

**NERO® Chicago
Noble Estate System**

Version 3.0

October 2007

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1. The Hadran Empire and its Estates

A basic understanding of the Hadran Empire, which NERO® Chicago portrays, is needed to understand how the estates are incorporated and function within that Empire. The Empire is the equivalent of medieval agrarian society with the added benefit of magic to aid in crop health and yield. Corn is the predominant crop in this part of Tyrra, which gives a much higher yield per acre than wheat. Magic prevents it from being subjected to the blights and droughts that troubled early American colonies.

The Hadran Empire's primary purpose is to hold and protect its land and the people living there. Holding larger parcels of land allow for larger farms. With the advent of larger farms, some citizens no longer have to produce their own food. These people are now permitted the opportunity to study, learn, adventure and follow other career paths than farming.

All land and property is actually owned by the Emperor, but appointed nobility have a certain portion of this land assigned to them to protect and improve. Improving the estate costs gold, but as the estate grows, the noble will have more at his or her disposal. The Emperor can refund a portion of the money spent on an estate when the noble permanently dies only to a registered Will, if one is on file with the Imperial Household.

Each estate is located centrally in one of the cities or towns of the Hadran Empire. The duties of each estate include the protection of the city in which it resides as well as the supporting farming villages and hamlets that surround it. In Hadran, a hamlet is a small farming community of less than 50 people. A village ranges from 50-1500 farmers managing the neighboring fields. A town has between 1500-8000 people residing in it. A city has more than 8000 people and only the Magistrial capitols currently have this many people. Barnacus is by far the largest of all cities with almost 50,000 people living there.

The surrounding geography allows for differences between towns. Only some towns have access to lumber, others have access to rivers and some others may have access to stone. Every Magistracy within a Province does have access to each of these resources, though not all towns within a Magistracy are equal. Check with plot to see if a town has access to a particular resource. Some of the improvements that may be built require a specific resource. Certain plotlines can also grant access to resources and improvements that would not otherwise be available. Creative ideas can also lead to the needed resources if a noble has the gold to fund it.

2. The Estate and its Factors

2.1 Population

The main factor that affects an estate's success, resources, and responsibilities is the number of people who reside in a town or city where the estate exists. As a town or city grows, the abilities and responsibilities of the estate grow as well. The primary concern of any estate holder thus is the population growth of their town or city. As the population increases, so do the opportunities for the estate. A town with a beginning estate will start with a population of 3000 and a city with a beginning estate will start with a population of 8000.

The population figure is broken into three specific numbers: the population of a town or city, the population of the estate itself and the number of military personnel. The population of the city is the primary statistic. Every 3 months (1 cycle), the population of a town or city can go up or down based on what happened in the previous cycle, the current growth number and the current approval rating.

The estate population is always 10% of a town or city population rounded up. Though it is possible the estate population can be modified through a plotline, this normally will not occur. Without interference a town of 4000 people would have an estate population of 400 people.

The military population is recorded as two different numbers. The first number is the population of the current serving military. As the estate's military deals with requests and problems within its lands it is probable some may perish. The second number is the current maximum number of soldiers an estate can support. This maximum number of soldiers is 4% of a town population, rounded up and modifiable by improvements.

The estate's military force is then divided into patrols, rounded to the nearest 25. An estate of 400 people would have 160 soldiers in four patrols. An estate of 800 people would have an army of 320 broken into thirteen patrols.

A noble in a town of 4000 does not have a full army of 160 men to do with as they please. For every 4000 people in a town or city (rounded up) one patrol must maintain law. In a town of 4000, one patrol would need to maintain law. In a city of 8001, three patrols would need to maintain law. For every patrol maintaining law within the city, two patrols must be out protecting the outlying farms and villages. So in a town of 4000, the lord would have six patrols, three of whom are responsible for protecting its citizens within its borders.

2.2 Growth

The second most important factor of an estate is growth, which is the number of people who join or leave a town or city each cycle. Growth is based on the current improvements of an estate; these then determine the rate at which people join a town or city every cycle. If the number is negative, it represents the number of people that will leave a town or city every cycle.

It is important to note that until a Marketplace is constructed no growth can take place. Once a Marketplace is built in a town or city the maximum growth becomes 125 people each cycle. A Market Bazaar increases this to a maximum of 250 people per cycle.

Some improvements provide a one time population burst. These do not count towards the growth of a town or city for that cycle, but the population is added immediately upon completion of that cycle.

2.3 Approval Rating

The more people in a town or city, the more affect a Lord's approval rating has. Approval rating not only affects how a town or city grows but also how an NPC from a noble's lands reacts to them.

The approval rating is made of two numbers. The first is a Lord's current approval rating in a town or city. The second is the approval percentage which is the current base approval rating. Certain improvements can raise the base approval rating. A Lord's approval rating in a town or city cannot drop below the base approval rating percentage. If a Lord has estates in multiple towns or cities, each will have a separate approval rating.

