</i> <i>Reputation: +4</i> <i>Defense: -1</i> Requires an estate Sells brewer's supplies. +25 GR.

Wealth Generating Buildings

Blacksmith	Local Smith <i>GR: -150</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +1</i> <i>Defense: 0</i> Grants access to tier 1 marital and ranged weaponry.
	Weaponsmith <i>GR: -200</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: +2</i> <i>Defense: 0</i> Grants access to tier 2 marital and ranged weaponry.
	Experienced Weaponsmith <i>GR: -400</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: +2</i> <i>Defense: +3</i> Grants access to tier 3 martial and ranged weaponry.
	Master Weaponsmith <i>GR: -650</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: +5</i> <i>Defense: +5</i> Grants access to tier 4 marital and ranged weaponry.

Armourer	Leatherworks <i>GR: -100</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +1</i> <i>Defense: 0</i> Grants access to tier 1 armours.
	Armourer <i>GR: -150</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: +2</i> <i>Defense: 0</i> Grants access to tier 2 armours.
	Experienced Armourer <i>GR: -300</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: +2</i> <i>Defense: +3</i> Grants access to tier 3 armours.
	Master Armourer <i>GR: -500</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: +4</i> <i>Defense: +4</i> Grants access to tier 4 armours.
Gunsmith	Gun Shed <i>GR: -250</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +2</i> <i>Defense: +1</i> Grants access to tier 1 firearms.
	Workshop <i>GR: -400</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +2</i> <i>Defense: +2</i> Grants access to tier 2 firearms.
	Trained Gunsmith <i>GR: -550</i> <i>Food: -1</i> <i>Housing: -1</i>

	<i>Reputation: +3</i> <i>Defense: +4</i> Grants access to tier 3 firearms.
	Master Gunsmith <i>GR: -700</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: +5</i> <i>Defense: +6</i> Grants access to tier 4 firearms.
General Store	Merchant's Tent <i>GR: -100</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: -1</i> Grants access to the general store inventory.
	General Trader <i>GR: -250</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: -2</i> Reduces the cost of general goods by 10%. +120GR
	Merchant Halls <i>GR: -500</i> <i>Food: -3</i> <i>Housing: -2</i> <i>Reputation: +2</i> <i>Defense: -5</i> Reduces cost of general goods by 25% +250GR
Carpenter	Cooper <i>GR: -100</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Requires: Sawmill +25 GR.
	Carpenter <i>GR: -250</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: 0</i>

	<p><i>Defense: 0</i> +75 GR Allows for the purchase of furniture.</p>
	<p>Upholster <i>GR: -500</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: +2</i> <i>Defense: 0</i> +200 GR Allows for the purchase of fine furniture.</p>
Potter	<p>Clay Pit <i>GR: -10</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: -1</i> +20GR</p>
	<p>Kilns <i>GR: -50</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: 0</i> <i>Defense: -1</i> +75GR</p>
	<p>Pottery Maker <i>GR: -150</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: +1</i> <i>Defense: -1</i> +200GR Allows for the purchase of various forms of pottery.</p>
Glassblower	<p>Window Maker <i>GR: -100</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +1</i> <i>Defense: 0</i> +50GR</p>
	<p>Glass Sculptor <i>GR: -300</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +5</i> <i>Defense: 0</i></p>

	<p>+200GR Allows for the purchase of glass decorations.</p>
Tailor	<p>Cobbler GR: -50GR Food: -1 Housing: 0 Reputation: 0 Defense: 0 +10GR Grants access to tier 1 items from the tailor's shop.</p>
	<p>Hatter GR: -100 Food: -1 Housing: 0 Reputation: +1 Defense: 0 +50GR Grants access to tier 2 items from the tailor's shop.</p>
	<p>Clothier GR: -250 Food: -1 Housing: 0 Reputation: +5 Defense: 0 +100GR Grants access to tier 3 items from the tailor's shop.</p>
Sawmill	<p>Woodsman's Hut GR: -10 Food: -1 Housing: -1 Reputation: 0 Defense: -1 +20GR</p>
	<p>Timber Mill GR: -50 Food: -2 Housing: -2 Reputation: 0 Defense: -1 +75GR</p>
	<p>Lumberyard GR: -150 Food: -2 Housing: -2 Reputation: +1 Defense: -1</p>

