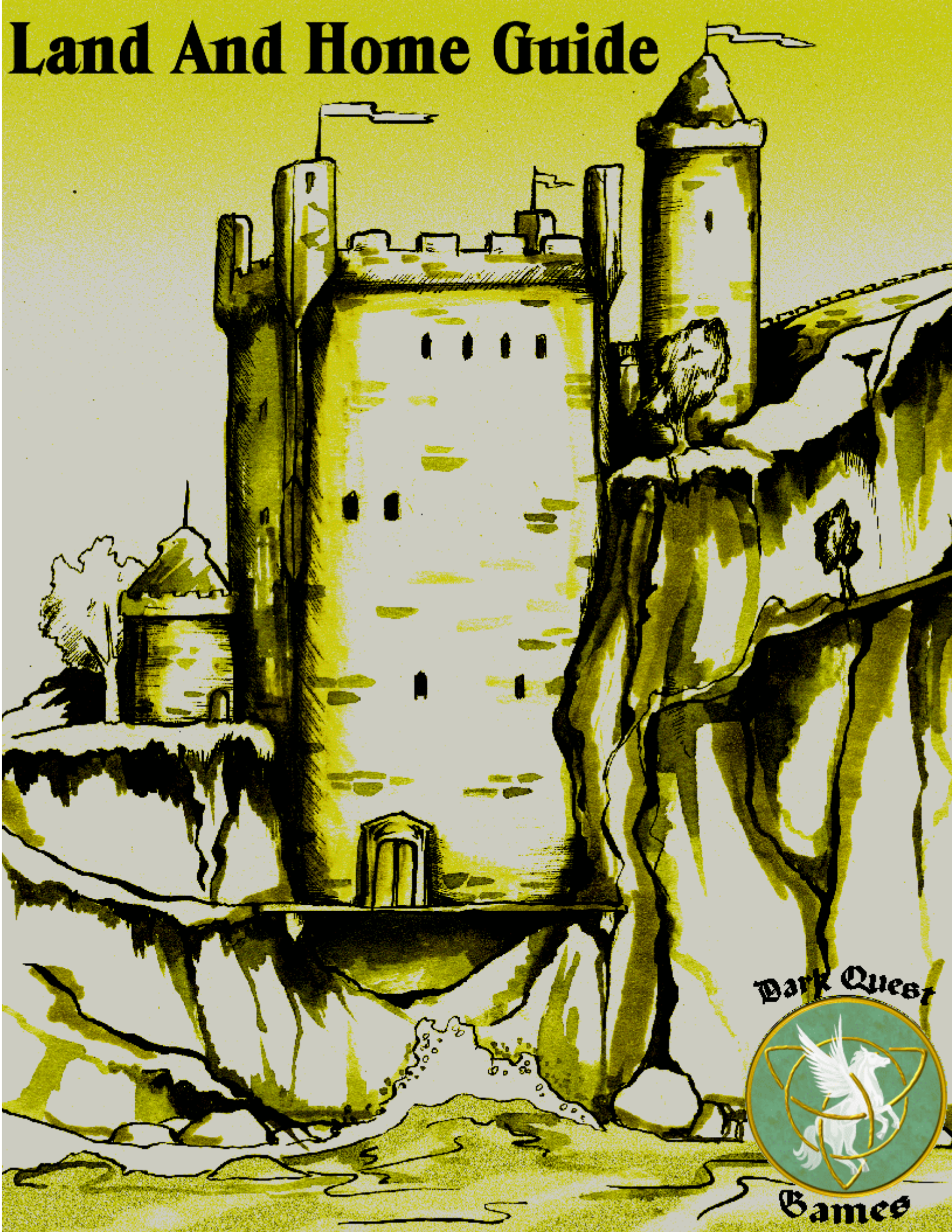
Land And Home Guide



LAND AND HOME GUIDE

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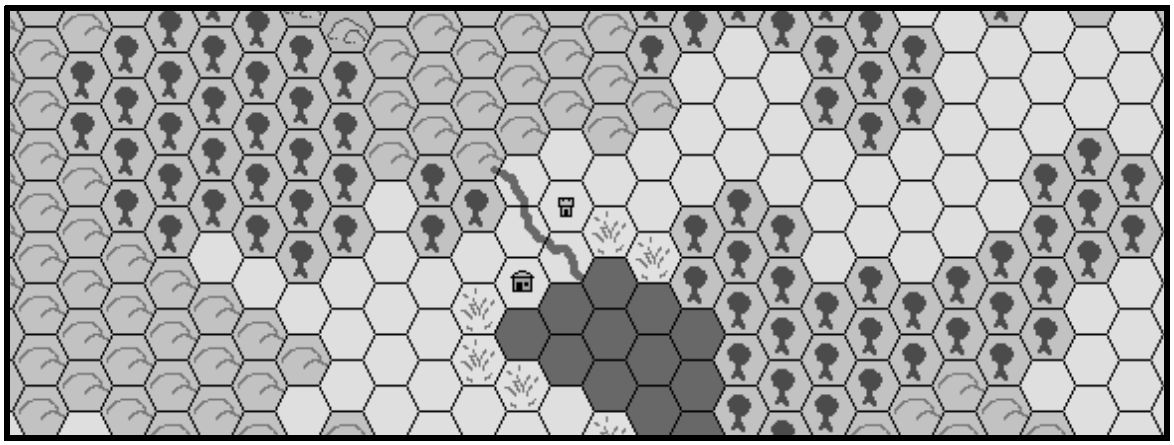

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A Worthy Solution…

The heel of Lord Gremlor's right boot dug once more into the stone floor as the ruler turned to make yet another stroll across the great hall. For the last four hours Lord Gremlor had paced back and forth constantly, lost in thought, pausing only to light another bowl of smoke weed in his pipe or to refuse the offerings of food and drink from one of his servants. Drelak, his most trusted advisor, was due to arrive soon and the ruler was in much dire need of having his problems smoothed over. As the nobleman was about to pass by the grand fireplace for the four hundredth time since morning, a steady knock on the great oak doors echoed through the chamber. Pausing, Lord Gremlor bellowed "Enter!"

Arriving in a clumsy array of bows and nervous mumbled greetings, Drelak Mezphane, high council to the throne, made his way into the looming vastness of the great hall. Lord Gremlor took a moment to gaze upon the visage of his dear friend and advisor. Drelak was what the philosophers of the land called a "tiefling", a curious union of human and underworld spawn. Although Drelak maintained the pointed horns and diabolical cunning of his more wretched kin, he was loyal to the note and had the noble's best interest at heart. Furthermore, he was a discreet sort of man and always willing to help solve the most complex of problems. Fumbling with a bit of nervousness as he began to address his lordship, Drelak was cut short by a relaxed wave from the hand of his ruler.

"Drelak, please, enough with the formalities. You are a dear friend of mine and certainly my most trusted ally. Relax, and grab a pipe for yourself by the mantle, we have important business to discuss."

Grateful for his lordship's kindness, Drelak selected a briarwood pipe and loaded it with some of the lord's favorite vanilla scented tobacco. As he lit the contents of the pipe's bowl with the flame of a minor cantrip, Drelak addressed his ruler's concerns.

"My insight tells me that you are concerned about the continuing threats that surround our lands, your lordship, and how we might continue to protect our interests despite having a shortage of taxed coin to continue such protection."

"Your insight serves you well, Drelak, and please, enough of this lordship business. To the servants I am indeed Lord Gremlor, but to you I am simply Cyverus."

"As you wish, my dear friend Cyverus, your generosity and kindness is unequaled in this vast realm."

"My worries are likewise unequaled as well. Tell me, what shall we do about the growing problems to the southeast?"

"If you are referring to the advancing orcs that are sure to threaten the post at Eldwid Tower, as well as the growing concern as to what is living in those caves just beyond the tower's meadows, then I surely have the answer for you."

"Your insight is precisely correct with my concerns, Drelak, on all counts. What are your solutions to the problem then?"

"The company of adventures that we've been keeping, of course, the Guild of the Shattered Blade."

Lord Gremlor paused from his pacing and looked at his trusted advisor with a confused frown. For someone aware of the concerns of the kingdom's lack of financial backing, Drelak seemed rather lacking in the provision of a solution.

"My dear Drelak, I thought you said you had a solution. Did you not state that you understand the concerns regarding my dwindling resources?"

Drelak took a relaxed puff from his pipe and nodded to the ruler.

"Indeed, Cyverus, I am fully aware of these concerns."

"Then how do you fit this seemingly obvious but frightfully expensive solution into my needs?"

"It is rather simple, Cyverus, if you will allow me to fully explain."

"Explain you shall, Drelak. Do tell me your plans as to how I can continue to afford the protection of this band of mercenary adventurers."

"As you wish, my dear Cyverus. As you and I both agree, the Guild of the Shattered Blade is a most needed presence in this land. They may be a mere band of five explorers, but their combative prowl easily exceeds the combined efforts of twenty or more of our foot soldiers."

"Try fifty," Lord Gremlor added, "and their bows and magic best our finest archers and catapults."

"Indeed," Drelak continued, "so we can both easily agree that they are much needed in our land. Yet they are not really our citizens and quite expensive to keep around."

"Yes," Lord Gremlor replied as he paused to stare out a window to gaze at the lush valleys below, "this is all true. Continue, please."

Drelak took another puff from his pipe and carried on with his explanation.

"I'm sure that you will also agree that if we could keep the interests of these adventurers focused upon the southeast, particularly in regards to maintaining Eldwid Tower, then these lands would be served best."

Lord Gremlor turned and faced Drelak.

"This is all true, you are correct indeed. Now for your proposal on how we go about this."

"Simple. We give them the tower."

Lord Gremlor took a deep puff on his smoking pipe, pausing for a moment to savor both the flavor of the fine tobacco as well as his advisor's solution. His pause ended with a confused frown.

"Give them the tower? Eldwid Tower?"

"Yes. But not just the tower, per say. What we give them is the tower, the hundred odd acres of pasture and forest immediately surrounding the tower, and the rights to maintain such ownership of land."

"Making them citizens?"