The starting approval rating for a new noble is 10%. Attendance at events as a PC, NPC, or Staff member will affect the approval rating. For every two consecutive events missed, the approval rating will drop by 1%. If more than 50% of the events for a cycle are missed, the approval rating will drop by 3% in addition to other changes in approval rating. The approval rating will increase by 1% if more than 50% of the events for a cycle are attended. There is an additional increase of 2% to the approval rating if all the events in a cycle are attended. These changes in approval rating represent the percentage of peasants who are transfixed by the accolades of their noble. When an event is not attended, it represents the noble not being available to attend to the needs of the estate, and the commoners never like to think they are not being taken care of. When attending an event as a NPC or Staff member it is assumed that the character is protecting the country side of his or her estate from bandits and the like.

Many improvements give an instant boost to approval upon completion. No improvements give an accumulating boost, though some do raise the base approval percentage. Many plot issues can affect the approval rating for a cycle; from how commoners in any land are treated, to how quickly issues in a noble's territory are handled, to a noble's behavior in Court and even public reports of how other adventurers were treated. All of these modifications are completely at plot's discretion though there are many estate ways of raising a low approval rating.

Every cycle that the approval rating is below 25% no growth can occur. Additionally, 1% of the population will leave a town or city for every 5% below an approval rating of 25% (rounded down). Therefore, in a town with a population of 4000 and an approval rating of 7% at the end of a cycle, 4% of the town will leave (160 people). When a town falls below a population of 1500, the estate will be abandoned, and the noble will be accountable to the Emperor.

An approval rating between 25% and 50% does not effect the population growth. When the approval rating is above 50%, two people will join the city for every 1% above 50%. This number of people plus the growth number cannot exceed the growth maximum. So in the example of Westhaven below (Section 2.5), a 71% approval would result in 42 new people

joining a town, but with a growth of +95 and a maximum growth of 125, only 125 new people would join instead of 137.

Management of the approval rating can make all the difference in an estate. The approval rating though can also make a difference in plotlines. The higher the approval rating, the more a noble's citizens will be willing to help and to go that extra mile to get information. It can also affect the perception the Emperor has of a particular noble.

2.4 Improvements

Improvements in a town or city apart from affecting the growth and approval rating can produce a stipend and production items for a noble. The more improvements in a town or city, the better the potential is for a higher stipend and production items from a surplus of supplies. Certain improvements can even provide components or magic items.

Not all improvements are permanent structures. Some improvements are recurring events that a noble can fund, usually to provide a boost in approval or population, or to produce items. These improvements are limited by an amount of time that must pass each occurrence.

It is important to note that improvements cannot start at anytime during a cycle. An improvement will begin its construction the cycle after it was paid for. If an improvement is paid for but not all requirements are met, the improvement will begin the immediate cycle after all the requirements are met.

2.5 Example

Here is an example listing of an Estate heading:

<u>Westhaven</u>			
Population:	4865		
Estate:	487		
Military:	184/195	(7 Patrols)	
Growth:	+95 : 125 Max		
Approval:	71% (+42): 0% Base		

3. Additional Rules

3.1 Cycles

A cycle is defined as one three-month period. For logistical purposes, the ending date for each cycle does not change from year to year. The cycles end on January 1, April 1, July 1 and October 1. The end of a cycle is the only time that improvements are completed and estate statistics are updated.

An improvement that is ordered and paid for on January 2 and that takes 1 cycle to build will not complete on April 1, but rather on July 1. This timing should be taken into consideration when planning buildings.

Similarly not all cumulative plot effects take place until this time. If an in-game action did something to drop the approval rating and something else was done to raise the population, those effects would not be seen until the end of that current cycle.

3.2 Production Items, Stipends, and Pre-registering

Stipends are generated by various improvements and business ventures inside a town or city. These stipends are paid at logistics and are per game day. A stipend of 15 silver would yield three gold (30 silver) at Logistics for a two-day event.

Some improvements generate production items or components. All yields are given per game day, unless specifically noted otherwise. **To receive production items or components they must be pre-registered and then they will be available at Logistics.** Failure to pre-register the requests on the production items will prevent them from being issued for that event.

If a noble is on Staff or NPCs they get the silver portion of their stipend only as a gold reserve usable for improvements only.

3.3 Military Responsibilities & Conscripts

Refer back to the Population section to review how many patrols are needed to maintain law and order. If at any three month period a noble does not have enough patrols to maintain order, approval will drop and population will leave at plot's discretion. **Nothing will negatively effect the population of an estate more than not being able to protect its people.**

The maximum number of military troops is capped at 4% of the population, but an estate does not automatically have this many troops. Every three months, new soldiers will show up to replace those who have died or those who have retired. During each cycle, 4% of the growth will be soldiers with an extra 1% for every 10% approval above a 50% approval rating. The presence of a Training Field doubles the number of military recruits. If an estate loses troops due to a plotline, these may need to be replaced through other means.