	+200GR
Stables	Hitching Post <i>GR: -50</i> <i>Food: -1 (base), -1 per animal</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 1 mounts.
	Grazing Pastures <i>GR: -100</i> <i>Food: -1 (base), -1 per animal</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 2 mounts.
	Stables <i>GR: -200</i> <i>Food: -2 (base), -1 per animal</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 3 mounts.
	Exotic Animal Tamer <i>GR: -350</i> <i>Food: -2 (base), -1 per animal</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Requires a reputation of 20 Allows access to tier 4 mounts.
Rare Materials	Gem Trader <i>GR: -200</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: -3</i> Requires a reputation of 25 +150GR
	Craftsman <i>GR: -450</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +2</i> <i>Defense: -5</i> Requires a reputation of 30 +300GR

	Artisan <i>GR: -700</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +5</i> <i>Defense: -10</i> Requires a reputation of 75 +500GR
Clockmaker	Clockwork Mechanic <i>GR: -200</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: -3</i> Requires a reputation of 35 +150GR
	Clockwork Artisan <i>GR: -450</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +2</i> <i>Defense: 0</i> Requires a reputation of 50 +200GR
	Master Tinkerer <i>GR: -800</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +5</i> <i>Defense: 0</i> Requires a reputation of 100 Allows for the crafting of extremely intricate mechanical items, from weaponry to spare limbs. Different items will become available for purchase when this is built alongside other buildings. +200GR
Book Store	Book Store <i>GR: -150</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +2</i> <i>Defense: 0</i>
	Antique Book Trader <i>GR: -300</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +4</i>

	<i>Defense: 0</i>
Inn	Tap House <i>GR: -150</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> +50GR
	Tavern <i>GR: -300</i> <i>Food: -2</i> <i>Housing: +2</i> <i>Reputation: 0</i> <i>Defense: 0</i> +100GR
	Coaching Inn <i>GR: -650</i> <i>Food: -4</i> <i>Housing: +4</i> <i>Reputation: +2</i> <i>Defense: 0</i> +150GR
	Fine Hotel (Level 4) <i>GR: -1250</i> <i>Food: -6</i> <i>Housing: +6</i> <i>Reputation: +10</i> <i>Defense: 0</i> +250GR
	Brothel (Level 4) <i>GR: -1250</i> <i>Food: -4</i> <i>Housing: +4</i> <i>Reputation: -10</i> <i>Defense: 0</i> +650GR
Food Market	Market Stalls <i>GR:-50</i> <i>Food: 0</i> <i>Housing: -4</i> <i>Reputation: +2</i> <i>Defense: 0</i> Requires 3 farms. +100GR
	Specialist Stores

	<i>GR: -250</i> <i>Food: 0</i> <i>Housing: -4</i> <i>Reputation: +2</i> <i>Defense: 0</i> Requires 6 farms +450GR
Haberdashery	Haberdashery <i>GR: -50</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> +75GR
Parlour	Coffee House <i>GR: -150</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +2</i> <i>Defense: 0</i> +20GR
	Tobacconist <i>GR: -200</i> <i>Food: -2</i> <i>Housing: 0</i> <i>Reputation: +5</i> <i>Defense: 0</i> +50GR
	Winery <i>GR: -300</i> <i>Food: -3</i> <i>Housing: 0</i> <i>Reputation: +10</i> <i>Defense: 0</i> +100GR
Barber	Barber <i>GR: -75</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: +1</i> <i>Defense: 0</i> +50GR
Tattooist	Tattooist <i>GR: -100</i> <i>Food: -1</i> <i>Housing: 0</i>

	<i>Reputation: 0</i> <i>Defense: 0</i> +50GR
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Reputation Generating Buildings

Doctor	Medical Tent <i>GR: -50</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to basic medical treatment.
	General Practitioner <i>GR: -250</i> <i>Food: -2</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to medical supplies.
	Surgery <i>GR: -500</i> <i>Food: -3</i> <i>Housing: -3</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows for advanced surgical treatments.
Dentist	Dentist <i>GR: -300</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to dental treatments. +50GR
Theater	Play-House <i>GR: -150</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: +2</i> <i>Defense: 0</i>
	Theater <i>GR: -300</i> <i>Food: -5</i> <i>Housing: -5</i>