"Correct. Likewise, we could even extend ownership to them of the cave, provided of course that they return the favor by clearing it of all threat. It is a decent enough cave, I've been told, and quite suitable for storing foodstuffs in once someone adds a bit of masonry and a sturdy door to the cave's entrance."

Lord Gremlor took a moment to ponder over these prospects.

"And what of the guard that is currently assigned there. We have eight men stationed within the tower, correct?"

"They would continue to guard the tower whenever the adventurers' services are needed elsewhere, and to provide military support to the Guild of the Shattered Blade when the orcs make their advance."

"What would keep the interests of the Guild as far as staying at the tower, beyond the scope of owning it?"

"Farming, perhaps? In addition to having a secure place to rest between quests and a place to store one's acquired riches?"

"Farming? Why would these adventurers have interest in farming? And where would they find the time to keep up such lands?"

"They wouldn't. I figure that in addition to our offering of the tower, the land, and the cave, we could free a dozen of our imprisoned debtors, under the order that they help keep up the land given to the Guild. It could be the start of a village that our championed adventurers would share in the power of maintaining and protecting."

The frown on Lord Gremlor's face transformed itself into a wide grin as the ruler began chuckling. The diabolical nature of his most trusted advisor once again proved to be a worthy asset to the ruler.

"And we would tax this new village, as well as our adventurers of course."

"Most certainly, my dear Cyverus!"

"And we would have the continued protection we need, the cave cleared out, and a new settlement to boot in the southeastern lands!"

"Precisely. And since ownership of land comes at such a great price and sense of responsibility, we can put aside the need to empty the treasury on behalf of the service of the Guild for a good long while!"

Laughter roared up from the great hall as the ruler praised his advisor.

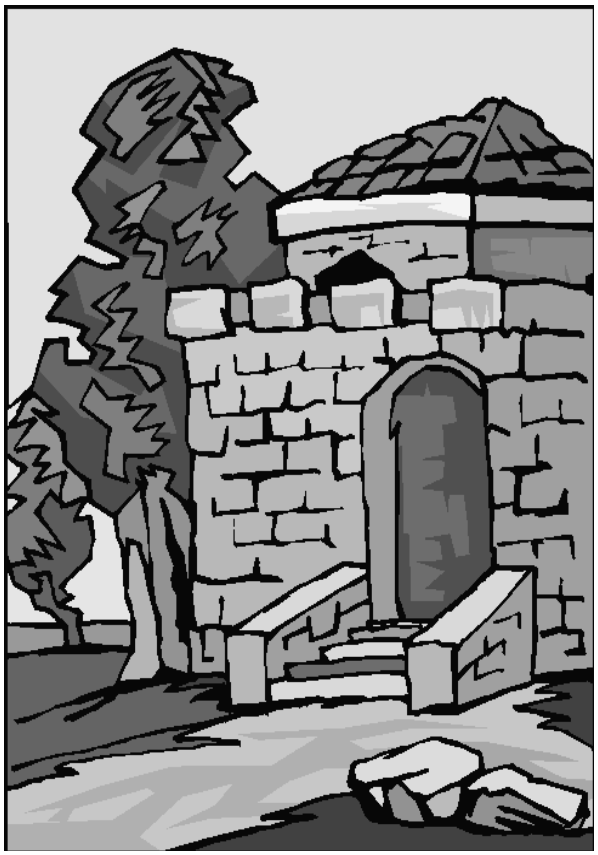
"My dear Drelak, you are indeed a cunning little devil!"

"Incorrect, my lordship," Drelak replied as he wiped away tears of laughter, "it was my mother that was a devil."

INTRODUCTION: TO MAKE ONE'S SELF A HOME…

Mountains of gold coins, dozens of magical items, majestic tapestries, and enough acquired weapons to equip a small army. A nice gain for a small group of adventurers, yes, but hardly worth having if you have to constantly tote it about in sparsely guarded wagons. For all the luxuries that an adventuring party acquires on their journeys, none compare to a permanent place that one can call home.

Why would an adventurer ever eager to follow the next path to fortune and fame care for a permanent place to lay his or her head? When there are ogres and dragons about and gold to be recovered, why worry about going home?



What is the point of own a bit of peaceful soil to rest upon when there are battlefields waiting to be soaked in the blood of one's enemies? In short, why should such a character wish to own a plot of land? Perhaps it is best to answer this question with a very similar question that ponders upon a possession of a very similar nature. Why should an adventurer really care about establishing a stronghold? What is the point of a castle, anyways?

As much as a gleaming castle high on protective hills brings a spark of hope in any sword waver or spell flinger's eyes, there should be taken note that in order to establish such a lofty dwelling of stone, one must actually hold some sense of ownership or right to build upon the very hills in which the castle shall rest.

Unless they are to fly or float about in the sky, a proposed dwelling is of no use if the adventurer has no claim of soil to rest the dwelling upon.

It is the goal of this guide to present both the values of different types of land properties as well as the various means that one might be allowed to gain ownership of such estate. Some nationalities may require social rank, loyal service, and a general grant by the ruler to possess property while others may merely hand out the deeds to such land to anyone who can fork over the land's value in coinage.

From the bowels of the cavernous depths below to the corners of bustling cities to the lush rural spread to the burnt sands of a harsh and unforgiving desert, this simple guide sets out to provide a wide array of land ownership options for both the player and the Game Master. In addition there is a bonus quick and dirty system for figuring the cost, time, and labor of structures as well as the various aspects of roads, well digging, bridge building, and other landscaping elements for the acquired land. Simple aspects of ownership taxes are likewise included, thus allowing the characters to virtually move in and set up a household on their new plot.

CHAPTER 1: LAND ACQUISITION

Although elements of the old European feudal system is quite popular in most high fantasy, the realms of sword and sorcery lend to many possibilities of diverse governing. As distinctly
different as these magical lands are to one another, the laws recognizing the right to claim and settle upon such lands change drastically as well. It would be impossible to explore all of the potential methods of acquiring land in the space of this book.
Likewise, despite all efforts to include every conceivable format known for acquiring land, the conversion of real world ritualism to an easy to play game format usually calls for a few changes and compromises.
Despite the limitations of being able to represent all possible measures of gaining land during the course of adventure, four very good formats for acquiring land are provided in this chapter. These four methods are known as the Yeoman's Papers, Liberated Purchase, Conquer Or Claim, and Feudal Commons. The recommended default for game purposes is Yeoman's Papers. A description of each method is provided, starting with the Yeoman's Papers.

The Yeoman's Papers

The Yeoman's Papers method is provided as a very basic but flavorful, game worthy means of handling land acquisition and is thus considered to be the default method of this book. This particular method offers several advantages and was designed as a format that allowed a nice, simple marriage of an easy, adventurer focused format with a good bit of feudal flavor. Likewise, this format provides a great deal of balance, making it neither too impossible nor too easy for an individual to simply acquire a great deal of land. Most unskilled peasants and laborers could hardly hope to gain land through this method, but adventurers could reasonably achieve this goal after surviving their first few profitable adventures.

The Yeoman's Papers method also allows a good alternative to the typical offerings of coins, jewels, magical items, or other such materialistic treasures.

The strong point of the Yeoman's Papers method is that it focuses upon the fact that adventurers are truly a unique class of individual in most any fantasy society. Through their glory, their conquests, and their might, adventuring characters break the molds of a typical social caste system. Rigid caste systems are especially affected by the existence of an adventuring character. Kings, officials, and guardsmen pale in the power that many adventurers possess, and it is unreasonable to expect an individual of such great might to humble their selves by accepting the lowly existence of the general peasantry. Telling an esteemed slayer of dragons they cannot own land because they were born into a family of serfs does not make a lot of sense. Snubbing the valiant efforts of such a hero just might encourage the adventurer to settle in another kingdom where their skills with a sword are more appreciated.

Historically, the term yeoman offered numerous meanings. For the purpose of the Yeoman's Papers method of land ownership, being a yeoman means holding the right to own a manner of land and holding a citizenship status of being a "freeman". Likewise, it also holds a sense of responsibility towards offering some degree of protection and duty to the lands of one's home when such needs arise. This makes sense, for if the lands surrounding the yeoman's home are ravaged then it is likely that the yeoman and/or their holdings suffer as well. The Game Master can benefit considerably from the desire to protect one's home and land. The mere threat of having one's possessions lost to the presence of a dangerous force in the realm is usually enough to get the adventurers to agree to take on a particular quest or mission.

In order to own land through the Yeoman's Papers format, one usually must be considered worthy or honorable enough of having such privilege in the governed territory that they wish to hold land ownership in. The rights and titles in which a character (or characters) is allowed to be a landowner is where this method gets its namesake. Essentially, before obtaining land, the character must be issued a set of yeoman's papers, or basically a special document entitling the individual to the rights of being able to hold the ownership of heritable land, whether such rights be made through gift, grant, or purchase. Traditionally, a lord or other such noble grants these papers. However, some lands, particularly those run by greedy, impoverished, or corrupt lords, may allow the character to simply purchase their own set of yeoman's papers.

Whether the Game Master chooses to allow these papers to be given, granted, or purchased, there should be a monetary value equivalent for the possession of such rights. The value equivalent for holding Yeoman's Papers is equal to a sum of 1,000 gp. This manner of monetary value does not reflect the ownership or value of any particular plot or amount of land itself, but merely the worth of being simply able to own such heritable terrain. Should the Game Master simply choose to allow the characters to be able to "buy" such rights, all the characters would normally need to do would be to approach the lord or another worthy official and offer up a sizable donation of 1,000 gp in exchange for land owner's rights. If the Game Master wants to make things a bit harder, then the character would need to earn their right as a legal landowner by other means.

When yeoman's papers cannot be merely purchased, the desire to have landowner's rights can allow the Game Master a bit of flexibility when it comes to rewarding treasure. As the mere ability to become a landowner is worth a rate of 1,000 gold, the offerings of such rights as a reward for a mission, quest, or defense can seem quite lucrative, especially if there is a fair portion of starter land thrown into the deal as well. Have a mission where a poor, struggling border shire is being harassed by gigantic wasps or large packs of overgrown, rabid wolves? Simply offer all the characters a reward consisting of a set of yeoman's papers and 20 acres of decent farming property each for their service. This would yield a reward equivalent that is worth 3,000 gp per adventurer. Such a value may be worth well more than what such a humble fiefdom could normally provide in coins!