3.4 Improvement Replaces

All yields are lost from an improvement when it is replaced by another improvement. However the new yield has the old yield factored into it. For instance, when a Fortress replaces a Small Military Compound, the yield from the Small Military Compound is lost, as it is calculated into

the yield for the Fortress. Similarly, when a Market Bazaar replaces a Marketplace, the additional growth of the original Marketplace is discarded and just the additional growth from the Market Bazaar is used.

3.5 Rushing Improvements

Improvements can be rushed to speed up the construction of an improvement; a noble can pay double the current cost to speed it up by 3 months. For example if an improvement costs 100 gold to build and completes in 1 year, it would cost 200 gold to complete it in 9 months, 400 gold for 6 months, and 800 gold for a 3 month completion time. No project can be rushed to complete in less than 3 months.

3.6 Creativity

Creativity is encouraged and welcomed. Any ideas for improvements or ways to supply a town or city with a resource it does not have access to should be brought to Plot. Creative uses of in-game items and ideas can lead to a variety of results. Also, plot specific improvements can become available at various points throughout the career of a noble. These will be explained as they become available.

4. Types of Estates

There are four types of estates; vassal estates, racial estates, Magistrial estates and capitol estates.

Vassal estates are given to the members of the Emperor's and the Archon's households who are considered lords in the empirical system. Each of the Magistrial capital cities probably has a vassal estate and Barnacus has several. Vassal estates are estates that exist in a city as a secondary estate. The primary estate is the estate that actually runs the city.

Racial Estates involve the few towns that are so racially specific that they do not have the same design as a normal town. Ssyss'haartha and Faragon Daxor are the two most notable of these types of estates. Though they do not have the exact same improvements as a normal town or city, they do have equivalent structures if such are needed for prerequisites of other structures. This type of estate will not generally be given to a PC noble to manage.

Magistrial estates are based in the towns of Empire. In Valoria, each of the four Magistries (Northmarch, Southwatch, Eastwoods, and Westvale) has several of these towns. These are the base estates for a Lord High Protector. If a Lord High Protector is promoted to a Lord High Magistrate, they still retain their Magistrial estate and responsibilities as well as gain a capitol estate.

Capitol estates are located in the capitol of each Magistry and are given to each Lord High Magistrate. These estates start out larger than Magistrial estates and have more improvements already within them. This is not just a benefit though as the responsibilities of these estates is much larger as well.

All Magistrial estates start with a Small Military Compound, a population of 3000, a military of 160, no growth and an approval rating of 10%.

All capitol estates start with a Keep, a Stone Wall, a population of 8000, a military of 320, no growth and an approval rating of 15%.

Plot reserves the right to start any estate with additional structures based on prior improvements, or less structures due to previous mismanagement if he so chooses.

Plot reserves the right to kill people in any town, involve any improvements and approval rating in plotlines and possibly even destroy structures. Approval rating may fluctuate up and down based on how NPCs are treated and how situations are handled. No change to an estate will occur until it goes through plot. Any questions as the result of any plotline should be directed to him.

5. Types of Improvements

5.1 Growth Improvements

These improvements help a city grow. Most other types of improvements will require some of these to be in place for construction to begin. Note that if one improvement replaces another the new improvement has the old yield already factored into it; do not add the two yields together.

Small Military Compound:

Requires: None

Cost: 100 gold

Time: 2 cycles

Yield: 15 silver

A Small Military Compound is comprised of a small barracks, an impromptu armory stocked with basic supplies, a drill area for the troops, and a small stable to house the horses needed by the troops. Without this compound, there is no place for the soldiers to live or train. No city or town can function and maintain any order or safety without this. All estates start with a Small Military Compound, but if something should happen to this compound, it must be rebuilt as quickly as possible to avoid dire consequences.

Marketplace:

Requires: None

Cost: 30 gold

Time: 1 cycle

Yield: 5 silver, +10 growth, raises growth cap to +125 from 0

A Marketplace is one of the first essentials for any town. Without a place for farmers to come to sell their excess food, there is no way a new citizen to a town will be able to get food and live within a town. No growth will occur in a town until it has a Marketplace.

Granary:

Requires: None

Cost: 25 gold

Time: 1 cycle

Yield: +10 growth, +5% to approval rating

A Granary allows a town or city to store the extra crops that the farmers bring in. This helps a town or city grow faster as more food is available in times of need.

Grain Mill:

Requires: Granary and a nearby river

Cost: 50 gold

Time: 3 cycles

Yield: +20 growth

A Grain Mill allows for wheat and corn to be ground up, thus making it possible to store it longer and to make such things as bread. Without refrigeration, these types of structures are critical for storing food.

Commons:

Requires: None

Cost: 25 gold

Time: 1 cycle

Yield: +10 growth, +5% to approval rating

A Commons area not only gives the people of a town a place to congregate, rest, and play, but it also gives a valuable grazing area in town for livestock to be moved in and through. As livestock can be brought into a town easier, meat becomes more available which is both a luxury and food.

