

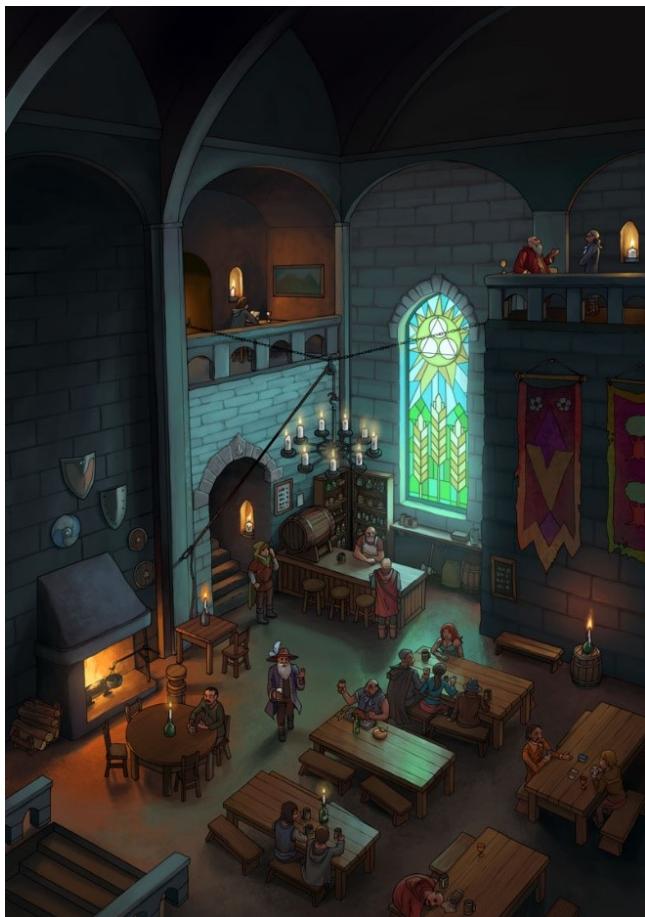


# THE LEGEND OF ZELDA: REBUILD THE WILD

A *RECLAIM THE WILD* GAME SUPPLEMENT

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## WEBSITE & DISCORD

For the latest on *Reclaim the Wild*, including ideas for your game and the latest version of these rules, visit [ReclaimTheWild.net](http://ReclaimTheWild.net). You can also come say hello on [our Discord server](#)!



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## CHangelog

### Version 1.05

- Fixed a few minor typos.
- Observatories and Fortune Tellers now properly have a Musical Power of (Rank x 2), rather than a Perform Trait of the same.
- Specified that an Inn only grants bonus Temporary points when used for an Extended Rest.
- Specified that Heavy Weapons are Large-sized.
- Added a note to Bridges about making them Drawbridges.



## BUILDINGS & NEW RULES

### CREATING BUILDINGS & AMENITIES

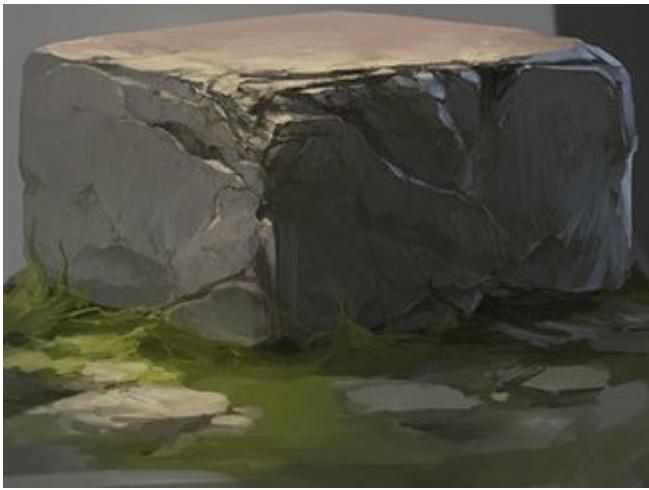
Buildings and Amenities have a Rank, just like Weapons and Armor. A Building's or Amenity's Rank may provide bonuses to its operation, or the services that Heroes can procure from them.

When creating a Building or Amenity, all Materials used in its construction must be of the desired Rank, or higher. For instance, in building a Rank 2 House, all Materials used in construction must be at least Rank 2.

**Raising a Building takes three days** (three Extended Rests) of hard work, for either a crew of Heroes or a construction crew.

Raising an Amenity takes either one Hero, or one construction person, one day (a single Extended Rest) to build. During this time, they cannot spend any other time crafting, surveying, harvesting, or adventuring. They may, however, speak with people, write letters, shop, and do other small tasks.

**Buildings that are also businesses must be staffed** by an Employee to function. See the [Employees](#) section for details.



## UPGRADING BUILDINGS

**Buildings and Amenities** can be upgraded (or even downgraded!) by deconstructing the existing structure, and creating a new structure in its place. This takes less time than constructing a new building on an empty lot – two days total for a Building, or one Short Rest for an Amenity.