Although this sounds like a novel trade on its own accord, having yeoman's papers may also confer over additional responsibilities for the adventurers. Normally, as with most all other systems of land ownerships, the landowners under this method are still required to pay taxes. As covered in the brief section on taxes, this amount is normally equal to 1% of the total land value plus 1% of the total estimate value of any buildings placed upon the land. In addition to taxes, heroic adventurers holding yeoman's papers are likewise expected to share a sense of loyalty and earnestness when it comes to assisting in the defense of the land. After all, why should the governing body offer the basics of protection, security, and genuine right of claim if the adventurers are unwilling to do their part to help out in the time of need? The expectations of provided assistance also fall into the basic understandings of citizenship. Once a character gains their yeoman's papers and a plot of ground to call their own, the character is essentially a citizen of the land in which the individual owns property. This means that in addition to taxes and basic loyalty or service during times of need, the character is likewise fully subject to the various laws of the land.

Although some Game Masters might require that all land gained through this method be either granted or given by a lord of the land, it is generally acceptable for the character that holds such papers to be able to buy and purchase available land at will. This, of course, does not guarantee that the exact variety and layout of desired land will be available for purchase in the land, but rather that the character should generally be able to purchase land within the ruling realm if such property is available. Also, as a general rule, characters that have become landowners through the Yeoman's Papers method are not restricted to a minimum or maximum amount of land that they may own. The Game Master, however, may wish to place a cap on the amount of land that a yeoman can own.

Placing A Cap On A Yeoman's Ownership

Although possessing a set of yeoman's papers does not immediately place a limitation, restricting the amount of land that an adventurer can hold helps to ensure a sense of balance. Naturally, as the character progresses in level the amount of possible land holdings should increase as well. The chart on this page covers character levels 1 to 20. Beyond that the character should be allowed to purchase and/or acquire as much land that can be possibly obtained.

Total Class Level:	Maximum Land Holding Cap:
1	1 acre
2	5 acres
3	10 acres
4	25 acres
5	50 acres
6	75 acres
7	100 acres
8	125 acres
9	150 acres
10	200 acres
11	250 acres
12	300 acres
13	350 acres
14	400 acres
15	450 acres
16	500 acres
17	1 square mile
18	2 square miles
19	5 square miles
20	10 square miles



What Is An Acre?

An acre of land is equal to 43,560 square feet. Farming plot acreage was historically marked off in sections that are 66 feet wide by 660 feet deep. This is noted as being the amount of good quality farming land that can be plowed per day by an ox. Naturally, for the purpose of mapping, the acreage should be sectioned off in hexes or squares with even sides. There are 640 acres in a square mile of land.

Alternate Guidelines Of Land Possession

If the Yeoman's Papers method is not ideal for your campaign, the other three alternate guidelines are provided in the following texts.

Liberated Purchase

Of all of the four provided systems to gaining land, the liberated purchase is perhaps the easiest of methods. The liberated purchase method basically follows the popular, modern concepts of democracy when it comes to owning land. Quite simply, if an individual can afford the land and are/become a citizen of the ruling body, they can own the land. This method, unlike the Yeoman's Papers or Feudal Commons methods, requires no special status to own any variety of land. If land is available for purchase and an individual has the value of such land in their owned currencies, then the individual may purchase the land in question. Granted, the individual desiring to make such a purchase normally must be a citizen of the governing body or nation and able and willing to pay taxes. Otherwise, however, the individual is restricted by the limitations of what land is available for purchase.

Conquer Or Claim

The methods of conquer or claim may be the most obvious of choices for the adventuring party. This is not to say, however, that such methods are either easy by any means. Whether gaining land by conquer or claim one must usually face some degree of adversary. If the land is previously unclaimed then there stands the risk of dealing with an assortment of monsters or beasts associated with the wild. Should the land be conquered then naturally the land will probably be taken through the elements of battle and/or tyrannical strategies. Once should land is conquered or claimed, holding on to it issues forth a new rosters of challenges.

Grasping claim to a bit of land does not automatically make one a recognized ruler or even landholder in the eyes of other influential peoples or nations. In fact, if the characters do not quickly amass a suitable amount of peasantry to support interests and an army of officers, archers, and foot soldiers to protect such interests then the gains of the characters may be looked upon as being "ripe for the picking" by more powerful neighboring bodies. Still though, the methods of conquer and claim holds the greatest sense of opportunity and flexibility for the characters. The Game Master might also prefer this method as the characters are likely to find their selves facing a wide variety of challenges as they attempt settle and cling on to a bit of claimed or conquered land.

Feudal Commons

This method is somewhat adopted from the land holding aspects of the non-nobles of the feudal era. Although not entirely consist with historical expectations, the Feudal Commons method provides much of the chivalric flavor that might be expected from high fantasy campaign. Likewise, the system has been somewhat modified to work better in a gaming environment. The feudal commons method also allows the Game Master a bit more control over the amount of land holdings that each character can obtain. The feudal commons method is also a bit more desirable for the characters in the fact that it provides a cheap sense of value on the rights to obtain land early on. Once a character advances along the social rungs, however, they will find that the optional value equivalent is quite steep in comparison to the demands of the Yeoman's Papers.

Social Rank:	Max. Land Holdings:	Optional Value:
Peasant	No land holdings	0 gp
Cottager	1 acre	250 gp
Small Holder	20 acres	1,000 gp
Villein	50 acres	2,500 gp
Vassal	100 acres	5,000 gp
Burgess	500 acres	10,000 gp
Lordship	Variable	25,000 gp

Peasants- The peasant class is the most common of all classes in the feudal system. These individuals make up your typical laborers, simplest of craftsmen, and general unwashed masses. Most (though possibly not all) adventurers will hail from peasantry. Peasants usually rent their dwellings from a tenant or may be allowed to build upon someone else's land in exchange for land rent or assistance with menial labor.

Cottager- The rank of cottager is a fine status for most veteran adventurers that have survived a few scraps. In fact, unless the character wishes to work the fields or establish a bit of private woodland, most adventurers will not need to achieve a status higher than cottager. Rural cottagers are typically granted a full acre, which is well enough to build on and maintain a small garden or orchard. Cottagers in the more crowded, urban environments are typically granted much less, normally only enough to build upon. The urban cottager may also use this grant to purchase a pre-developed, pre-existing property if such property is up for sale.

Small Holder- More geared towards rural land holdings than the cottager, the small holder's rung on the social ladder grants an amount of land equal to 20 acres or less. Such holding rights are more than fine for most adventurers. The land owning power of a small holder is a worthy but easily obtainable treasure equivalent at 1,000 gold for such rights. Small holders typically have just enough land to keep their horses happy, add a few head of cattle or goats, and grow a decent amount of crops. A worthy sized orchard is also quite possible. The granting of small holder status is normally fine for most adventurers that want just a bit more than what the status of a cottager can offer.

Villein- The villein status is ideal for adventurers that want a bit more land to play around with beyond the offerings of the small holder status. With the ability to acquire up to 50 acres, villeins are able to keep a decent amount of livestock or raise a very impressive field of crops. The villein status is also perfect maintaining an impressive orchard or establishing a winery. For those that like to keep a decent sized tract of woodland on which to hunt or seek out much needed solitude, the land rights of a villein are perhaps the most ideal.

Vassal- With the ability to keep up to 100 acres of land, the position of a vassal is more desirable to adventurers that are truly serious about maintaining land for profit, pleasure, or bragging rights. The vassal is beyond a mere extension of land owning benefits. Vassals are considered to be individuals of worthy importance, sharing a sense of official clout alongside burgesses that falls just a bit short of nobility.

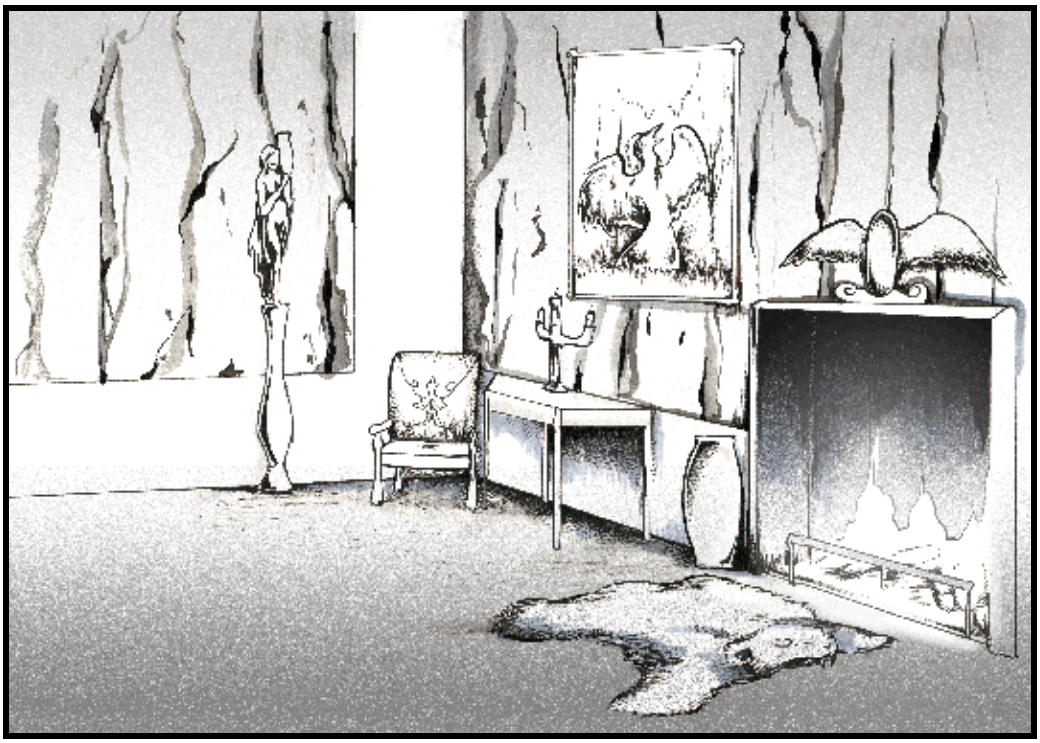
Game Play Example: Putting The Optional Monetary Value Into Action.
The adventurers are preparing to embark on a trek into the forgotten crypts below the outskirts of the city. Although the promises of wealth is uncertain, the lords of the community are prepared to handsomely reward anyone that helps eradicate the source of evil that is causing the outer areas of the city to be ridden with zombies, skeletons, and other foul forms of the undead. Recognizing that the adventurers are mere peasants, the lords have decided to allow them each the rights to maintain up to an acre of land in addition to giving each a reward of 400 gold. Such promotion would raise the status of these adventurers to that of cottager. In a sense, the reward for each adventurer is an equivalent of 650 gold, since the optional value for such a change in social caste is 250 gp. If the lords happen to also throw in an amount of actual property for each adventurer, then the value of such a reward is that much greater.

