

Fallen Empires

Estate Handbook v1.0.0



THIS DOCUMENT IS A CONSTANT WORK, STRIVING TO CREATE THE BEST PRODUCT FOR THE PLAYERS. AS SUCH FROM TIME TO TIME THE RULES WILL BE MODIFIED OR ALTERED IN AN EFFORT TO MAKE THE GAME THE BEST IT CAN BE.

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Estate Package

This is a play test and is subject to change at any time.

This package is to explain how Estates work and how each component of the Estate functions. Unless otherwise outlined, estates will not grant players access to additional in game items or resources.

Each part of the Estate follows certain rules: each Estate will consist of a number of acres of land that will determine the cost of Taxes, and the limit to what can be built; and each structure has a Size, and Cost to Build.

Estates are not for everyone, by design they are money sinks. They are a game feature that is more targeted to give players who have gathered up stocks of In Game money and want a focus other than just acquiring items.

Estate Definitions

Acre- This is a plot of land, each acre has 6 units of buildable space on it. An acre is roughly 200 feet in length on each side. Land deeds can be gained in many ways including as an In Game reward, though most commonly it is purchased from the ruling body of the area. The cost for an acre of land will vary based on its In Game location.

Size- Buildings come in different sizes; this will note how many Units of an acre are needed for the building.

Cost to Build- This is the cost in cash or noted raw materials that are consumed to build the structure, this covers only the building itself. All materials have to be available in stock in order to begin a project.

Taxes

Taxes are a common yearly fee charged as the upkeep for land and the buildings. The amount and how they apply will vary from location to location, and chapter to chapter. The following is the taxation scheduled for known locations:

Malin Empire: Taxes are collected yearly and due no later than June 1st, also must include a land survey for all land that is not paying taxes based on their use for the crown.

Guilds - 8 Gold by the Guildmaster.

Land- 5 Silver/Acre of land owned.

Harvesting Nodes- 1 Gold for each Node owned during the year. *(to include current and previous nodes)

Workshops- 1 Gold for each one owned.

Other Structures- 5 Copper per Unit of buildings, not including ones that produce resources.

Estate Structures

Name: Acre

Cost to Build: 150 Copper

Description: This is the base unit for building estates.

Small Buildings

Name: Craftsman's Hall

Unit: 1

Cost to Build: 150 Copper

Description: This building improves the amount of Copper generated through the Craftsman skill from 10 Copper per rank to 12 Copper per rank.

Name: Bakery

Unit: 2

Cost to Build: 400 Copper

Description: This building allows the character who owns it and has the *Cooking* skill to gain 5 additional production points worth of Basic items at check in.

Name: Common House (3 Rooms)

Unit: 1

Cost to Build: 100 Copper

Description: A small building that has the basics of life and can house 3-5 people.

Name: Forge

Unit: 2

Cost to Build: 400 Copper

Description: This building allows the character who owns it and has the *Smithing* or *Engineering* skills to gain 5 additional production points worth of Basic items at check in.

Name: Laboratory

Unit: 2

Cost to Build: 400 Copper

Description: This building allows the character who owns it and has the *Brew Potion* or *Chemistry* skills to gain 5 additional production points worth of Basic items at check in.

Name: Reliquary

Unit: 2

Cost to Build: 400 Copper

Description: This building allows the character who owns it and has the *Scribe Runes* skill to gain 5

additional production points worth of Basic items at check in.

Medium Buildings

Name: Gathering Hall

Unit: 3

Cost to Build: 700 Copper

Description: This large building will hold up to 100 people and is often used for functions such as feasts and town meetings. This allows a group of up to 10 characters to have a great feast and gain +2 Base *Body Points* for the duration of an event. This should be noted on the character sheets at check in.

Name: Library

Unit: 3

Cost to Build: 250 Copper

Description: This building holds a wide range of common books and a few that hold more rare information, this building will improve the information gained when using *Research* actions during BGA's.

Name: Mage Tower

Unit: 3

Cost to Build: 2500 Copper

Description: This building is a very study structure that contains necessary tools for the Arcane Arts, and is manned by skilled Ritualist. This structure can also cast 1 ritual, each event, with a Fuel cost of 5 or less, from a Common Knowledge Area, for the player at a cost of a single Named Component.

Name: Manor House

Unit: 4

Cost to Build: 700 Copper

Description: This massive two story building has 10 to 12 rooms and can house up to 14 people comfortably.

Name: Stables

Unit: 4

Cost to Build: 800 Copper

Description: This structure is a set of Stables and running pens to both house horses and to have training and exercise space. Horses increase between game travel speed on the current continent by double when using the Legwork action during BGA's, allowing you to travel up to 50 miles a day. Additionally, once each event the character can use the stables to gain the benefits of the *Hasten Travel* ritual for a 100 copper fee.

Large Buildings

Name: Academy

Unit: 6

Cost to Build: 3000 Copper

Description: This building has 20 to 30 rooms, that include lecture halls, open space, a library, and lodging quarters for up to 20 people, as well as other rooms for focused training. An academy is designed for the education of higher learning in many fields, including combat and magic; allowing up to 4 characters each event to receive training in a Basic Everyman skill.

Name: Farmland

Unit: 6

Cost to Build: 100 Copper

Description: This is worked farmland that produces fruits, vegetables, and meat from livestock.