Upgrading a structure returns Materials, just like deconstructing the old structure would.

Once complete, the final structure may be a new-and-improved version of the old one, or a completely new building in the place of the old one, as its builders decide.

You may ‘skip’ Ranks while upgrading a structure – for instance, you may upgrade a Rank 1 Inn straight to Rank 3, jumping over Rank 2.

## NEW MATERIAL: STONE

This supplement introduces a new Material type, Stone. **Stone is used for creating Buildings:** it can be used in place of any or all other Materials that a Building or Castle calls for, on a one-to-one basis.

Stone can be found in quarries, caves, and crevasses, along mountains, or in cliff faces. Stone is Surveyed with the Civilization Trait, and Harvested with the Mechanics Trait.

If you lack a Harvesting Tool to quarry stone, you can use Piercing weapons for 1 Durability, or other weapons for 2 Durability.

*Suggested names for Stone materials*

RANK	STONE
Rank 0	Gravel
Rank 1	Clay
Rank 2	Granite
Rank 3	Limestone
Rank 4	Marble
Rank 5	Sage Stone

Stone may be bought and sold, with the same pricing schema as non-Food Materials. Stone may be used to create Chalk, Flint, Flint-Fire Kits, and Bags of Caltrops.

Stone may be eaten by Gorons, just as Metal materials can. Stone is considered to have a rich flavor and a smooth texture, making it quite a desirable foodstuff.

## NEW TOOL: WEDGE & SHIMS

The Wedge & Shims is a Mundane Harvesting Tool, used to harvest Stone.

**Wedge & Shims:** (Metal) Shims are thin slips of metal, used to widen crevices in rock. Once a crevice has been widened, you can then separate stone from the earth with the Wedge. Aids in harvesting Stone.

## DECONSTRUCTING BUILDINGS AND AMENITIES

Buildings and Amenities, much like Weapons, Armor, and Tools, can be deconstructed, destroying the Building and recouping a number of the Materials used in the Building's construction.

Deconstructing a Building takes one day (one Extended Rest), for a dedicated construction crew or a crew of Heroes.

Deconstructing an Amenity takes about an hour (or a single Short Rest). During this time, they cannot spend any other time crafting, harvesting, or adventuring, though they may still speak with people, write letters, and do other small tasks.

When deconstructed, a Building returns:

- 2 Materials of the Rank and Type of the Building's smallest Material category
- 4 Materials of the Rank and Type of the Building's middle Material category
- 6 Materials of the Rank and Type of the Building's largest Material category

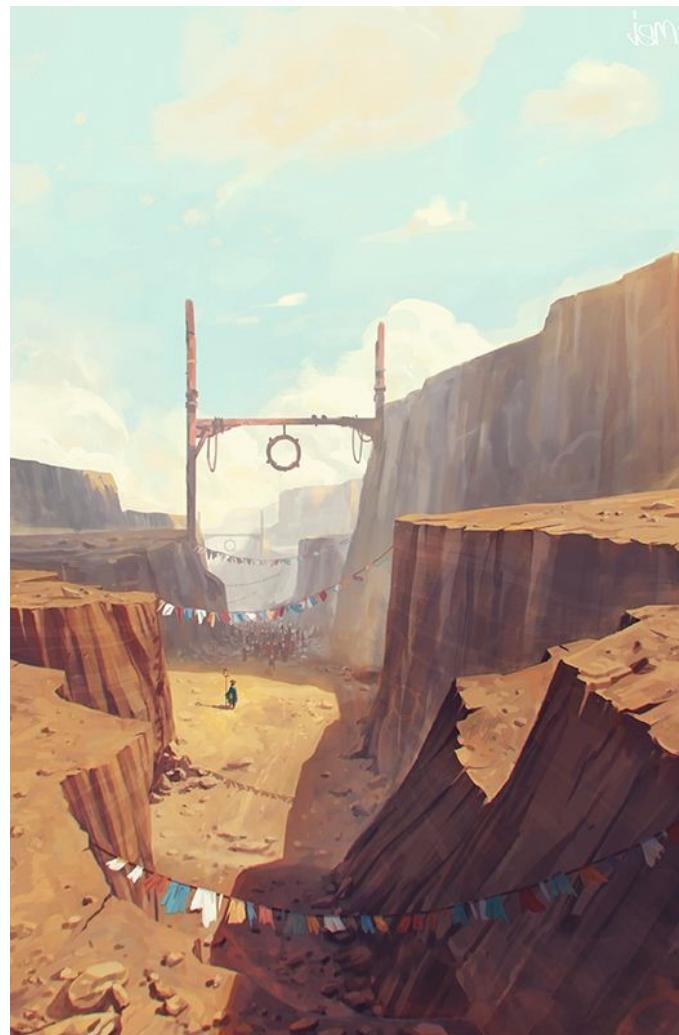
When deconstructed, an Amenity returns:

- No (zero) Materials of the Rank and Type of the Building's smallest Material category
- 1 Material of the Rank and Type of the Building's middle Material category
- 2 Materials of the Rank and Type of the Building's largest Material category

In some cases, at GM discretion, you may obtain Stone instead of the Materials typically used to create that Building. This might occur if Stone was originally used to create the Building, if it's obviously constructed from stone, or if the GM doesn't want to worry about the exact materials used in construction.