Likewise, vassals often position their selves as masters over lesser peasants, offering the use of a plot of land and a bit of protection in exchange for tenant and/or the occasional duty of labor. Sharing such land with the peasantry can be especially profitable when a few strong backs are needed around harvest time.
Along with the increase in prestige comes a sense of responsibility. Vassals are commonly viewed as being a sort of lesser knight, ready to defend one's land and governing body as a measure of gratitude for the ability to yield the power and land holdings that a vassal enjoys. This is a particularly good benefit for a GM that wishes to steer the adventuring party in a direction of loyal servitude towards the quests of a higher noble.

Burgess- A burgess shares many of the same political and influential aspects as the vassal does. A burgess, however, is allowed up to 500 acres of land and yields a considerable degree more political and clout. Just a notch shy of lordship and nobility, those gifted to be part of the burgess social caste tend to find their selves regularly associating with royalty.

Due to expanse of allowed land and political influence, the burgess often reigns over a loose community of sorts. Normally the size of such a location is limited to that of a thorp, hamlet, or village. A few burgesses have managed to bring their subjected communities up to town and even city status, but such exceptions are quite rare.

Lordship- Lordship is quite simply the rung into the ranks of nobility. In the case of the characters, it is likely that such an advancement on the social ladder leads into knighthood, or perhaps another rung of lesser nobility. Still, lordship is lordship. To be a lord is to be able to acquire as much land as the local terrain and government can provide or will otherwise allow. Likewise, a lord will be expected to properly represent and a serve, thus meaning that the characters graced with this status will find their selves conforming more and more to the expectations, duties, and cultures of the land as they enjoy the opportunities that their lofty position offers.



CHAPTER 2: LAND TYPES

This section breaks the possible varieties of owned land down into four major types. These four types are rural property, wilderness property, urban lot, and underground terrain. A general value system for such land is provided in the listing at the bottom of this page.

Some lands may deviate to a certain degree in terms of usefulness. A cavern that has a stream of fresh, flowing water might be considered to be much more resourceful than a cave that has no running source of fresh water. A plot of fertile woods filled with a variety of hardwoods, fruit trees, or nut bearing shrubs is much nicer than an arid desert with little resources. An urban lot in the wealthy side of town is better than having a plot to build upon that is located in the most dangerous of slums. Rural property with soil that grows better plants is more desirable than having a bit of scrub that puts out only around half the normal expectations in crops. When figuring up a modifier for land that is better or inferior to the common norm, refer to the following price deviations.

Land Quality:	**Value Modifier:**
Poor	x 1/2 normal value
Average	(no change)
Excellent	x 2 normal value

Rural Property

Though sometimes sitting at the edge of the community rather than a few miles away from the actual village, rural property is composed of land suitable for both agriculture as well as building upon. Meadows, rolling hills, and lush valleys are the ideal representations of rural property. Some varieties of rural property may appear to be a bit nicer than others, but otherwise all is suitable for the growing of crops, grazing of livestock, and land plots for the construction of strongholds and other dwellings.

Due to its diversity of usefulness, rural property is often considered to be the ideal type of land that many adventurers wish to seek out.

Poor Rural Property: Rural property that is of poor quality is often substandard in soil fertility and often ridden with crop choking weeds. Though fine for building on, many forms of livestock may be less than happy with their grazing conditions. There might be a source of fresh water running above ground. If not, the owner will have to dig a well and fill the troughs or hope that his livestock do not get sick by making do with any murky ponds or large puddles that may exist on the property. Once can expect their crop yields of such a rural establishment to be around 50% the normal expected amounts.

Average Rural Property: Rural property that is of average quality is suitable for building upon, ideal for the grazing of livestock, and good for growing. While one won't usually find truly amazing crop yields, they can expect to see around 100% of the normal expectations of crops harvested each year. Average rural property may have a decent enough source of fresh water through the presence of brooks, creeks, or streams and should be fairly accessible to a major road or trade route leading into the neighboring community areas. If one needs to add on a trail or a well, such endeavors should be fairly easy to accomplish and without a great deal of grief or problems arising.

Excellent Rural Property: This variety of rural property is better than average. One can expect some very happy livestock, some perfect areas for building, and especially nice yields of crops each harvest.

PROPERTY TYPE:	**VALUE RATE:**
Rural Property	100 gp per 1 acre
Wilderness Property	50 gp per 1 acre
Urban Lot	10 gp per 25 square feet
Underground Terrain	25 gp per 25 square feet

Excellent quality rural property also tends to have a good source of fresh water flowing through it and may be located near a prominent road or trade route. Average crop yields tend to be around 150% the normal expected amounts.

Wilderness Property

Wilderness property represents a wide variety of terrains, from thick woodlands to subtropical jungle to foggy marsh to even the arid desert regions. Basically any area that is above ground and not cleared off or otherwise established for rural or urban living and establishment is considered to be wilderness property. Though not quite as popular as rural property, many adventurers also favor wilderness property. This is especially true amongst those of elven blood or adventurers who are seeking a bit of privacy from the common villager. Individuals who hold wish to protect their lands from invaders will often establish their strongholds in the wilderness areas that border their native homelands.

Poor Wilderness Property: The offerings of poor wilderness property provide an overall lacking in total satisfaction for the character party. In these areas one should find meager offerings of natural resources, a fair bit of danger from time to time, only moderate hopes of good trail routes and ground that is just sufficient enough to build upon. A mostly parched, viper infested desert that offers a very basic variety of cacti and scrub plants is a good example of poor wilderness property, as is a sparse coniferous forest that sees its share of blight, occasional starvation amongst the elk or deer, frequent packs of wolves or wild dogs, and the bitterness of howling winter winds. While still a far cry from the worst examples of wilderness terrain, such lands are cheap and not heavily demand. Though not as often as more desirable examples of such terrain, a section of poor wilderness property may also border or contain other useful forms of property, such as beneficial underground terrain, nearby rural farmland, or settled urban areas.

Average Wilderness Property: Though not offering a literal abundance in natural resources, the average wilderness property is commonly seen as being a rather ideal settlement for many adventuring parties. In such locations it is not too hard to establish a clear enough area to build upon and one can usually find a decent selection of timer and stone with a bit of effort. Average wilderness property may commonly provide a source of fresh, running water and the dangers of wild animals or wandering monsters are not very common or severe. These areas also offer enough of a favorable environment to enjoy the occasional presence of an established trail, road, or trade route. A section of average wilderness property may also border or contain other useful forms of property, such as beneficial underground terrain, nearby rural farmland, or settled urban areas.

Excellent Wilderness Property: Excellent wilderness property offers plenty of natural resources, is usually reasonably peaceful in regards to attacks from wild animals or monsters, and has quite a bit to offer to the adventuring party that wishes to build upon such lands. In temperate areas one might expect to find a good selection of hardwoods as well as numerous trees, shrubs, and other plants that provide the party with beneficial herbs, nuts, and fruits. In the arid regions one can expect such lands to yield a wide variety of life giving plants as well as the good possibility of being able to harvest a fair bit of spices, essential oils, and other exotic plant commodities. Excellent wilderness property tends to offer a decent means of obtaining fresh water, and one can expect to find the presence of established trails, roads, and trade routes near or within such lands. It is quite common also to find rural or urban areas bordering the edges of such wilderness. One might also find that such wilderness may have a form of underground terrain resting on the wilderness section or located nearby.

Urban Lot

A spot to build upon in the midst of other established businesses and homes, the urban lot is highly prized amongst merchants, entertainers, and those gifted in the arts of diplomats and other officials. While this type of land normally represents a vacant lot within a thriving community, some interpretations of urban lots can exist in areas that are fully ruined and in abandoned or partially in such state. For the most part, however, urban lots are to be obtained in existing, functioning hamlets, villages, towns, and cities.

Urban lots are not cheap by any means and often quite difficult to come by. By an example of comparison, one might have to pay around as much in gold for enough urban lot space to place a small, meager cottage as another individual would be expected to pay for an average acre of rural land to farm upon. Such a price difference is reflective upon several factors that surround the urban environment.

The greatest of these, perhaps, is the demand for space. In the hustle and bustle of the urban environment it is often hard to find an existing bit of space to build upon unless one contends with dropping yet another home or place of business at the outer edges of the community. The provided security and access to businesses and common services is another important factor that is figured into the vast inflation of an urban lot's worth. The potential for business that comes with the existence of trade routes, roads, and heavily used trails are pretty much guaranteed for the owner of an urban lot and should one become lonely there is the chance of gaining social interaction with one's neighbors. Those that dwell within the wilderness areas hardly have ease of such prospects.

Urban lots, however, can be quite restrictive. As one is dwelling within an established community it is likely that the character will be expected to pay taxes and pay full heed to the laws of the governing land.