	<i>Reputation: +5</i> <i>Defense: 0</i>
Newspaper	Notice Board <i>GR: -10</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i>
	Local Newspaper <i>GR: -100</i> <i>Food: -3</i> <i>Housing: -3</i> <i>Reputation: +8</i> <i>Defense: 0</i>
	News Network <i>GR: -250</i> <i>Food: -4</i> <i>Housing: -4</i> <i>Reputation: +10</i> <i>Defense: +2</i>
Town Hall	Plaza <i>GR: -25</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: +2</i> <i>Defense: 0</i>
	Court House <i>GR: -150</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: +5</i> <i>Defense: 0</i>
	Grand Hall <i>GR: -500</i> <i>Food: -2</i> <i>Housing: -2</i> <i>Reputation: +15</i> <i>Defense: 0</i>
Cemetery	Unmarked Graved <i>GR: 0</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i>
	Walled Graveyard

	<i>GR: -50</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: +1</i> <i>Defense: 0</i>
	Tombs <i>GR: -75</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: +3</i> <i>Defense: 0</i>
Library	Library <i>GR: -100</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: +4</i> <i>Defense: 0</i>
	Archive <i>GR: -200</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: +6</i> <i>Defense: 0</i>
	Grand Repository <i>GR: -400</i> <i>Food: -3</i> <i>Housing: -3</i> <i>Reputation: +10</i> <i>Defense: 0</i>

Housing

House	Tent <i>GR: -20GR</i> <i>Food: 0</i> <i>Housing: +1</i> <i>Reputation: 0</i> <i>Defense: -3</i>
	Hovel <i>GR: -75</i> <i>Food: 0</i> <i>Housing: +2</i> <i>Reputation: 0</i> <i>Defense: -1</i>

	Homestead <i>GR: -100</i> <i>Food: 0</i> <i>Housing: +3</i> <i>Reputation: 0</i> <i>Defense: -1</i>
Manor	Large House <i>GR: -120</i> <i>Food: 0</i> <i>Housing: +4</i> <i>Reputation: 0</i> <i>Defense: -2</i>
	Townhouse <i>GR: -200</i> <i>Food: 0</i> <i>Housing: +5</i> <i>Reputation: 0</i> <i>Defense: -2</i>
	Manor <i>GR: -550</i> <i>Food: -2</i> <i>Housing: +5</i> <i>Reputation: +3</i> <i>Defense: -3</i>
Lodgings	Lodging House <i>GR: -200</i> <i>Food: -1</i> <i>Housing: +4</i> <i>Reputation: 0</i> <i>Defense: -4</i>
	Workhouse (Level 2) <i>GR: -350</i> <i>Food: -2</i> <i>Housing: +15</i> <i>Reputation: -5</i> <i>Defense: -4</i>
	Apartments (Level 2) <i>GR: -400</i> <i>Food: 0</i> <i>Housing: +8</i> <i>Reputation: 0</i> <i>Defense: -4</i>

Defense Buildings

Armoury	Weapons Pile <i>GR: -50</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: +1 per 25gr spent to arm an NPC</i>
	Gun Racks <i>GR: -100</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: +2 per 100gr spent to arm an NPC</i>
	Armour Cupboards <i>GR: -200</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: +3 per 150gr spent to arm an NPC</i>
Garrison	Gaol <i>GR: -200</i> <i>Food: -4</i> <i>Housing: -4</i> <i>Reputation: 0</i> <i>Defense: +4</i> <i>Allows prisoners to be securely held.</i>
	Guard Posts <i>GR: -450</i> <i>Food: -6</i> <i>Housing: -6</i> <i>Reputation: 0</i> <i>Defense: +12</i>
Walls	Wooden Walls & Guard House <i>GR: -1GR per 5ft</i> <i>Food: -2</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: Doubles settlement's defense score so long as entire wall is connected and surrounds the entire settlement..</i>
	Brick Walls & Guard House <i>GR: -3GR per 5ft</i> <i>Food: -2</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: Quadruples town's settlement's defense score so long as entire wall is connected and surrounds the entire settlement.</i>

Watchtower	Watchtower <i>GR: -50</i> <i>Food: -1</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: +4</i>
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Class-Specific Buildings

Trophy Hall (Barbarian)	Trophy Hall <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> For twenty four hours after taking an extended rest, the barbarian may add the number of unique heads in the hall to their intimidation rolls.
Concert Hall (Bard)	Concert Hall <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Grants an extra two bardic inspiration dice after taking an extended.
Temple (Cleric & Paladin)	Temple <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to the temple supply store.
Grove (Druid)	Grove <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Grants an extra use of shape change after an extended rest.
Dueling Arena (Fighter)	Dueling Arena <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Grants an extra use of action surge after taking an extended rest.

