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)

Starting Values:

Yield: 0

Organization: .5

Security: 0 (2 while you are present)

From spells:

+14 per week

+.03

Each Week:

Roll for complication.

Harvest Crops.

Sell Crops.

Increase Yield.

Roll for Raid.

Harvest Crops: To determine the value of your harvest, multiply your Yield Number \* Organization Modifier.

Sell Crops: Take your harvest to the market and gain a profit.

Yield: Each week your yield is increased by a base value of 5 + whatever you get from spells..

Raid: Roll a d100+Security. If you roll 1-11 your farm is raided. You lose this week’s profit and your yield is decreased by 10%.

Complications: Roll a d20. If you roll a 1 or a 2 roll a d8 for complications.

Complication Chart:

1. There was a drought this week.. Yield is temporarily reduced by 50%
2. A greedy farm owner notices you in the market. (gain adversary)
3. A tax collector notices you in the market (gain adversary)
4. You gain an animal problem. -2 yield per week.
5. A storm damages your farm. -.1 organization next week.
6. You’re robbed on your way to the market. -50g
7. A hill giant tramples your farm. -20 yield.
8. A swarm of insects destroys your harvest for this week.

Possible spells:

Druidcraft (yield +1 per week, +.01 organization)

Helps with weather, growing plants

Mending (+.04 organization)

Maintenance

Animal Friendship (1st lvl) (yield +2 per week. Organization -.02)

Do minor tasks

Create Water (1st level) (Yield +1 per week)

Watering crops

Plant Growth (3rd lvl) (Yield + 10 per week)