Likewise, should the character wish to expand on their property later there is little chance of doing as such unless the immediately surrounding land has not been previously utilized or otherwise available for purchase. Privacy is not as available as it is in the rural and wilderness areas and unlike the acres of crops that the farmers enjoy or the fruits, nuts, and hardwoods that the woodsman can benefit from, the owner of an urban lot will find that they are severely limited in their ability to fully use the natural resources or soil of the land itself. In the urban environment, goods and services are usually the livelihood of most.

Poor Urban Lot: Poor quality urban lots are lacking in the most basic of expectations. These units of land are normally located in the impoverished or simple sides of the community, a place that the wealthier of merchants tend to avoid either out of disinterest in trade or for fear of being harassed and robbed. The gutters are polluted with filth and the air tainted with the soot of smoke or the odors of sweat and foul smelling stews. Although quite a few inhabitants of the poor urban areas attempt to strive for a better life, a general sense of hopeless and destitute living can often be easily witnessed in such an area.

Poor urban lots do not offer a very good location for those wishing to establish a business. There is usually a mild to moderate degree of criminal activity in the immediate surroundings and most of the neighboring shops and establishments are on the poor side, thus incapable of bringing in the interest of more valuable coin. When such conditions seem better on the poor quality urban lot, it is usually simply because the community as a whole is on the remote side and sees very little visits from passing merchants or traders. In the case of smaller communities that are constantly at the mercy of outside attacks, it is possible to find the common vacant locations of the community map as being treated as poor quality urban lots.

Average Urban Lot: The average urban lot is typically an amount of space within the community that is neither reflective of the impoverished or the wealthy. Such areas are often on or near bustling streets and roads where all walks of life may meet, trade, socialize, or otherwise interact. Average urban lots provide significant enough access to passing merchant trade and allow the owner to be reasonably close to most public dwellings and/or luxuries such as community wells.

Average urban lots also represent a degree of the state of the village or other community type as a whole as well. Such a piece of civilization will have at least a fair offering of trade routes, trails, and roads to allow others to gain access to the area. Likewise, this community should be within a reasonably desirable area to dwell within.

Excellent Urban Lot: The excellent grade of urban lot space is representative of those places that one might find in a neighborhood of moderate to fine wealth, security, and above average shops, services, and public luxuries. Wells of cool, pure water, the appearance of parks and fountains, and a greater sense of ease when walking down the streets are the finer points of such a section of the community. An excellent urban lot may also represent a plot of land in the community where one's position of shop would be the most ideal, such as at the corner of the community's two most bustling streets. Either way, such a plot of soil in the community will be highly sought after and thus well worth the coinage investment if utilized wisely.

As with urban lots of average quality, the excellent urban lot will likely be in a village, town, or city that has good access to popular trade routes, roads, and trails. Interest from outside of the community should be fairly strong to the community, allowing the flow of trade, culture, entertainment, and news to the area.

Underground Terrain

Whether an old mine, a shallow cave, a deep cavern, or an abandoned or recently cleaned out dungeon, underground terrain offers a wide variety of choices for adventurers who wish to settle in an area that offers a sense of immediate shelter and potential security that an above ground plot of land cannot. Underground terrain comes in a wide variety of size, structure, and conditions. Usually such terrain is purchased or granted along with an above ground area of land. In the event that the characters do not own all of the ground above the existence of the terrain below, it is likely that these individuals will at least own the ground that offers the entrance to the underground terrain.

On average, underground terrain is the most expensive of terrains per surface area. This is due to the fact that such terrain is more limited than above ground areas and that such a place usually offers immediate shelter, climate control, and a sense of security. Minimal additions of masonry and woodwork can turn a common cave or cavern into a virtual stronghold. Although more costly, it is the underground terrain that the characters might find the local rulers the most likely to grant away at a reduced treasure share, if not freely altogether. Most rulers are merely grateful that the adventurers have cleared out such a place of dangerous monsters, rogues, and other foes. If the establishment of a base of operations for the adventurers means that any future threat might be denied a nice, comfortable, underground home, then the ruler may be all the more happy to give this underground location away to the adventurers as it will result in one less headache for the kingdom.

Still, however, the players should not be allowed to get the thought into their heads that every single dungeon, cave, or abandoned mine that they clear out automatically becomes theirs for the keeping.

While such places are prone to be inhabited by monsters again, not every ruling noble or influential landowner wants a group of adventurers coming in and setting up shop in an underground environment resting on already owned property. A few of such land owners may also have their own intentions for such a place once the underground environment has been cleaned out. Spider and zombie free, a cavern, crypt, or old dungeon area would make an interesting and functional, if not charming, wine cellar.

Poor Underground Terrain: Poor quality underground terrain is below average expectations. Often such locations will be half flooded in places, suffer from a ceiling that's threatening to cave in a bit, offer little to no resources of fresh water, or be prone to the occasional monstrous invasion. Overall, however, the situation of a poor underground terrain should not be hopeless and with a bit of hard work and clever planning it is possible to upgrade this location significantly. Quite often the air quality of such a place is below desirable standards.

Poor underground terrain may also simply mean having a shoddy location for an entrance above ground. Even the nicest of caves may get this unsavory rating if the only entrance to such a location is located in the middle of a hazardous swamp or unforgiving desert. Caverns found in the heart of tundra region are welcome for their warmth and protection from the cold but often hardly worth the coinage due to their above ground location.

Average Underground Terrain: The average quality of underground terrain should offer enough shelter, space, and protection for its inhabitants and perhaps a minimal amount of desirable features. A small underground stream of cool, fresh water could be possible as well as perhaps a shallow bathing pool. One might find a bit of phosphorescent fungi that offers a bit of light and most likely the ceilings of this area will be structurally intact and the walls, for the most part, fairly dry.

A prospective inhabitant should not expect to find potential pockets of valuable metals, gems, or other minerals within the walls of the average quality underground terrain, however. Such potentials for exploitation should be reserved mostly for superior terrains as well as a few offerings of the excellent quality underground environment. Usually this quality of underground terrain will have decent enough, if not exceptional air quality and perhaps a means of ventilation.
Such areas might be a bit better than average, actually, but have entrances above ground that are in the lesser desirable areas. A really nice cave in the heart of a dense, difficult to travel jungle is a good example as is a deep, wondrous cavern located high upon a mountain pass. However, as with other varieties of underground areas, this quality rating should be more reflective of the actual underground conditions rather than the surrounding areas above ground.

Excellent Underground Terrain: Underground areas with an excellent quality grade should have many desirable features for a group of adventurers and lack most, if not all, of the undesirable aspects. The front entrance should be neither too tall nor too small, thus letting the characters easily do a bit of masonry work and add a door if needed. There should be a source of underground fresh water and yet the rest of the underground terrain should be able to remain somewhat dry and comfortable. It is likely that such terrain should offer a significant amount of space and most often such space should be divided up into useful, room like areas that offer maximized use and potential for their new inhabitants. Though perhaps not superior in offerings, the excellent quality cave, dungeon, cavern, or so forth should be well above average grade. Good air quality is also generally a must.
Another possible benefit for the making an otherwise average or even below average bit of underground terrain is the potential presence of valuable metals, gems, and minerals.

Mixed Terrain And Land

Quite often the characters will find their selves either purchasing or being presented with a mixed amount of land. Often rural areas will be surrounded by a bit of woodland and quite often it is possible to even find the values of the same type of land to change. For example, a dry bit of forest could be located at the edge of some half flooded swampland, making for two types of wilderness property with differing values. Such land could also be included in a bit of farmland, some of which would be perfectly flat and especially fertile while the rest hilly, rocky, and a bit eroded soil wise. As such, the rural property could also have different quality and price standards.

A particularly common aspect of mixed terrain is the presence of a form of underground terrain existing on another variety of land. For example, a person wishing to purchase a bit of wooded hillside with a nice plot of flat, valley pasture may discover an entrance to a reasonable sized cave in one of the rocky, semi-barren hillsides. In such a case one would need to figure up the value of the cave in addition to the total value of the land desired for purchase, including the area that rests above the underground terrain of the cave itself.

Changing The Quality Standard Of A Section Of Land

While there is always the chance for the land to fall into ruins or otherwise become reduced in quality, it is also possible for the adventurers to actually increase the value of their purchased land. Whether such an area be a cave, a field for farming, a tract of woodland, or even an urban lot, there always stands a chance that such an area can be improved in quality with a bit of time, effort, and perhaps a bit of luck. Examples and explanations for improving the four different land types are explained in the following information.

Rural Property: Rural property may seem a bit difficult to improve but such a task is not entirely impossible. Should the property be very dry and arid then the inclusion of a deep well along with the possibility of some form of irrigation can solve such problems. The addition of fertilizer to the soil can improve the overall conditions for growing plants. Though requiring a great deal of labor, rugged, uneven turf can always be graded and flattened out. Scarecrows and a good bit of use of one's bow can help take care of any unwanted wildlife that might be threatening the existence of one's crops and/or livestock.

Wilderness Property: Wilderness property, as opposed to rural property, varies in its degrees of difficulty when it comes to improving the overall quality. While arid deserts and frozen tundra may prove next to impossible, most temperate forest areas are actually quite easy when it comes to making things a bit better. Though many types of trees and shrubs take a great deal of time to establish in the woods, there are many other methods that one can take to help benefit the overall environment. The blazing of a few trails and roads allow for easier passage while a good bow or trusty sword blade can help eliminate certain unwanted monsters and beasts. The establishment of a small community or outpost can help bring in extra protection and the potential for merchants, and the inclusion of wells can help bring some source of water to areas otherwise dry.

Urban Lot: The urban lot may prove very difficult to improve unless the characters are given the authority to "clean up the neighborhood". Then, provided that they are able to effectively carry out their task while still maintaining a sense of harmony with local laws, such a task can become rather easy. Should they dwell in the slums where criminal elements thrive, a good bit of beating and inquisition towards the evils of society can help generate an overall sense of harmony.

While the characters may not actually be allowed to physically step in and start fixing up things, a fair bit of donation in coinage to the locally impoverished might help improve the immediate surroundings. The popularity and success of such heroes can also add to the overall sense of security for the community as a whole as well as potentially boost the local economy. With such improvements one might witness more merchants come into the area from afar.