If a category of Materials in a Building or Amenity has a different Rank than the Building itself, then the resultant Materials are of that category's Rank, not the rank of the Building or Amenity itself.

Once deconstructed, a Building is entirely and utterly gone, leaving behind only a flat lot or a hole in the ground.



## OWNER PROFITS & BUILDING SALE PRICES

Most Buildings provide their Owners an amount of Rupees, accrued per day, based on the Rank of the Building. The Owners receive these Rupees when they visit the Building, or communicate with it by post.

Sometimes, a Building may be for sale directly from their current owners (or from the local government, if the Building is abandoned). A Building's typical Market Price is listed below, as well.

Like all items, the price to buy a building flat-out starts at twice the Market Price, and the price to sell a Building is half the Market Price.

Haggling can make the price of a Building more favorable, just like with any other purchase - however, since purchasing a Building is such a complex affair, quite often the act of haggling over a Building's price is an Extended Challenge.

Building Rank	Profits for Owner / Day	Building Market Price
Rank 0	10	300
Rank 1	20	600
Rank 2	40	1200
Rank 3	80	2400
Rank 4	200	6000
Rank 5	400	12000



Many kinds of Buildings will provide their Owner a Material of their Rank, instead of Rupees.

If a Building has more than one Owner or set of Owners, then the Rupees (or Materials, or other benefits) that the Building provides its Owners must be shared between all Owners. In short, what a Building provides its Owners is *in total*, not *per person*.

Amenities do not provide their Owners any Profits, nor any other benefits, beyond access to the Amenity.

## CULTURAL MONUMENTS

Cultural Monuments are a special kind of building - they make no profits on their own, but they enhance the culture and prosperity of the community around them.

Museums, Obelisks, Statues, and Temples are all examples of kinds of Cultural Monuments. Sites of historical importance, such as old battlegrounds or tombs of important historical figures, might also be built up and turned into Cultural Monuments.

Cultural Monuments provide a bonus to the Rupees earned by the Owners of Buildings that are adjacent to them, based on the Rank of the Statue. These bonus profits are in addition to whatever profits (Rupee, Material, or otherwise) that a Building might earn for its Owners.

CM Rank	Addt'l Owner Profits / Day
Rank 0	5
Rank 1	10
Rank 2	20
Rank 3	40
Rank 4	100
Rank 5	200

A single Cultural Monument can only be adjacent to (and thus, can only benefit) up to 8 different Buildings. A given Building can only benefit from up to 4 different Cultural Monuments.

Cultural Monuments may be built within a Commons, providing the benefits of both buildings in a single area.

Cultural Monuments may also provide other benefits to the community, such as prestige for the artisan who built them, or increased tourism in the area.

## CULTURAL WONDER

A Cultural Wonder is a special kind of Cultural Monument. It represents the power, wisdom, or courage of the entire community, and can draw admirers from all the world.



A Cultural Wonder can be built like any Cultural Monument, but costs 5 times the Materials in each category. Cultural Wonders tend to be quite massive: temples that can be mistaken for mountains, a statue of a goddess at full scale, or a network of catacombs the size of a city.

Once built, a Cultural Wonder provides the normal Cultural Monument bonus, but to all Buildings in the entire community. It counts as three distinct Cultural Monuments for any Buildings that are directly adjacent to it.

## BREAKING AND ENTERING

Sometimes, Heroes or villains may need to enter buildings they aren't allowed into.

A Building's locks have a DC of  $(\text{Rank} \times 3)$  to pick (using Mechanics) or break (using Athletics). The exception is Banks, Castles, and Towers, which have a DC of  $(\text{Rank} \times 5)$ .

Some buildings may have guards - Banks, Castles, and Towers will certainly have guards around the clock, but buildings that have had recent break-ins may pay for guards to patrol their grounds, too.

Avoiding detection from a building's guards is a  $(\text{Rank} \times 5)$  DC Agility check. If a building does not have guards, then remaining unnoticed by its customers and employees is a  $(\text{Rank} \times 3)$  DC Agility check instead.



Sometimes, you may need to break through the wall of a building, or destroy it entirely. An Amenity or a single square of Building-wall has HP of  $((\text{Rank}+1) \times 10)$ , and Defense  $(\text{Rank} \times 2)$ . Castles, Towers, and Walls' squares have  $((\text{Rank}+1) \times 20)$  HP, and  $(\text{Rank} \times 5)$  Defense. Once broken, a Building's wall becomes Difficult (but passable!) Terrain.