Salt Lick:

Requires: Commons and not near a river

Cost: 50 gold

Time: 3 cycles

Yield: +20 growth

A Salt Lick can be used to mine up salt off the surface. With salt, meat can be preserved for much longer. This allows for less waste and for more people to be able to access such delicacies.

Fortress:

Requires: Small Military Compound and a population of 3000

Cost: 100 gold

Time: 3 cycles

Yield: 40 silver, raises population cap to 6000

Replaces: Small Military Compound

A Fortress is the first step in creating a protected center to a town. It gives the people a place to go in times of emergency as well as providing a living area for the noble. Until a Fortress is constructed, a town cannot grow above 4000 people.

Stone Wall:

Requires: Fortress

Cost: 50 gold

Time: 3 cycles

Yield: one time population burst of +100, +5% to approval rating

A Stone Wall provides the best protection from attack for the fortified center of a town. It requires the fewest guards and includes an inner and outer bailey. With the construction of a Stone Wall the city feels safer and more secure. This added sense of security encourages some of the outlying farmer's children to decide to make a new place for themselves inside a town rather than starting a farm of their own.

Military Training Field:

Requires: Fortress

Cost: 50 gold

Time: 4 cycles

Yield: 5 silver, +5% to approval rating, doubles the number of available recruits to replace or grow the estates troops

A Military Training Field gives a place for new soldiers to learn and train. Every three months new conscripts show up to replace lost soldiers to a maximum of 4% a town's population. Losing an entire patrol can be devastating. Having a place for new recruits to get up to par quickly effectively doubles the number of new troops showing up.

Stone Watchtower:

Requires: Fortress

Cost: 50 gold

Time: 3 cycles

Yield: 5 silver, +10 growth, +5% to approval rating

A Stone Watchtower increases the visibility of incoming enemy troops to the patrols within a town. This additional view of the terrain allows danger to be dealt with and/or prepared for before it affects the population as a whole.

Keep:

Requires: Fortress, Stone Wall, 4000 population

Cost: 100 gold

Time: 4 cycles

Yield: +100 silver, one time population burst of +200, raises population cap to 11000, raises base approval rating to 10%

Replaces: Fortress

A Keep increases the protection of the entire estate and the surrounding town. Stone walls and increased stores allow a town to better survive a possible siege and for the citizens to have a place to go when there is extended trouble. A town with a Keep is a growing civilization center looking to establish its place in the Empire as a town of great repute. If a town grows above 8000 people, it is no longer considered a town, but a city.

Market Bazaar:

Requires: Marketplace, 4000 population

Cost: 50 gold

Time: 3 cycles

Yield: 20 silver, +30 growth, raises growth cap to +250

Replaces: Marketplace

A Market Bazaar is the next big improvement to the local economy. A successful Bazaar brings merchants and farmers in from all of the outlying villages and hamlets and allows a town to begin to grow into a city.

Tradesman House:

Requires: Market Bazaar and 2 Level 1 Business Improvements

Cost: 100 gold

Time: 2 cycles

Yield: +10 growth, raises growth cap to +300, +20 pp to Armory-Saw Mill-Bookbinder-Apothecary

The Tradesman House is a long standing traditional place to find tradesmen without work or looking to do a little extra work at the end of the day. These structures also draw more skilled people to town from small outlying hamlets.

Large Stable:

Requires: Keep

Cost: 50 gold

Time: 1 cycle

Yield: 10 silver, +10 growth

A Large Stable allows more horses to be housed, fed and bred. This allows horses to be available to the noble to use for his men and for domestic duties such as tax collection. The Hadran Empire has always been known for its horsemanship and quality light horsemen. This improvement exemplifies this.

Improved Roads:

Requires: Keep

Cost: 10 gold

Time: 2 cycles

Yield: +10 growth, -10 silver

Improved Roads allow all types of trade to proceed more efficiently. This can be a benefit both to a town's growth and to its businesses. Unfortunately, Improved Roads require constant upkeep.

Large Military Compound:

Requires: Keep, Military Training Field, Stone Wall

Cost: 50 gold

Time: 3 cycles

Yield: 15 silver, +20 growth, +5 approval rating, one time population burst +100, doubles the number of available recruits to replace or grow the estates troops

Replaces: Military Training Field

A Large Military Compound is needed to better house and train a growing military. As the military grows, its need for better care, more food and more training grow as well. As protection of the land is the primary goal of any well-run estate, this is necessary to maintain the protection the people need.

Advanced Discipline Training Center:

Requires: Large Military Compound

Cost: 50 gold

Time: 1 cycle

Yield: -10 silver, +10% approval rating, one time population burst +100, +5 growth, soldiers of higher quality

With the construction of a larger compound to train soldiers, a noble may elect to have highly experienced Golden Lions from the Home Guard to come and train their men. With this improvement, fewer soldiers may be lost in large scale attacks.