Hermits Cottage (Monk)	Hermit's Cottage <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Grants an extra two ki points after an extended rest.
Deep Woods Cabin (Ranger)	Deep Woods Cabin <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows the ranger to spend 100gp to enchant a single arrow, bolt, or bullet, turning each into a +3 version of themselves.
Black Market (Rogue)	Black Market <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Grants access to the black market shop.
Mage's Tower (Sorcerer & Wizard)	Mage's Tower <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> After taking an extended rest in town gain a single extra cast for their level 1 – 6 spell slots. If a wizard has 3 casts of their level 5 spells, they may cast 4 after completing an extended rest.
Hidden Shrine (Warlock)	Hidden Shrine <i>GR: -900</i> <i>Food: 0</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows the warlock to know one additional cantrip per warlock level, to a maximum of 10.

Magic Infrastructure

Alchemist	Herbalist <i>GR: -75GR</i> <i>Food: -1</i>
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	<p><i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 1 ingredients and potions.</p>
	<p>Apothecary <i>GR: -150</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 2 ingredients and potions.</p>
	<p>Alchemist <i>GR: -300</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 3 ingredients and potions.</p>
	<p>Master Alchemist <i>GR: -750</i> <i>Food: -2</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 4 ingredients and potions.</p>
Arcane Mechanic	<p>Magical Shed <i>GR: -250</i> <i>Food: -1</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 1 magical items.</p>
	<p>Arcane Shop <i>GR: -450</i> <i>Food: -2</i> <i>Housing: -1</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 2 magical items.</p>
	<p>Arcane Workshop <i>GR: -900</i> <i>Food: -3</i> <i>Housing: -2</i> <i>Reputation: 0</i> <i>Defense: 0</i> Allows access to tier 3 magical items.</p>

Mage's Guild	Novice Halls <i>GR: -500</i> <i>Food: -4</i> <i>Housing: 0</i> <i>Reputation: 0</i> <i>Defense: 0</i>
	Magic User's Guild <i>GR: -750</i> <i>Food: -6</i> <i>Housing: -2</i> <i>Reputation: 0</i> <i>Defense: 0</i>
	Mage's College <i>GR: -1200</i> <i>Food: -8</i> <i>Housing: -4</i> <i>Reputation: 0</i> <i>Defense: 0</i>
	Magic Laboratory <i>GR: -1700</i> <i>Food: -10</i> <i>Housing: -6</i> <i>Reputation: 0</i> <i>Defense: +2</i>
	Warding Hall (Level 5 – Abjuration) <i>GR: -2500</i> <i>Food: -14</i> <i>Housing: -8</i> <i>Reputation: 0</i> <i>Defense: +15</i> If constructed alongside a master tinkerer, the warded hall will grant access to several arcane fields.
	Observatory (Level 5 – Conjuration) <i>GR: -2500</i> <i>Food: -10</i> <i>Housing: -6</i> <i>Reputation: 0</i> <i>Defense: +3</i> Allows access to various weapon and armour enchantments.
	Clocktower (Level 5 – Divination) <i>GR: -2500</i> <i>Food: -10</i> <i>Housing: -6</i> <i>Reputation: 0</i> <i>Defense: +3</i> If a character takes a long rest inside of the clocktower they may roll 1d20. For

twenty four hours afterwards they may replace any roll with the result of that d20.

In addition, the mage's of the tower will be able to give players foresight into the future.

Glittering Tower (Level 5 – Enchantment)

GR: -2500

Food: -10

Housing: -6

Reputation: 0

Defense: +3

For 100gp, a player may increase any one of their attribute by 2. If they wish to change the enhanced attribute they must pay another 100gp and discard the previous increase.

Flame-Resistant Tower (Level 5 – Evocation)

GR: -2500

Food: -10

Housing: -6

Reputation: 0

Defense: +3

Allows a weapon to be enchanted with an extra 1d10 either cold, fire, or lightning damage for 600gr.

Invisible Tower (Level 5 – Illusion)

GR: -2500

Food: -10

Housing: -6

Reputation: 0

Defense: +3

Allows access to various weapon and armour enchantments.

Necrotic Laboratory (Level 5 – Necromancy)

GR: -2500

Food: -10

Housing: -6

Reputation: 0

Defense: +3

Grants access to cloning vats and limb replacement surgeries.

Tower of Change (Level 5 – Transmutation)

GR: -2500

Food: -10

Housing: -6

Reputation: 0

Defense: +3

Grants access to various weapon and armour enchantments.

Town Sheet

Buildings	Coffers	Food	Housing	Reputation	Defenses
	0	0	0	0	0

Additional Building Effects