A Building is destroyed if it sustains four such destroyed walls. It becomes inoperable if it sustains two destroyed walls. Repairing a destroyed wall takes 5 Materials, of the Building's Rank and of any type(s) of Material used to build it.

Structures have a Weakness to Bombs, which deal 4 additional damage to them.

## EMPLOYEES

Each Building can have a single Employee assigned to it. If you build a Building in a populated area, then you will automatically get an Employee to staff it, though this Employee will provide no additional benefit besides keeping the doors open.

You may find NPCs in your adventures who long for a life other than what they have. If you can employ an NPC who is well-suited to the job of running a particular Building, then that Building acts as if it is under the effect of an additional Cultural Monument (even if it already has 4 Cultural Monuments working on it), of a Rank equal to that of the Building itself.

A Building may only benefit from one Employee at a time.

## BUILDINGS AND WEATHER

Buildings provide protection from all Weather effects, equal to (the Building's Rank). A Rank 1 House, for instance, would reduce the effect of a Sandstorm on its inhabitants by 1 Rank.

If a Building's Rank is insufficient to completely negate a Weather's effects to Rank 0, then the inhabitants will be uncomfortable, grumpy, and may not be able to get a good night's sleep.

If Heroes are using a building to rest, and it is insufficient to protect them from bad weather, then count their resting conditions as one step worse (regardless of *how* bad the weather is), as per the "Resting and Recovery" section of the Core Rulebook.

This means that, if they are resting in a House or Inn that would also provide them Temporary HP for resting there, then they simply recover fully and do not gain any Temporary HP. If they are resting in some other type of Building, or a Rank 0 House or Inn, then they only recover 50% of their Health, Burned Stamina, and Burned Magic.



# VILLAGES, TOWNS, AND CITIES

Settlements can be broken down into three categories: Villages, Towns, and Cities.

**Villages** are the smallest category of settlement, typically only featuring a few small buildings, and anywhere from just one resident to a hundred (though typically measuring in the dozens). Villages have few resources to their name, and most people living in a Village are focused on day-to-day survival, lacking the time for leisure. If a Village has a leader, it is most often just the oldest or most respected person in the group, and is rarely an official position. Because Villages typically lack any kind of walls, militia, or defenses, a Hero or a band of monsters might ride past one and not even realize it's there - but if they do notice, the Village is surely in trouble.

Villages always contain at least one Farm, and at least one House. They also have at least one service, typically a single Shop, a Stable, or a Workshop.

**Towns** are the middling category of settlement, and may be the most common. They typically range from having a hundred residents, up to a thousand. They feature a recognizable market square or street, and often have actual roads leading to and from points of interest. Villages have enough people, resources, and time to have many classes of people: farmers, merchants, and tradesmen can all coexist and help one another. Towns often have a recognized leader, often an elected official with a small office to befit their title. Towns will sometimes have walls, if they are in a dangerous or oft-contested location; they can also call on their citizens to mobilize, creating a crude militia in times of crisis.

Towns feature all that Villages do, as well as at least one Inn, and at least three Shops (though they often have more than that). Towns also feature at least three of the following: a Cultural Monument, Enchanter, Healer, Post Office, Stable, and/or a Workshop. Some Towns may have Walls.

**Cities** are the largest category of settlement, and are rare - a kingdom may not have any true cities, or it might have up to a handful if in the midst of a golden age. Cities have thousands of people in them, from all walks of life and all trades, making them a great place to look if you're seeking something rare or esoteric. Cities have a thriving bureaucracy with many departments and officials; some are elected, others are merit-based, and yet others might be appointed by royal decree. Cities quite often have walls, checkpoints, and other defenses, making them difficult for enemies to assail directly.

Cities feature everything that a Town has, and can further have just about any type of building that you can imagine within their bounds. Cities must have at least five kinds of Shops, though they often have many more. They also feature at least six of the following: a Bank, Cultural Monument, Enchanter, Healer, a Library or Book Store, a Minigame, an Observatory or Fortune Teller, Post Office, a Restaurant, Stable, Tower, or a Workshop. Most Cities have Walls, as well.

# LIST OF BUILDINGS AND REQUIRED MATERIALS

Building Type	Requires 5 of...	...and 10 of...	...and 15 of...
Bank	Wood	Metal	Rupees *
Barracks	Wood	Cloth	Metal
Cultural Monument	Gemstones	Wood	Metal
Enchanter	Wood	Metal	Gemstones
Farm, Critters	Food	Wood	Critters
Farm, Food	Critters	Wood	Food
Healer	Food	Metal	Critters
House	Metal	Food	Wood
Inn	Cloth	Food	Wood
Library / Book Store	Metal	Monster Parts	Wood
Mill	Desired Materials †	Wood	Cloth
Minigame	Monster Parts	Critters	Wood
Observatory / Fortune Teller	Gemstones	Ancient	Metal
Office	Food	Wood	Cloth
Post Office	Monster Parts	Cloth	Wood
Restaurant	Metal	Wood	Food
Shop	Metal	Wood	Special ‡
Stables	Food	Cloth	Wood
Tower	Cloth	Metal	Wood
Wall	Cloth	Wood	Metal
Workshop	Monster Parts	Wood	Metal

\* Rupees: Specifically, Rupees equal to the Market Value of 15 Materials of that Rank. This price cannot be haggled, and is unaffected by a Hero's Influence.