Castle:

Requires: Keep, Large Stable, Large Military Compound,
Military Training Field, 10000 population

Cost: 150 gold

Time: 6 cycles

Yield: 200 silver, one time population burst of +500,
+15% approval rating, raises population cap to 18000,
+50 growth, raises base approval rating to 25%

Replaces: Keep, Large Military Compound

A Castle is the end all be all of protecting an estate and its surrounding city. The structure is too large to be accommodated in just a town, but to the city that is able to protect its citizens with such a structure, the effects are amazing. A huge stipend is generated by the increased productivity of its citizens. The population is able to grow to half that of the seat of the Empire itself. The city is now recognized as a cultural center and a true capitol in more than just name.

Improved Highways:

Requires: Castle, Improved Roads,
Improved Roads in 1 other towns in Magistracy

Cost: 20 gold

Time: 3 cycles

Yield: +30 growth in Castle city, -20 silver,
+10% to approval rating in all towns with Improved Roads in Magistracy

Improved Highways allow for travel between the towns and cities of a Magistracy to occur more quickly and more safely. All towns benefit some from this arrangement, but the city benefits the most as more people can move there and work there more easily.

5.2 Recurring Improvements

These improvements help a town or city with its morale and/or growth. These types of improvements are not permanent however, but rather recurring improvements that can be bought as needed. There is an additional statistic with these improvements which is Wait. Wait represents how much time must pass from the last completion of an improvement to the next one of the same type.

Sanitization:

Requires: 20% approval or below

Cost: 25 gold

Time: Immediate

Wait: 1 cycle

Yield: +10% approval rating

When a Lord's approval is below 20% they are either brand-new or doing something wrong. Either way, the average citizen cares little for what is going on and the streets accumulate garbage, sewage and corpses. A sanitization project cleans up the city. Though most citizens will be unimpressed as this is something they expected, it does help to show the people that their noble does care.

Commoner Games:

Requires: None

Cost: 60 gold, must NPC a full event in that cycle

Time: Immediate

Yield: +25% approval rating

When a noble cares enough about the people to throw games for them to participate in, morale goes way up. The games are held in the Emperor's honor, but the noble personally attends the entire affair, making the people feel closer to him. These games can only be held once ever.

Emperor's Parade:

Requires: None

Cost: 20 gold, must NPC a full event in that cycle

Time: Immediate

Wait: 4 cycles

Yield: +8% approval rating

A parade in the Emperor's honor is another grand event for most citizens. Such spectacles of talent and colors are more than the average peasant can usually expect to see. Though the cost of these events is expensive, the average peasant will never forget the time they have to celebrate and see their noble in person.

Cultural Arts Fair

Requires: 2 Level 1 Business Improvements

Cost: 50 Gold

Time: Immediate

Wait: 4 Cycles

Yield: +4% approval ratings

Once a year a noble may gather artisans from around the Empire to show and sell their wares at a fair for his people. All people love to see the art produced not only locally but throughout the Empire. Though the cost is very high it requires minimal work on the noble's part.

Craftsmen Subsidies:

Requires: Marketplace or Market Bazaar

Cost: 50 gold

Time: Immediate

Wait: 4 cycles

Yield: one time population burst of +100 (with a Marketplace) or +200 (with a Market Bazaar)

Subsidies allow for struggling craftsman in the city to be able to ply their trade without needing to turn an immediate profit. Those who do truly have talent will be able to use this time to set up a permanent residence. Unfortunately, it is only so often that there are enough Craftsmen to benefit.

Component Patrol:

Requires: Keep or Castle, 2 extra Patrols above what is needed for guarding

Cost: 50 gold

Time: Immediate

Wait: 4 cycles

Yield: 11-20 random components

During a guard's time off, sometimes they would like to make a little extra money rather than just rest and relaxation. Once a year, a noble can pay his off duty guards to go out and look for magical components. They are happy knowing they will be paid whether they succeed or not and regardless of what the component is. The noble is happy to get a windfall of these magical sundries.

Peasant Round Up:

Requires: None

Cost: 10 Gold

Time: Immediate

Wait: 1 cycle

Yield: One time population burst of +100, $-5\% \times 2^x$ approval rating (x = number of times in the previous 3 cycles a Round Up was completed including the current Round Up)

A noble short on people can always go around the countryside and collect up a bunch of people to live in their town. However the new people are unskilled and do not bring anything new or helpful to the town at first. Initially the current residents do not like these people settling in town.

Tax Collection:

Requires: Fortress or better

Cost: -5% to approval rating

Time: Immediate

Wait: 4 cycles

Yield: Doubles yield for the Market Day

Each year a noble may send out taxmen to collect a special tax for the continued protection and prosperity that is offered. Though this kind of act does create some resentment in the general populace, it does produce additional revenue for that Market Day. All regular game day yields of silver, production items, and components are doubled for that Market Day, though the noble must wait a year before pressing such taxes again. One-time bonuses are not doubled.

