

**NERO® Chicago**  
**Common Business Opportunities**  
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### **Common Business Opportunities**

Now that the Hadran Empire has acquired many new provinces the opportunity for an aspiring entrepreneur is here. Many new goods are exported and imported to various parts of the Empire. Adventurers have a unique play in this system as highly skilled professionals that have the capital to invest in new businesses. In fact many adventurers find the raw materials that these businesses use and are in a unique position to either barter these items away or form a business to make a greater profit off of these items. Adventurers are also highly skilled at combat and many a noble would gladly pay a portion of the taxes to his lands for the security the adventurers could bring.

There are three main types of businesses that an adventurer has the opportunity to invest in; craft business, common business ventures and adventurer compounds.

Construction for any improvement can only start on the 1<sup>st</sup> of January, April, July or October. A cycle is a three month period from the beginning of a construction time to the next. All costs must be paid before the start of a cycle for the improvement to start construction.

All yields from common business opportunities are per market fair day. So if your yield is 10 silver and the adventurer is going to adventure for 2 days that market fair they will receive 2 gold at the beginning of the market fair.

Any and all actions an adventurer makes can affect their business positively or negatively. Even actions outside of an adventurers control can damage their business, such as bandits disrupting trade routes or an orc uprising in the area. An adventurer should always keep their ear open to things that may negatively affect their business.

### **Types of Businesses**

**Craft businesses** are based around the production crafts. There are five types of craft businesses; Blacksmith (weapons and armor), Scriptorium (scrolls), Apothecary (potions), Herbalist (alchemy) and Tinker shop (traps). All craft businesses are extensions on a workshop and the adventurer who purchases this business must also purchase the appropriate workshop.

#### **Initial Craft Business:**

Requirements: Craft skill 5 and workshop commiserate to the business

Cost: 50 gold

Yield: 1.5 × production after workshop

Upkeep: 5 gold per year

Time: 1 cycle

#### **Craft Business Expansion:**

Requirements: Craft skill 10 and appropriate Initial Craft Business

Cost: 25 gold

Yield: 2 × production after workshop; Blacksmith: has option to take 1 SR component instead of 2 × production

Upkeep: 5 gold per year

Time: 1 cycle

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**Common business ventures** are any normal medieval business. These include taverns, inns, jewelers, tailors, cobblers, candle makers, brewer, farm/orchard/vineyard, etc... An adventurer is not limited in the number of different types they may possess. The cost of these buildings can be paid for by money items (green or yellow tags) at double their value up to half the cost. The adventurer also must choose which city in the Empire they wish to build their business in. They may want to go and ask for help from a noble as many businesses like these can draw people to a town and nobles are always looking for ways to gain citizens.

### Initial Common Business Building (Level 1):

Requirements: Craftsman Other commiserate to the business (1).

Cost: 20 gold

Yield: 5 silver

Time: 1 cycle

Town Population Boost: 5

Special: 1.5 × value boost to combined money items, work 1 gold raw money item value

Owners of businesses have a special opportunity as they may combine money items that are related to your business for 1.5 × the evaluated value. This represents the owner's ability and knowledge in creating finished items from raw items. The owner may upgrade their skill level to create higher quality items and the amount of material they can work. A craftsman begins by only being able to work 1 gold worth of raw item material a Market Fair. This may only be done on Saturday mornings with merchants. Not all items may be combined together, for example two rubies cannot be combined but a silver necklace and one ruby can to make a silver necklace with a ruby charm.

Common business ventures can be upgraded to higher skill levels to increase the yield for the owner. Below is a table of the upgrades and the accompanying costs and bonuses.

Upgrade	Requirement	Cost	Yield	Time	Special	Town Pop Boost
Level 2	CO 2	20 gold	7 silver	1 cycle	2 gold	5
Level 3	CO 3	25 gold	10 silver	1 cycle	2.0 × value, 2 gold	10
Level 4	CO 4	25 gold	12 silver	1 cycle	3 gold	10
Level 5	CO 5	30 gold	15 silver	1 cycle	2.5 × value, 3 gold	15
Level 6	CO 6	30 gold	17 silver	1 cycle	4 gold	15
Level 7	CO 7	35 gold	20 silver	1 cycle	3.0 × value, 4 gold	20
Level 8	CO 8	35 gold	22 silver	1 cycle	5 gold	20
Level 9	CO 9	40 gold	25 silver	1 cycle	6 gold	25
Master Level	CO 10	40 gold	30 silver	1 cycle	4.0 × value, 8 gold	30

If the shop owner misses two market fairs in a row the business will automatically downgrade in level to a minimum of the initial business. The noble as well loses the population bonus. (NPCing for the weekend does not count towards missing an event.)

**Adventurer compound** provides a base of operations for an adventuring group. Here they can consolidate their assets in a way that produces a small yield. These compounds may only be built after an Adventuring Company that has been officially sponsored by a noble. The sponsored noble that sponsored the group will assign them a small hamlet to help with the security of that hamlet. The adventuring group can then invest in the hamlet to increase its security to which the sponsored noble will pay a small portion of the increased taxes because of the increased stability of the surrounding area. Only the first 5 members of a group will get the stipend at each Market day. If less than 5 members attend the market day the extra yield will be lost. Due to the small size of a hamlet, a compound may only have 2 hires and/or improvements per cycle.

Adventurer Compound:

Requirements: Sponsored Group, 5 members

Cost: 100 gold

Yield: 5 silver per member

Time: 1 cycle

This adds log walls and a barracks structure to the hamlet.

To further the usefulness of an adventuring compound the adventurers may hire help.

Smith:

Requirements: Adventurer Compound

Cost: 25 gold

Time: 1 cycle

Yield: 5 levels of weapons or armor

Apothecary:

Requirements: Adventurer Compound

Cost: 25 gold

Time: 1 cycle

Yield: 40 production points of potions

Scribe:

Requirements: Adventurer Compound

Cost: 25 gold

Time: 1 cycle

Yield: 40 production points of scrolls

Trap Maker:

Requirements: Adventurer Compound

Cost: 25 gold

Time: 1 cycle

Yield: 40 production points of traps

Alchemist:

Requirements: Adventurer Compound

Cost: 25 gold

Time: 1 cycle

Yield: 40 production points of Alchemy

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Workshops: If the adventurers purchase a workshop for personal use, their workers may use it to double the compounds production as well. The workers will use up the appropriate amount of space.

### Adventurer Compound Improvements:

#### Stone Wall:

Requires: Adventurer Compound  
Cost: 50 gold  
Time: 1 cycle  
Yield: 1 silver per person

#### Stable:

Requires: Adventurer Compound  
Cost: 50 gold  
Time: 1 cycle  
Yield: 2 silver per person

#### Tavern:

Requires: Stone Wall  
Cost: 25 gold  
Time: 1 cycle  
Yield: 1 silver per person

#### Blacksmiths:

Requires: Stone Wall  
Cost: 25 gold  
Time: 1 cycle  
Yield: 1 silver per person

#### Healers Circle:

Requires: Stone Wall  
Cost: 50 gold + 9<sup>th</sup> level COP Component Set  
Time: 2 cycles  
Yield: 1 random component per group

#### Celestial Circle:

Requires: Stone Wall  
Cost: 50 gold + 9<sup>th</sup> level COP Component Set  
Time: 2 cycles  
Yield: 1 random component per group