† Desired Materials: Mills require 5 units of the Material type they're intended to produce. In the case of Gems, this must be the specific type of Gem (such as Amber, Opal, or Sapphire).

‡ Special: Most Shops require 3 individual items, of the type of their intended wares. (Shops that sell Materials instead require 15 units of their intended Material type.)



## BUILDING TYPES

### BANK

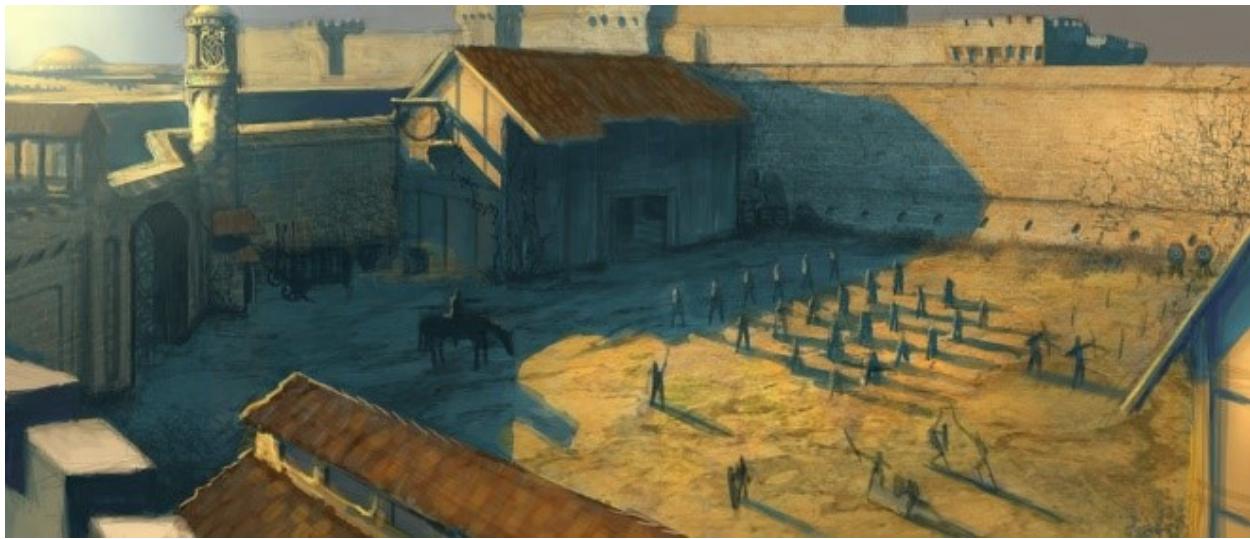
Banks provide item storage, at 25 Rupees per slot. Banks can provide up to (Rank x 10) slots of Storage per person. Each slot of Storage acts just like a slot of Overflow Inventory - any kind of item may go into it, and items that stack may stack as large as they like.

A Bank's Owners have their available item storage at the Bank doubled: for example, if they have purchased 3 slots, then they have 6 available.

Banks can also store your Rupees, to prevent them from being stolen by cutpurses or eaten by Like-Likes.

Storing your Rupees costs nothing, and you do not need to purchase or use a Storage slot for them. You may withdraw your Rupees or your items whenever you visit the Bank in person. You may also withdraw items and Rupees from the Bank whenever you communicate with them, such as by mail - so long as you're willing to deal with the time it takes for the post to deliver.

Rupees stored at a Bank do *not* accrue interest.



## BARRACKS

Barracks allow the members of a community to organize guards or a militia, giving them an armed force to defend their settlement, patrol for lawbreakers, or respond to crises.

Barracks are staffed with  $((\text{Rank} + 1) \times 10)$  Guards. These Guards are built out as Villagers, meaning that they start with 40 Tokens to spend, and all Traits start at 1. They have an extra  $(\text{Rank} \times 20)$  Tokens of Heroism to spend. Guards cannot increase a Trait above  $(4 + (\text{Rank} / 2))$ , cannot purchase any Feats, Techniques, or Skills that cost more than  $(4 + \text{Rank})$  Tokens, and cannot purchase any Crafting Styles.

Guards are usually, but not necessarily, of a Race that would commonly be found in the Barracks' settlement. Guards have all the benefits and weaknesses of their Race.

