The “Farm” is represented by three numbers. Yield, Organization, and Security.

Yield: The value of product your farm can grow. (Whole Number representing value)

Organization: How you manage your farm. (Percentage)

Security: How well you protect your farm and profits. (Whole number from 0-10)

Crops: Once per week, you harvest your crops. To determine the value of your harvest, multiply your Yield Number \* Organization Modifier.

Possible spells:

Druidcraft (yield +3, +.1 organization)

Helps with weather, growing plants

Mending (+.4 organization)

Maintenance

Animal Friendship (1st lvl)

Do minor tasks

Create Water (1st level)

Watering crops

Plant Growth (3rd lvl)

You find a small 15 acre piece of land that you’re sure in unoccupied. Since most of the quality farm land in the kingdom is taken, this area will need some work to cultivate.

Step 1: Build Farm Basics

Clear Trees.

Clear Rocks.

Cultivate land

Tilling

Build Till

Use Till

Step 2: Grow Crops / Secure Farm

Step 3: Harvest and Profit