The improvements of one's own immediate lot are also extremely important. The particular bit of turf may have had a bit of overgrowth or crumbling dwellings upon it. By such clearing out and the addition of gardens, new structures, and so forth, one is able to directly improve the quality of their urban property. Such improvements may also inspire others around the community to do the same.

Underground Terrain: Underground terrain can often be rather difficult to improve, but is still not impossible. Should the roof of such a place be prone to cave in, the careful addition of sturdy support beams can help secure the area. Though it is difficult to remove excess water by mundane means, a bit of masonry work might help prevent flooding. Such addition of masonry can also patch up entrances that are a bit too prone to let the cold, bitter winds in and the addition of vent holes can improve the air quality of the underground area as well. Finally, a good bit of killing and slaying will reduce the continued risk of fatalities caused by the presence of carnivorous beasts.



CHAPTER 3: BUILDINGS AND FURNISHINGS

From strongholds to storehouses and everything in between, it is only natural for a character to want to establish some since of dwelling on a plot of open land. Even underground terrain can always be improved vastly with a bit of construction such as dividing walls, doors, ventilation holes, and furniture.

The Builder's Guide

While a few rare, enchanted castles may feature floors of safely encased lava and windows that open on voiced command, most of the homes, storefronts, fortifications, and other buildings in the communities are built with reasonably mundane materials and by reasonably mundane means. In such more "normal" homes, one will find the simple construction of wood, stone, thatch, and other common materials.

The Method Of Building

This product provides a practical method of building structures of most any size and complexity. Rather than spitting out the desired area of a room and having the Game Master "guesstimate" the costs, the constructions use a system of calculations per structure portion. As such, each 5' long section of single story wall is calculated in, each 25 square foot section of floor is calculated in, each 25 square foot section of roof is calculated in, etc.

While such a method might sound a bit tedious at first, it is not really that bad once an individual is used to the formula. The system also allows one to graph paper the fortitude of their desire and then fairly build it (and thus pay for it) room by room, section by section.

In addition to the information regarding the different structure types, the varieties of materials that can be obtained, the man hours involved, and the total costs, all of the construction involved can be made better (or cheaper) by using a quality modifier.

Here's an example of how the quality type can influence construction. Let's say that a villager wants a wooden door constructed for a front entrance. An average wooden door costs a total of 15 gp and requires 10 man hours to construct and fit into place. As this particular door needs to be stronger than the rest of the wooden doors in the home the villager decides to upgrade to a good quality wooden door. As such, this exterior wooden door will cost a total of 30 gp and requires a total of 15 man hours.

A Note On Man Hours And Cost:

The cost of labor and contracting is already figured into the cost of the materials to construct a structure. As for man hours, a contracting crew generally consists of an architect or supervisor and a crew of 6 laborers.

Typically such a crew works an average of 10 hours a day. As such, a structure requiring a total of 1000 man hours to complete can be finished by a 6 man crew (plus supervisor and/or architect) in a total of 167 labor hours or so, or a bit under 17 work days.

Adding Additional Crew

Though a total of 6 men is the recommended amount for productive building, it is possible increase the crew in an effort to speed up building time. Such an increase, however, causes a bit of a strain on the capability of the supervisor and architect to properly lead the men.

QUALITY TYPE:	COST MOD:	MAN HOURS MOD:
Poor	x 1/2	x 3/4
Average	x 1	x 1
Good	x 2	x 1 1/2
Superb	x 5	x 2
Lavish	x 10	x 3

In addition to a natural increase in labor cost there tends to be a bit of waste. For every 1 additional man added to the crew the total cost of the structure increases by 1%. If an additional supervisor is added for every additional 6 laborers added then this price of additional labor increase is reduced in half. The addition of such a supervisor, however, requires its own addition to costs. For the addition of such a supervisor there is an added fee of 1 sp per each of the final amount of man hours. A better explanation of this is as follows….

A Example Figuring Of Added Labor Costs:

The local blacksmith wants a new building constructed that costs a total of 2840 gp and requires a total of 1230 man hours. Normally, a standard sized crew could accomplish this build in a total of 205 man hours. The blacksmith, however, needs the building constructed very quickly and thus considers hiring additional crew. Should the local blacksmith merely hire 1 more crewmember then there would additional cost of 28.4 gp (or roughly 284sp) but the total construction time would be reduced to roughly 176 man hours. As this increase of time is still not enough, the local blacksmith considers adding a total of 6 more laborers. By doing so the labor time is reduced to a bit under 103 man hours of labor but there is an increased cost of 170.4 gp (or roughly 1704 sp). As it might be more efficient to hire an additional supervisor the blacksmith considers the option. With a new labor time of 103 man hours the hiring of a supervisor will run a total of an additional 10.3 gp (or roughly 103 sp). However, by doing such the amount of additional labor and waste would be reduced in half, taking the amount 170.4 gp and reducing it to a mere 85.2 gp (or roughly 852 sp). As such, the additional cost of adding the 6 men with a supervisor becomes a total 95.5 gp as opposed to the increased cost of adding 6 men without an additional supervisor, which was 170.4 gp.

The blacksmith agrees to the additional supervisor and the extra 6 laborers and now his structure can be completed in a bit under 103 man hours for a total cost of 2935.5 gp (or 29,355 sp).

Putting A Cap On Extra Labor

While it might be easy for that exceedingly wealthy character to announce that they are going to hire a crew of 600 men to finish their home in a single afternoon such an act is not normally realistic. It doesn't matter how many hired hands you have to pick up a board or hammer a nail, only so many crew members can concentrate on a single aspect of building at once. As a general rule of thumb regarding the maximum amount of additional men who can work on a building project at once, it is advisable that you limit the crew of added laborers to 1 laborer per every 5ft x 5ft area, or in other words 1 laborer per every 25 square feet of space. As such, on a project that is 10ft x 15ft in size (150 square feet), you cannot add more than 3 additional laborers beyond the original crew of 6 laborers.

Building It Yourself

If a character has enough skillful ability, the game master might allow the character to hire his or her own crew and oversee construction their own selves. By doing such there is a natural reduction to the total cost of the structure. By adding your own crew and overseeing your own design the cost of building the structure is reduced by 40% (60% of the cost is reflective upon materials and so forth). The paying of such crew members, however, must still be worked out by the character should such laborers need to be paid. The costs (and waste expenses) of additional crew and supervisors beyond the character and six laborers, however, remains the same as the normal rules state.

The Structure: Piece By Piece

Now that the general rules for expense and labor have been covered, it is time to look at the actual cost of the structure to be built, piece by piece, section by section. As a general rule of thumb one draws out their design on graph paper first and then converts all of the structure into cost and labor. Mapping programs are also useful but if using such a program it is important to have a square, graph paper grid in the layout so one can compare section and size. The individual squares of the graphing should be typically representative of a 5' x 5' area of space, or in other words each square should be equal to 25 square feet. Normally, from here the designer of the structure will want to break down the building into parts, chiefly floor spaces, wall sections, roofing, doors, etc. In addition there are the various miscellaneous structures, such as fireplaces, chimney sections, and staircases.

As furniture is covered in another section of the almanac such items are not discussed in the quick and dirty builder's guide. Likewise consult the previous digging rules for the underground portions of the home, such as cellars, basements, and dungeons.

Flooring

The most basic of structures, and yet the most needed, the floor is the foundation of the building. Below are the different types of flooring available. Flooring is priced and presented in sections of 5ft x 5ft, or 25 square feet. The price of the flooring includes all manner of support needed to hold the flooring up. Use this price guide for floors of floor level, whether ground floor, second story, or otherwise.

Note: Floors of dirt and/or hay cannot achieve a quality greater than Average in regards to upgrade costs. Likewise upper level floors cannot be of dirt/hay.

Floor (per 5ft x 5ft section)	Base Cost:	Man Hours:
Dirt/Hay	2 sp	1 hour
Wood Plank	10 gp	5 hours
Stone	50 gp	10 hours
Brick	50 gp	10 hours
Tile	75 gp	12 hours
Iron	150 gp	20 hours



The Forming Of Cellars And Basements:

Although the dirt floor, walls, and ceiling of an otherwise unfinished cellar, basement, or dungeon would be an automatic given, such structures still need a bit of work to make them more livable. Often the dirt walls will be lined with stone or brick. If the floors are left with dirt, they will need to be at least smoothed out (hence the 2sp cost per 5 square foot sections). Roofing is usually smoothed a bit as well, but is otherwise not as much of an issue.

Exterior Walls

Thicker than interior walls, these structures provide both shelter and protection from outside elements. Each wall section is representative of a portion of wall that is 5 ft in width and typically has a height of 8 to 12 feet. For the walls of particularly tall rooms and buildings one merely doubles the price of each wall section. Crenellated stone represents the stylized, stone battlement walls of tower and castle roofs. Usually such stone wall sections are shorter than normal wall sections.

Exterior Walls (per 5 ft. width):	Base Cost:	Man Hours:
Mud/Plaster	15 gp	20 hours
Wood Plank	20 gp	20 hours
Stone	100 gp	50 hours
Brick	100 gp	50 hours
Crenellated Stone (per 5' sec.')	20 gp	35 hours

Note: Exterior walls of mud and plaster cannot achieve a quality greater than Good in regards to upgrade costs.



Interior Walls

Though quite sturdy, these walls are not nearly as thick as exterior walls. Each wall section is representative of a portion of wall that is 5 ft in width and typically has a height of 8 to 12 feet. For the walls of particularly tall rooms and buildings one merely doubles the price of each wall section.

Interior Walls (per 5 ft. width):	Base Cost:	Man Hours:
Mud/Plaster	12 gp	15 hours
Wood Plank	15 gp	15 hours
Stone	75 gp	35 hours
Brick	75 gp	35 hours
Iron Bars	100 gp	20 hours

Note: Interior walls of mud and plaster cannot achieve a quality greater than Good in regards to upgrade costs.

Roofing

Like floors, roofing is presented in sections of 5ft x 5ft (or areas of 25 square feet). The price of the roofing covers any support needed to hold the roofing up.