Refugee Camp:

Requirements: War or displacement of people at Plot's discretion

Cost: 50 gold

Time: Immediate

Wait: 4 cycles per war/displacement

Yield: -5% approval, one time population burst of +200 + d10×10

A time of strife can be a great opportunity for an inspiring noble to boost their populations. By setting up a camp and taking care of the sick, injured and displaced, many will decided to make this their permanent home. Though the current citizens may be a little displeased with the number of foreigners entering town.

5.3 Business Improvements

An estate is not just for taking care of the people, but also an opportunity for a noble to take care of himself/herself. Business Improvements are business ventures a noble can take advantage of within a town or city. Unlike other improvements, Business Improvements also have Support. This is the number of people in a town or city it takes to support the improvement. Population in Support can only be counted once, so in a town of 4500, if there is an improvement with a Support of 4000, then there will only be 500 left over to qualify for a different improvement's Support. **All Business Improvements require a Fortress to even be contemplated.** Only **four** improvements may be underway at one time, after all, there are only so many workers. Each building may only be built once.

Blacksmith's Forge:

Requires: Market Place
Support: 200
Cost: 25 gold
Time: 1 cycle
Yield: 5 silver

Armory:

Requires: Blacksmith's Forge
Support: 500
Cost: 75 gold
Time: 2 cycles
Replaces: Blacksmith's Forge
Yield: 5 silver, 80 production points of armor and/or weapons
Level: 1

Lumber Yard:

Requires: Market Place
Support: 200
Cost: 25 gold
Time: 1 cycle
Yield: 5 silver

Saw Mill:

Requires: Lumber Yard
Support: 500
Cost: 75 gold
Time: 2 cycles
Replaces: Lumber Yard
Yield: 5 silver, 80 production points of traps
Level: 1

Scriptorium:

Requires: Market Place
Support: 200
Cost: 50 gold
Time: 1 cycle
Yield: 5 silver

Bookbinder:

Requires: Scriptorium
Support: 500
Cost: 75 gold
Time: 2 cycles
Replaces: Scriptorium
Yield: 5 silver, 80 production points of scrolls
Level: 1

Glass Blower:

Requires: Market Place
Support: 200
Cost: 25 gold
Time: 1 cycle
Yield: 5 silver

Apothecary:

Requires: Glass Blower
Support: 500
Cost: 75 gold
Time: 2 cycles
Replaces: Glass Blower
Yield: 5 silver, 80 production points of potions and/or alchemy
Level: 1

Brewery:

Requires: Market Place
Support: 200
Cost: 25 gold
Time: 2 cycles
Yield: 5 silver, +5 additional silver for when an Orchard Hamlet is found
Level: 1

Gallery:

Requires: Market Place
Support: 200
Cost: 25 gold
Time: 1 cycle
Yield: +10% approval rating
Level: 1

Tavern:

Requires: Market Place
Support: 200
Cost: 25 gold
Time: 1 cycle
Yield: 5 silver
Level: 1

Tannery:

Requires: Market Place
Support: 200
Cost: 25 gold
Time: 1 cycle
Yield: 5 silver
Level: 1

Weaver:

Requires: Market Place
Support: 200
Cost: 25 gold
Time: 1 cycle
Yield: 5 silver
Level: 1

School:

Requires: Market Place
Support: 500
Cost: 50 gold
Time: 2 cycles
Yield: +5% approval rating, +5% to the base approval rating, +10 growth
Level: 1

Gambling Hall:

Requires: Market Bazaar
Support: 200
Cost: 100 gold
Time: 2 cycles
Yield: 30 silver, -2% approval rating per cycle
Level: 1

Adventurer's Guild House:

Requires: Market Bazaar
Support: 200
Cost: 50 gold
Time: 2 cycles
Yield: 20% chance for a random component, -5 silver, -10% approval rating
Level: 1

Healers Guild House:

Requires: Market Bazaar
Support: 500
Cost: 50 gold + 9th level COP Component Set
Time: 2 cycles
Yield: 1 random component, +5% to approval rating, +10 growth
Level: 1

Celestial Guild House:

Requires: Market Bazaar
Support: 500
Cost: 50 gold + 9th level COP Component Set
Time: 2 cycles
Yield: 1 random component, +5% to approval rating, +10 growth
Level: 1

Inn:

Requires: 2 Level 1 Buildings
Support: 500, 2 Level 1 Buildings
Cost: 75 gold
Time: 2 cycles
Yield: 10 silver
Level: 2

Tailor:

Requires: 2 Level 1 Buildings
Support: 500, 2 Level 1 Buildings
Cost: 75 gold
Time: 2 cycles
Yield: 10 silver
Level: 2

Furniture Shop:

Requires: 2 Level 1 Buildings
Support: 1000, 2 Level 1 Buildings
Cost: 100 gold
Time: 3 cycles
Yield: 30 silver, +10% to approval rating
Level: 2

Jewelry Shop:

Requires: 2 Level 1 Buildings
Support: 1000, 2 Level 1 Buildings
Cost: 100 gold
Time: 3 cycles
Yield: 30 silver, +10% to approval rating
Level: 2

Zoo:

Requires: 2 Level 1 Buildings
Support: 1000, 2 Level 1 Buildings
Cost: 100 gold
Time: 3 cycles
Yield: +10% to approval rating, +10 growth, 25% Base Approval rating
Level: 2

Gnomish Engineering House:

Requires: 2 Level 1 Buildings

Support: 500, 2 Level 1 Buildings

Cost: 100 gold

Time: 3 cycles

Yield: 10 silver, allows for the creation of siege equipment, allows Gnomish Inventions

Level: 2

At the beginning of each Market Fair, a noble with this improvement gets the chance to pay 5 gold and roll a d10. This represents the noble bravely asking the gnomes to make him a great invention. On a roll of 0, a random Gnomish Invention becomes available. On a roll of one, a previously produced invention implodes and is lost. These improvements must be purchased immediately. Unlike any other type of improvement, a town or city may have multiples of these.

Roll: Opportunity

- 1 Fudnock's Enhanced Reciprocating Saw Blade
- 2 Hullburg's Fish Snatcher or Bird Plucker
- 3 Berenwicket's Whirling Lights Demonstration
- 4 Olfnab's Automatic Wind Generator
- 5 Turnock's Sure-Seal Sealer
- 6 Roonbiddle's Intuitive Harvester
- 7 Bunkbur's Roaming Pinchers
- 8 Glimwocket's Animated Hand
- 9 Klemzig's Self-Regulating Shears
- 0 Jebnottin's Mishap (Explosion)

Gnomish Inventions: Each has a support of 25, a cost of 25 gold and an immediate completion time. Mishap is not optional, does not require support and has no cost.

Fudnock's Enhanced Reciprocating Saw Blade:

Yield: 20 pp of traps

Roonbiddle's Intuitive Harvester:

Yield: 10 silver

Hullburg's Fish Snatcher and Bird Plucker:

Yield: 10 Silver

Bunkbur's Roaming Pinchers:

Yield: 1 random component

Berenwicket's Whirling Lights Demonstration:

Yield: +5% approval

Glimwocket's Animated Hand:

Yield: 20 pp of scrolls

Olfnab's Automatic Wind Generator:

Yield: 20 pp of armor and/or weapons

Klemzig's Self-Regulating Shears:

Yield: +5 growth

Turnock's Sure-Seal Sealer:

Yield: 20 pp of potions and/or alchemy

Jebnottin's Mishap (Explosion):

Yield: -50 population

NERO® Chicago Noble Estate System

Library:

Requires: 2 Level 2 Buildings

Cost: 150 gold

Time: 4 cycles

Support: 2000, 2 Level 2 Buildings

Yield: 50 silver, +25 growth, 50% base approval rating

A Library provides a wealth of benefits to the city in which it resides. The average peasant is more educated, the knowledge of the past helps guide the future. Books are expensive to procure though.

University:

Requires: 2 Level 2 Buildings

Cost: 150 gold

Time: 4 cycles

Support: 2000, 2 Level 2 Buildings

Yield: 400 production points of any production items

A University provides a seat of learning for the entire Empire. As students learn how to design weapons, mix alchemies, scribe scrolls, etc. an excess of production is created. However, not all the work ends up being usable, enough production is created to at least let the noble benefit from what the University is teaching.

Theater:

Requires: Library or University, Tradesman House

Cost: 200

Time: 2 cycles

Support: 500

Yield: +10 growth, raises growth cap to +350

A Theatre gives a significant cultural boost to the city it is in. Peasants have something to save up to go do. Entertainment allows for a higher quality of living and all in the area wish to take part. Putting on a theatrical production can be difficult. Travelers need a place to stay on their way there and in the city. Scripts must be written and costuming supplied, but the tax from the ticket sales more than pays for it.

NERO® Chicago Noble Estate System

Wizards' Council:

Requires: Library and University

Cost: 200 gold

Time: 4 cycles

Support: 2500

Yield: A 1 in 10 chance every event that a random Magic Item will be created

The Wizards' Council is a powerful seat and building in the Empire. Formal Magic is cast on an almost daily basis as the more experienced wizards attempt to bestow their knowledge on their apprentices. This sometimes results in successes that are sold to support the Council, with a tithe handed over to the governing noble as tribute.