Guards may be seen performing the following duties (among others!), as time and circumstance permit:

**Patrol the settlement**, keeping the peace and responding to crime.

**Patrol roads** to and from the settlement, searching for bandits and monsters that might cause trouble to travelers.

**Stand guard at specific locations** important to the settlement. These might be the town gates, the office of an important official, a high-value Building, or the site of recent criminal or monster activity.

**Stand watch** at the village outskirts. This allows Guards to look out for trouble on the horizon - advancing armies, fleeing criminals, or even the weather. If the settlement has Walls or Towers, the Guards may use those structures for this purpose.

**Ceremonial duties**, such as marching in parades, serving in coronations, and adding gravitas to state funerals.

Guards are assigned Weapons and Armor from the Barracks, as per the table below.

Rank	Guard Tokens	Head	Chest	Legs	Weapon 1	Weapon 2
Rank 0	40	-	Rank 0	Rank 0	Rank 0	-
Rank 1	60	-	Rank 1	Rank 0	Rank 1	Rank 0
Rank 2	80	Rank 0	Rank 1	Rank 1	Rank 1	Rank 0
Rank 3	100	Rank 1	Rank 2	Rank 1	Rank 2	Rank 1
Rank 4	120	Rank 1	Rank 2	Rank 2	Rank 2	Rank 2
Rank 5	140	Rank 2	Rank 3	Rank 2	Rank 3	Rank 3

Guards generally do not carry Tools, but if their duties require the use of one, they may substitute one of their Weapons for Mundane or Miscellaneous Tools of equal value.

A Guard's exact equipment loadout (including the Style and type of Weapon they use) may depend on their personality, the town they are stationed in, and the local availability of equipment, smiths, or materials.

A piece of a guard's Equipment may be Enchanted. They may have up to (Rank / 2) pieces of equipment enchanted, with the Enchantment Rank matching the item's Rank. The type of Enchantment may be limited by local availability of Gems.

In general, all Guards stationed at a Barracks are built out the same way: same Traits, Equipment, Feats, Techniques, and Spells. There may be exceptions, however, as game and plot require. Guards stationed at two different Barracks in the same city will likely be built differently, however.

Typically, Barracks and their Guards are too busy with their duties to accompany Heroes on their adventures, and are generally ill-equipped to match a Hero's skill and power. However, if a Hero has proven themselves a friend of the Guards, then the Guards may deign to return the favor: with their presence, or with information they've gleaned while performing their duties.

The Owner of a Barracks may request a Guard accompany them as a Companion, and they do not need to further pay them for this service. Abusing this right - such as by allowing the Guard to die or unduly suffer while in their service - may have negative consequences for them. Owners of a Barracks are also the first to hear about whatever troubles the Guards of the Barracks may be dealing with of late, which may lead to additional quests and adventures.



## ENCHANTER

Enchanters can enchant weapons and armor, or transmute Materials, for a price.

Enchanters can perform Enchantments or Transmutations with a required Enchanting Trait Rank of (Building Rank x2) or lower.

Enchanters do not provide the Gems necessary for Enchantment: you must bring your own Gems for the Enchanter to use. If you wish to buy Gems, you will have to find a Gem Store and purchase from them.

Req. Trait	Cost of Services
Enchanting 2	200
Enchanting 4	400
Enchanting 6	600
Enchanting 8	800
Enchanting 10	1,000

An Enchanter's Owners get a small portion of their earnings, based on the Rank of the shop.

## FARM

There are two types of Farms: those that provide Food Ingredients, and those that provide Critters. Both types of Farm provide their Ingredients to the community. Among Food-producing Farms, those that specialize in fruits are "Orchards", those that raise fish are "Fisheries", and those that specialize in game are "Reserves"; all of them operate in the same fashion, however.

Most farms specialize in a certain type of plant or animal that they tend to - some food farms may grow wheat, while others rear cattle or pigs, and some grow fruits or vegetables.



A Farm will often sell its wares to anyone who comes by - typically, (Rank+1) different types of Food or Critter Ingredient (of a type that the farm would logically produce), of a Rank up to the Farm's Rank. Thus, a Rank 3 Food Farm could sell four different kinds of Rank 3 or lower Food Materials; a Rank 2 Critter Farm could sell three different kinds of Rank 2 or lower Critters. These Materials may be limited by season or circumstance: for instance, if the Farm specializes in summer vegetables, it may not have anything to sell in the winter, or might sell different foodstuffs.

For their Owners, Farms provide 5 units of either Food Ingredients or Critters, of a Rank up to the Building's Rank, and of types that the farm produces, per day.

## HEALER

Healers craft Elixirs from ingredients that people bring them - for a price. They also provide medical advice and knowledge to the community, serving as doctors, midwives, and surgeons.

A Healer can only use Ingredients of a Rank equal to the Rank of the Building. The price for their services is based on the highest-Ranked ingredient to be used in the Elixir.