Roofing (per 5ft x 5ft section):	Base Cost:	Man Hours:
Thatch	1 gp	4 hours
Wood Shingles	5 gp	10 hours
Lead	20 gp	10 hours
Ceramic	20 gp	15 hours
Slate	50 gp	20 hours
Stone	75 gp	30 hours
Copper	150 gp	10 hours

Note: Roofing of thatch cannot achieve a quality greater than Good in regards to upgrade costs.

Doors

Doors provide a portal between the outside and in as well as different rooms. Consult the chart below for different types of doors.

Doors:	Base Cost:	Man Hours:
Wood	15 gp	10 hours
Glass	50 gp	12 hours
Stone	75 gp	30 hours
Iron, Bars	120 gp	20 hours
Iron, Solid	200 gp	30 hours

Not all doors are made the same… while some open and close in the normal fashion, others may slide up and down or provide entry between different stories of the structure, such as a trapdoor. Other doors may be of a double door fashion or function as a drawbridge. When figuring in such unusual doors, consult the chart below for all necessary modifications to the standard door costs. When drawing out the doors one must still count the wall that surrounds the door in the building price.

Door Structure Mods.:	Cost Mod.:	Man Hour Mod:
Trap/Hatch	x1/2	x 1/2
Double Door/ DoubleSized	x2	x 2
Vertical Opening	x2	x 3
Drawbridge Door (as single door)	x3	x 3
Drawbridge Door (as double door)	x4	x3.5

Note: Standard doors are normally between 2 to 4 feet in width, double doors are usually anything larger than that with a maximum width of 10 feet.

Windows:

Providing both a portal and a means of viewing, windows are important structures. When figuring in the cost of windows, one must consider the size of the window in total square footage. With exception of arrow slits, which tend to be in uniform size and structure, all windows below are priced and presented in increments of 1 square foot. As such, an average quality glass window that is 2 foot wide and 3 foot in length would take up a total of 6 square feet and cost 60 gp (and require 12 man hours total for construction).

As a final note, shuttered openings are exactly what they are presented to be… empty openings lacking glass but having sturdy, secure wooden shutters to close up during times of bad weather.

Windows:	Base Cost:	Man Hours:
Arrow Slit	1 sp	1 hour
Shuttered Opening (per 1 sq. ft)	2 sp	1 hour
Glass (per 1 sq. ft)	10 gp	2 hours
Iron Bars (per 1 sq. ft)	15 gp	5 hours
Reinforced Glass (per 1 sq. ft)	20 gp	5 hours
Stained Glass (per 1 sq. ft)	20 gp	8 hours

Note: Shuttered Openings cannot achieve a quality greater than Superb in regards to upgrade costs.



Miscellaneous Structures

Below are various structures that cannot easily be placed within a standard listing. In regards to chimneys, the rooftop section of the chimney is provided in the initial cost of the first level of the chimney. If one has a chimney running for three stories total, then the cost of the chimney would be figured in by taking the cost for the first level and then taking in the cost for 2 additional levels. Much is the same for the constructions of a dumbwaiter. With a dumbwaiter the first level pays for the workings.

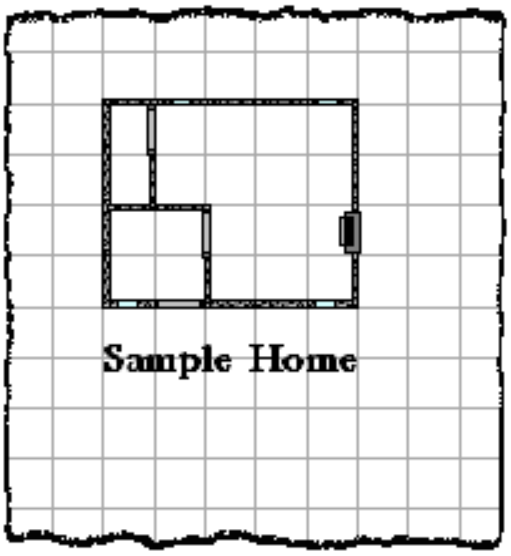
Note: Fire pits and murder holes cannot achieve a quality level greater than Good.

A Brief Note On Repairs And Upkeep:

A new home should be good for many years without worry of upkeep. After the first 20 years, however, one will find that a bit of upkeep cost is required. At the end of the first 20 years one will need to spend an amount of upkeep cost that is equivalent to 1% of the home's total cost. As such, if the home costs a total of 2,000 gp then 20 gp in upkeep is required. New additions do not have to be figured in until these additions have reached an age of 20 years and then they require the same upkeep. After the 20 year mark, an additional upkeep expense of 1% the home's value is required every 15 years.

A Sample Home

Now that we have went over all of the rules regarding the building of homes and other structures, let us look at a sample project. A veteran fighter who has successfully survived a handful of adventures decides to retire a bit early to home of warm comforts. Instead of the typical houses of the peasantry, this fighter decides that he wants a home made of wood and stone, with a nice fireplace to relax by and sound wooden shingles to keep the rain off. After figuring in some needed space, the player of the adventuring fighter draws up a home plan, which can be seen on this page.



Note: 1 square equals a 5 foot X 5 foot section.

Micellaneous Structures:	Base Cost:	Man Hours:
Chimney (per 1st level/floor)	50 gp	30 hours
Chimney (per 1 additional level/floor)	30 gp	20 hours
Dumbwaiter (Initial level/floor)	10 gp	5 hours
Dumbwaiter (per 1 add level/floor)	7 gp	2 hours
Fire Pit	5 gp	4 hours
Fireplace	100 gp	30 hours
Murder Hole	2 sp	2 hours
Pool (per 5'x5')	20 gp	10 hours
Stage (per 5'x5')	50 gp	10 hours
Stairs, Iron (per level)	250 gp	25 hours
Stairs, Stone (per level)	150 gp	25 hours
Stairs, Wood (per level)	50 gp	10 hours
Oven	150 gp	40 hours

Furniture

A staple item of any home, business establishment, or stronghold, furniture items are as diverse in price and variety as their use. Use the provided table to determine the base cost of different available furniture and furnishing items.

Note: Some items are priced by section. As such, a bookcase that has 3 shelves that are each 2ft wide (total of 6 ft) would cost 24 sp total.

Price Adjustment For Quality

Furniture can go up or down in quality. Use the pricing system chart to adjust the value as needed.

Quality Scale:	Cost Mod:
Average	x1
Good	x2
Excellent	x3
Superb	x5



ITEM:	COST:	ITEM:	COST:
Apothecary Desk	12 gp	Dining Table	25 gp
Apothecary Table	20 gp	Dresser	10 gp
Armchair	5 gp	End Table	5 sp
Banquet Table	100 gp	Hat Rack	4 sp
Bathing Tub	40 gp	Hutch	5 gp
Bed, Double	20 gp	Pet Box	3 sp
Bed, Single	12 gp	Potato/Turnip Bin	4 sp
Biscuit Bin	5 sp	Rope Bed	2 gp
Bookcase (per 1ft width)	4 sp	Sitting Bench (per 2ft width)	3 sp
Bookshelf (per 1ft width)	2 sp	Standing Mirror	50 gp
Bread Box	4 sp	Storage Shelf (per 1ft width)	2 sp
Chair	4 sp	Table	10 gp
Chamber Pot	2 sp	Throne	500 gp
Chest Of Drawers	12 gp	Vanity Table	30 gp
Cloak Rack	4 sp	Wall Cabinet (per 1 cubic ft)	2 sp
Couch	10 gp	Wall Mirror	15 gp
Cradle	4 sp	Wardrobe	10 gp
Crib	4 sp	Wash Basin	1 gp
Cupboard	8 gp	Waste Bin	3 sp
Desk	5 gp	Wood/Coal Box	4 sp

CHAPTER 4: LANDSCAPING

A General Guide To Digging

Whether there are plans for a cellar, a well, a ditch, a grave, or even a dungeon its common to find the services of a digger put to use. On an estimated average with the typical amount of effort exerted a laborer can dig a 5'x5'x5' (25 cubic feet) hole in 10 hours of time (roughly 1 day's worth of labor), or roughly 5 cubic feet every 2 hours. For every 5 foot of cubic feet one can usually expect to pay a sum of 1 silver coin. As such, 25 cubic feet (the 5'x5'x5') hole would cost an individual a sum of 5 silver coins in labor.

The above measurements are taken in the consideration that the soil is of average density and not too rocky. For the labor adjustment time of different soil conditions, consult the following figures.

Soil/Terrain Difficulty:	**Adjustment In Time:**
Easy	x 1/2 Normal Time/Labor
Average	Regular Normal Time/ Labor
Difficult	x 2 Normal Time/Labor
Very Difficult	x 5 Normal Time/Labor

As such, if the laborer was digging difficult soil, the time that it took to dig the same 5'x5'x5' (25 cubic foot area would be 20 hours of time and not the normal 10 hours of labor time for average soil.

In the event of very difficult soil, one can also expect the laborer to double the price of digging. As such in very difficult soil conditions the 5'x5'x'5 hole would cost an individual 10 silver coins.

The following notes describes each soil/ terrain difficulty type.

Easy: Such soil is very light and loose. A very deep layer of topsoil or dirt that is relatively free of rocks are good examples.

As far as underground conditions are concerned, easy terrain is extremely rare but not entirely impossible. Should a mine or cavern be partially composed of a weak, powdery mineral then such terrain would be considered easy to dig into. Most grades of sand are often considered to be worthy of easy digging.

Average: Soil or terrain of this nature is easy enough to move with a bit of effort. This rating represents normal dirt that is a bit packed but not too packed and harboring the occasional stone or two. Though most underground terrains will be a bit tougher than the average, such a rating would be appropriate for medium to soft coal and other similar mineral compositions.

Difficult: Difficult grade soil is normally quite rocky or very packed. Such a rating scale is also appropriate for the average density of most underground terrain.

Very Difficult: Surface or underground terrain that is considered to be very difficult is often comparable to that of being either solid or very nearly solid rock. Though such terrain is not impossible to dig in, one can expect to take quite a while and a great deal of effort if they plan to make much headway.