(All items are rendered and 2 year, a +3 weapon gets no other effects)

<u>Roll</u>	<u>Item Type</u>	<u>Roll</u>	<u>Charges</u>
1	Armor	1	1x/day
2	Armor	2	1x/day
3	Shield	3	1x/day
4	Shield	4	1x/day
5	Necklace	5	2x/day
6	Necklace	6	2x/day
7	Ring	7	2x/day
8	Ring	8	3x/day
9	Pouch	9	3x/day
0	+3 Long Sword	0	4x/day

<u>Roll</u>	<u>Effect Type</u>	<u>Roll</u>	<u>Cloak/Bane</u>
1	Purify Blood	1	Binding
2	Reflect Magic	2	Charm
3	Shield Magic	3	Command
4	Release	4	Curse
5	Dispel Magic	5	Earth
6	Cure Mortal Wounds	6	I Call Forth
7	Imprison	7	Summoned Force
8	Life	8	Chaos
9	Cloak	9	Fire
0	Bane	0	Binding

5.3 Random Business Opportunities

At the beginning of every Market Fair, a noble with a Keep or Castle gets the chance to pay 5 gold and roll a d10. This represents the noble offering a reward to his people for bringing him information over what they find. On a roll of 0, a random Business Improvement becomes available. Roll again to determine which opportunity becomes available. These improvements must be purchased immediately, as the opportunities will expire if they are not taken advantage of. Unlike any other type of improvement, a town or city may have multiples of these.

<u>Roll</u>	<u>Opportunity</u>
1	Orchard Hamlet
2	Hunting Lodge
3	Copper Mine, Foundry
4	Iron Mine, Foundry
5	Silver Mine, Foundry
6	Herb Garden
7	Oak Gall Grove
8	Mushroom Farm
9	Crystal Cave
0	Component Farm

Orchard Hamlet:

Support: 100
Cost: 20 gold
Time: 1 cycle
Yield: +10 growth

One of the Patrols while out patrolling the countryside came across a grove of fruit bearing trees. The opportunity exists to pay some farmers to set up a small hamlet to gather the fruits for a town or city.

Hunting Lodge:

Support: 100
Cost: 35 gold
Time: 1 cycle
Yield: +10 growth, +10% to approval rating

A small section of forest near a town or city is found to be rich in wild game. For a small up front cost, the opportunity exists to set up a hunting lodge, not only for recreation, but also for the training of archers and the procurement of fresh meat.

Copper Mine:

Support: 100
Cost: 20 gold
Time: 1 cycle
Yield: 100 copper

A vein of copper is found to run through a small hill. The opportunity exists to pay a small community of miners to extract and work the vein. Copper is useful not only for jewelry, but can also provide raw material for brass plates and mugs.

Iron Mine:

Support: 100

Cost: 20 gold

Time: 1 cycle

Yield: 40 production points of weapons or armor

A rocky area is discovered to actually be rich in iron. The opportunity exists to strip mine the area and work the iron into serviceable weapons and armor. While most of the yield will go towards keeping the estate troops armed, there will be a small tithe for the noble.

Silver Mine:

Support: 200

Cost: 40 gold

Time: 1 cycle

Yield: 20 silver

A small creek is found to actually have silver flaked in the riverbed. The opportunity exists to set up a small hamlet to pan the creek and mine the surrounding area to extract what silver there might be. The Emperor gets the largest portion of this silver, but a small percentage is set aside for the noble to do with as they see fit.

Foundry:

Requires: Any Mine

Support: 200

Cost: 30 gold

Time: 2 cycles

Yield: doubles yield for a mine

Once any mine is developed, a foundry must be built to smelt the ore and make the metal easily available. The increase in efficiency causes the yield to come in faster.

Herb Garden:

Support: 100

Cost: 30 gold

Time: 1 cycle

Yield: 40 production points of potions or alchemy

Reports come in of an open field that is not only quite fertile, but has a native population of medicinal herbs and sundries. The opportunity exists to hire knowledgeable people to work and grow the garden. A small portion of the potions and alchemies that are created are given to the noble in tithe.

Oak Gall Grove:

Support: 100

Cost: 25 gold

Time: 1 cycle

Yield: 40 production points of scrolls

A neighboring grove of oak trees proves to have a high number of galls. The opportunity exists to pay a few ink makers and scribes to set up residence in the grove and use the galls to make ink and scrolls. A small portion of these scrolls is given to the noble in tithe.

Mushroom Farm:

Support: 300

Cost: 40 gold

Time: 1 cycle

Yield: 1 random component; Roll d4, 1= C1, 2= E1, 3= S1, 4= T1

Some peasants out in the woods find a small patch of magical mushrooms. If properly cultivated, the magic can remain and be steadily farmed. The opportunity exists for the noble to start a small farm and get a small portion of the components in tithe.

Crystal Cave:

Support: 300

Cost: 40 gold

Time: 1 cycle

Yield: 1 Power component

While digging, some peasants uncover a small cavern. Inside the cavern are various crystals and quartz. Some of them have magical properties. The opportunity exists to set up a small farm to steadily gather these crystals. A percentage of all the crystals gathered will be turned over to the noble in tithe.

Component Farm:

Support: 400

Cost: 50 gold

Time: 2 cycles

Yield: 1 component of choice

Some marshlands that were previously thought to be useless are found to actually contain a variety of different magical components. The opportunity exists to hire a component farmer to gather the various items. Though most of the proceeds will be used to pay for the enterprise, the noble may request specific components that the peasants will do their best to collect.