Req. Cooking Trait	Cost of Services
Rank 0 Ingredients	10
Rank 1 Ingredients	20
Rank 2 Ingredients	40
Rank 3 Ingredients	60
Rank 4 Ingredients	80
Rank 5 Ingredients	100

A Healer's Owners get a small portion of their earnings, based on the Rank of the shop, or an Elixir of the building's Rank and of a type chosen by the GM (or at random).





## HOUSE

A House's Owner can rent out the house, allowing others to live in it. When they do this, the Owner receives a small amount of Rupees per day based on the Rank of the House, much as if it were a Shop or other Building. However, an Owner cannot then use a rented-out House for their own purposes, including as a place to rest.

If a House's Owner does *not* rent out the house, they may use it for themselves. This allows them to fill it with their own belongings, customize its colors and furnishings, and to rest there for free. When resting in a House, Heroes restore all of their Burnt and Spent Health, Magic, and Stamina, as well as gaining Temporary HP based on the Rank of the House.

Houses include a reasonable suite of furniture to fill the space - so a House always includes a bed, table, chairs, and so on. A House's owners are free to obtain and use their own furniture, as well.

All Houses contain a kitchen, which includes a (non-portable) cooking vessel and a place to have a fire. This means that residents in a House can use it to cook without further expenditure. Houses do *not* come equipped with a Forge, however.

Houses can store up to (Rank x 4) items *per Hero*. Each slot of storage acts just like a slot of Overflow Inventory - any kind of item may go into it, and items that stack may stack as large as they like.

Be cautious of storing a large number of valuable items or materials in your home - Houses are easier to break into, and are generally less well-guarded, than a Bank of equal rank. Further, the more valuable the goods in the home, the more likely it is that thieves will strike, breaking in while any resident Heroes are away and looting the place. If you have a large number of valuable objects you wish to store for a long time, buying space at a Bank may be a better, safer option.



Finally, resting in a House provides a small amount of Temporary HP, as per the table below. Resting in a House provides no Temporary MP or Temporary SP.

House Rank	Temp HP on Rest	Item Storage Slots (per Hero)
Rank 0	0	0
Rank 1	2	4
Rank 2	4	8
Rank 3	6	12
Rank 4	8	16
Rank 5	10	20

## RENTING A HOUSE

Sometimes, Heroes may be staying in an area long enough that they won't want to stay in an Inn room, but will not be staying long enough (or may not be rich enough) to outright buy or build their own House. In this case, they can choose to rent a House that someone else owns.

The cost of renting is the same as the profits the Owner of a House would make per day.



Houses must be rented for a minimum of 5 days at a time, and are rented in increments of 5 days thereafter - so Inn rooms are more efficient if you intend to spend only a night or two in town, or if you need to leave at a moment's notice.

Not every community will have Houses for rent - it's not a guarantee, especially in smaller communities where there are few travelers and no real estate market.

## INN

Inns allow travelers, Heroes, and tourists to stay the night away from their own beds and without camping outdoors, for a per-day fee.

A single Inn room can support a group of Heroes comfortably, and includes a nourishing (albeit benefit-less) breakfast. (In Master Mode, this serves to stave off Hunger following an Extended Rest.)

An Inn's comfortable beds and luxurious services provide a full night's rest, restoring all Spent and Burned Health, Magic, and Stamina. They also provides an amount of Temporary Points to anyone who spends an Extended Rest there, based on the Rank of the Inn. (This is some combination of HP, MP, and/or SP, determined when the Inn is constructed, adding up to the total Temp Points provided by that Rank of Inn.)

Building Rank	Cost of a Room	Temp Points
Rank 0	25	0
Rank 1	50	4
Rank 2	100	8
Rank 3	200	12
Rank 4	500	16
Rank 5	1000	20

Inns often serve as a hub for travelers to mingle and share information. In addition, when locals decide they need the help of Heroes, they will often visit the local Inn first, knowing that any traveling adventurers or mercenaries are likely to be rooming there. If Heroes are unsure of what to do next, are in need of some work for a little extra money, could use an extra hand, or want to hear local rumors, they should hang around the Inn – and the GM should take this as a sign to throw them a bone, and provide a short, low-stakes adventure for them to partake in.

All Inns provide a place for Heroes to cook their own Dishes: smaller Inns might just have a single communal cooking area, while fancier Inns may provide each room with their own private kitchen.

An Inn's Owners get a small portion of their earnings, based on the Rank of the Inn.

## MASTER MODE

Under Master Mode rules, a GM may allow a Hero's Humanoid Companions to register at an Inn, just as if it were a Stable. They gain the same Temporary HP benefits they would at a Stable of the same Rank (see [Stables](#) for more information).