The Digging And Construction Of Wells

When dealing specifically with the digging of wells one must take into consideration that the well must have a structural form at the surface and the well must be dug down to the water source. When figuring out the depth needed roll 1d8+1 (2-9) and multiply the result by 10 feet. As such, in order to tap into the water source the well must be dug between 20 to 90 feet deep. Each 10 feet of the well is considered on an average to be a total of 250 cubic feet (or 5'x5'x10'). As such, every 10 feet that one must dig will cost an average of 50 silver coins (or 5 gold coins). See the above section on General Digging for information regarding soil difficulty and labor times.

As for the structure of the well itself, the well normally costs 100 gold for the upper structure (rope, bucket, and wooden "roof" included) and an additional 25 gold coins for each 10 feet of depth underneath the surface. This additional cost is reflective of one lining the well with stone or brick. As such, a well of 30 feet would cost an amount of 150 gold coins for the structure and 15 gold coins for the digging, bringing the total price of the well to a sum of 165 gold coins.

Should one want an extra fancy looking well simply double the cost of the surface structure for a grand cost of 200 gold coins instead of the normal 100 gold coins.

The Development Of Roads And Trails

From the small, blazed trails only wide enough to allow a horse and a small cart to the community and trade roads that offer enough width for passing wagons, it is evident that roads and trails play an important part in transportation. Though somewhat time consuming the construction of such roads and trails are worth the effort and quite often fairly affordable.

When figuring up the cost of a road or trail one must first look at the total length and then decide on the type of passage.

This guide covers two different types, which are obvious. These are roads and trails. Roads are wider than trails and as mentioned above generally offer enough space for two passing wagons. Trails, on the other hand, are narrower and at best offer just enough space for a wagon to pass through in one direction. Travelers on foot as well as beasts of burden hauling small carts are the ideal traffic for trails.

THE COSTS AND LABOR OF CONSTRUCTION

When figuring up the costs and construction times for roads or trails, consult the following information.

Trails: Trails tend to cost a rate of 1 copper coins per 1 foot of trail. One can generally get 20 foot of trail space per 1 man hour of labor. For example, 2000 feet of trail will cost a total of 20 gold coins and require 100 man hours of labor.

Roads: Roads tend to cost a rate of 3 copper coins per 1 foot of road. One can generally get 10 foot of trail space per 1 man hour of labor. For example, 300 feet of road will cost a total of 9 gold coins and require 30 man hours of labor.

Upgraded And Downgraded Qualities

The information above is for roads and trails of an average quality, which is usually hard packed dirt and stone that has been smoothed over. For roads of better (or lesser) quality simply consult the provided chart and adjust price and man hours as needed.

QUALITY:	COST MOD:	LABOR MOD:
Poor	x 1/2	x 3/4
Average	x 1	x 1
Excellent	x 2	x 1 1/2
Superb	x 3	x 2

Building Bridges

The costs and labor for bridge construction can be easily figured in by considering the dimensions, desired materials, and quality type.

For starters, take the material construction of the bridge and figure up the total size. Base construction costs are rated for every 5'x5' section of the desired bridge construction. After figuring up the cost, then multiply the total base cost by the quality type cost modifier. The quality type modifiers along with the building materials are provided in the following charts.

QUALITY TYPE:	COST MOD.:
Poor	x 1/2
Average	x 1
Good	x 2
Superb	x 5

Let's look at an example… Sir Ingros wishes to build a stone bridge that is 10 foot wide and 40 foot long. Taking the base cost of 25 gold coins per 5 square feet (5 x 5 foot area), we find that the total cost is 200 gold coins (as there are two 5x5 foot sections in the width and four 5x5 foot sections in length). Next, let's look at quality. Suppose that Sir Ingros wants to build the bridge of good quality. Considering that this doubles the total base cost, the total cost for the bridge is now 400 gold coins.

MATERIAL TYPE:	BASE COST:
Rope And Plank	2 gp
Bamboo And Reed	8 gp
Wood	10 gp
Stone	25 gp
Brick	30 gp
Ceramic	50 gp
Iron	150 gp
Bone/Fossil	200 gp
Copper/Brass	350 gp



CHAPTER 5: AGRICULTURE

Though most adventurers simply want some land to plop down a stronghold on, there are a handful of individuals who seek out a means of turning a profit from their estate. While developing a few shops and perhaps a tavern or inn on one's property is an option, the most likely of choices for income lies in the nature of farming. From planting to the raising of livestock, the prospects of agriculture is a feasible option for the adventurers, especially if they are more than willing to take on some hired labor to handle the task while they are away on adventures.

Raising crops can be a useful and profitable venture and can be done with a few acres of decent farmland. Even if the character cannot afford a great deal of land it is possible to raise a decent amount of crops with a small amount of time and effort. A selection of possible crops and produce with their average yield per acre is listed in the Crops And Produce chart. Also included is the average value of the crops per weight.

The Issue Of Labor

To harvest most crops one can expect to either put out or pay for a total of 200 man hours of labor per acre. Taken in consideration that the average men, plow, and beast crew will charge an average of 5 copper coins per 1 man hour exhumed, the average adventuring character who has no time to tend his own crops can expect to pay out roughly 100 silver coins per acre in labor. This cost is not that terrible, however, considering the average yield of most crops.

CROPS AND PRODUCE:	YIELD:	VALUE:
Apples/Pears	4,000 pounds	1 cp per 1 pound
Beans/Lentils	3,000 pounds	2 cp per 1 pound
Beets	6,000 pounds	2 cp per 1 pound
Broccoli/Cauliflower	2,000 pounds	1 cp per 1 pound
Cabbage	12,000 pounds	1 cp per 1 pound
Carrots/Parsnips	4,000 pounds	2 cp per 1 pound
Celery	2,000 pounds	3 cp per 1 pound
Cherries	1,250 pounds	1 sp per 1 pound
Corn/Maize	2,000 pounds	3 cp per 1 pound
Cucumbers	7,000 pounds	2 cp per 1 pound
Flax/Cotton	500 pounds	3 sp per 1 pound
Garlic	4,000 pounds	3 cp per 1 pound
Gourds/Pumpkins	10,000 pounds	1 cp per 1 pound
Grain/Wheat	2,000 pounds	1 cp per 5 pounds
Grapes	8,000 pounds	2 cp per 1 pound
Greens/Lettuce	4,000 pounds	2 cp per 1 pound
Hay/Straw	6,000 pounds	1 cp per 10 pounds
Hazelnuts/Hickory Nuts	1,200 pounds	2 sp per 1 pound
Hops	2,000 pounds	1 cp per 1 pound
Melons	8,000 pounds	2 cp per 1 pound
Oats/Millet	5,000 pounds	1 cp per 1 pound
Okra	1,500 pounds	3 cp per 1 pound
Onions/Leeks	4,000 pounds	2 cp per 1 pound
Peaches/Plums	2,500 pounds	2 cp per 1 pound
Peppers	2,500 pounds	2 sp per 1 pound
Radishes	2,500 pounds	2 cp per 1 pound
Rice	6,000 pounds	1 cp per 1 pound
Squash/Zucchini	12,000 pounds	1 cp per 1 pound
Sugar Cane	8,000 pounds	2 sp per 1 pound
Tobacco/Smoke Leaf	4,000 pounds	5 sp per 1 pound
Turnips/Rutabaga	10,000 pounds	1 cp per 1 pound
Walnuts	1,500 pounds	1 sp per 1 pound
Yams/Potatoes	10,000 pounds	1 cp per 1 pound

The Factor Of Land Quality

Farming is more or less dependent on decent quality soil. While one can expect the average yield on average farming pasture, it is possible to gain better results on better grades of farmland. Likewise, one can expect the produce obtained on poor quality soil to be rather weak. To determine the overall modifier of crop yield per acre consult the land quality chart.

LAND QUALITY:	CROP YIELD MODIFIER:
Poor	50% of average yield
Average	100% of average yield
Excellent	150% of average yield

The Cost Of Seeds, Bulbs, And So Forth

While gardening and farming yields a great deal of profit there is yet another start up expense to figure in. That expense is the cost of seeds, bulbs, and other plant starts. On a typical basis it costs around the same as the value of 5 pounds of yielded crop to plant 1 acre of the same type of crop.

For example, turnips have an average value of 1 copper per 1 pound. As such, it will cost a total of 5 copper to get the seeds needed to plant 1 acre of turnips.

Saving Seeds And Bulbs

After the first harvest or two has successfully ended a smart farmer may wish to hold back enough seeds or bulbs to replant the same amount of crop acreage the following season. This smart practice thus allows the farming character to ignore seed and bulb costs for the same harvested acres the following season.

The Crop Season

On a given average, a season of planted garden or field crops lasts for a duration of 3 months. While most all crops are grown between the spring and summer months there are a few crops, particularly turnips, beets, and collards, that can be grown as a fall or early winter crop. This allows temperate and cool areas to have two different harvests a year on the same land. Warm climates, on the other hand, are often capable of growing two or three sets of crops a year.



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Land Hoarding, Castle Constructing, Graph Paper Junkies Unite!

Ever wanted to design your character's property down to the details but couldn't find a suitable set of rules? Want to know exactly, value wise, the ability to own land would be? Are you craving some other venture to spend your ill begotten gold on? Simply wanting some need for all that hex and graph paper you recently purchased?

If you can answer yes to any of the above questions, then this book is for you!

The Land And Home Guide focuses on one's ability to get land, legally hold the rights to such property, build a dwelling on their little plot of existence, and maybe do some farming in between clearing out the dungeons. Included within the pages that make up this utterly useful tome are the following...

- Information for wielding the right to possess and/or purchase land.
- Prices for different types of land. From woodlands and rural property to city lots and underground terrain, this guide covers it!
- Rules on handling mixed varieties of terrain and for upgrading owned properties.
- A format for designing all sorts of dwellings, broken down into individual five square foot sections.
- Information for choosing upgraded or downgraded building qualities.
- A quick and easy price guide for furniture.
- A chapter on landscaping that covers general digging and the construction of wells, trails, roads, and bridges.