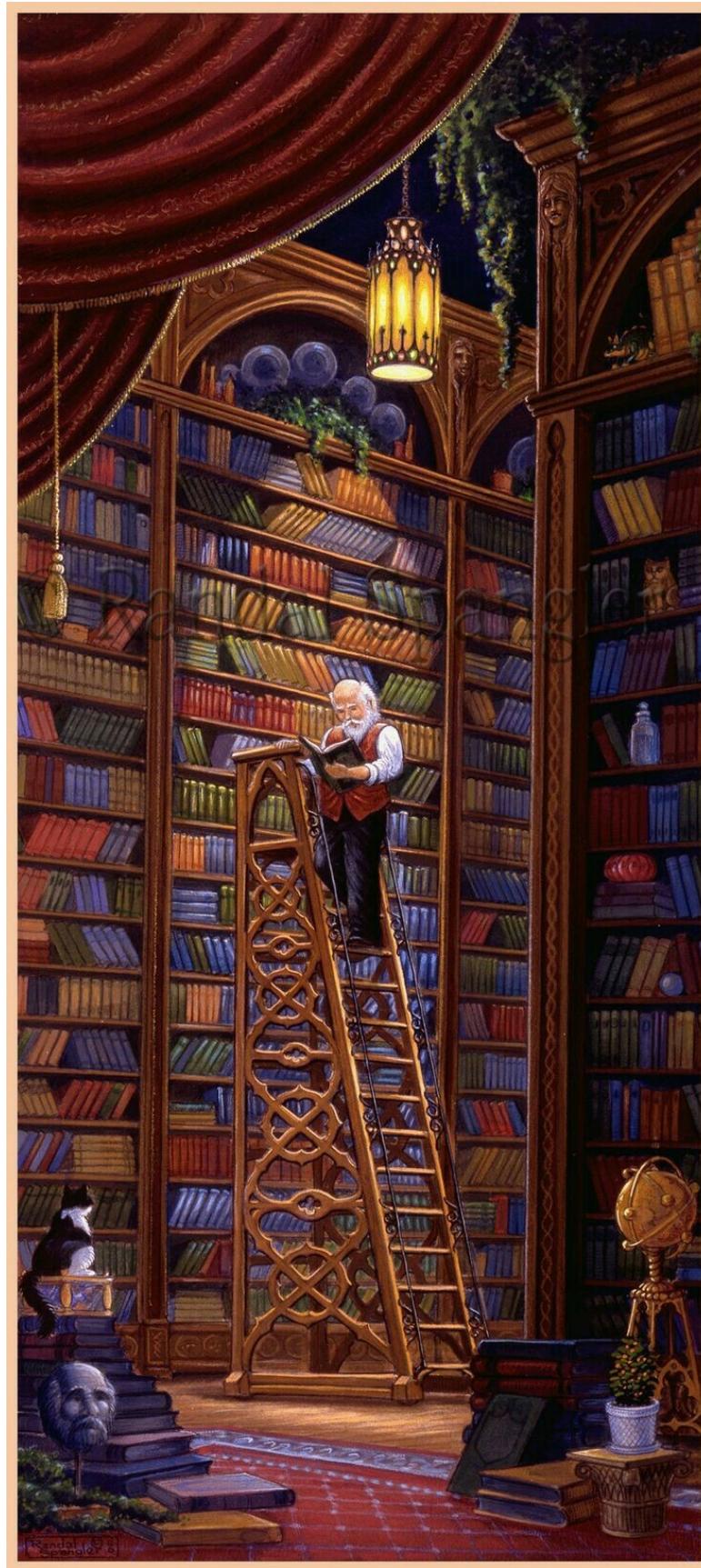
## LIBRARY / BOOK STORE

Libraries and Book Stores both serve a similar purpose - to give their community access to literature and knowledge.

Both have Written Books of a quality up to the shop's Rank. The Written Books they have available depends on the building's owners, location, culture, and a host of other factors, as the GM decides. Neither Libraries nor Book Stores sell Empty Books or Ink & Quill sets; to purchase those, visit (or build!) a Tool Shop with the appropriate wares.

Book Stores sell their Books directly. Libraries, however, only loan their Books out. A Library will loan out a single Book per person, for a period of 10 days. After that, they begin charging late fees, accruing every day until the Book is returned, equal to 10% of the Book's sale cost (typically 20% of the Book's Market Price). Heroes are unable to borrow books from a Library while they have an outstanding late fee. If they fail to return a valuable enough Book for a long enough time, some Libraries may decide to take more drastic measures to regain their property.

A Library's or Book Store's Owners get a small portion of their earnings, based on the Rank of the Building. They may instead rarely receive a random free Written Book of the Building's Rank instead of a day's profits.



## MILL

Mills produce resource nodes (opportunities to harvest Materials) at a steady pace. They provide towns with regular, safe access to harvestable resources, without having to venture into the dangerous wilderness.

Mills come in a variety of forms, each dedicated to a single type of Material from natural resources in the surrounding area.

Material Type	Building Name
Ancient	Excavation Site
Cloth	Magnanery
Gemstone	Motherlode
Metal	Mine
Monster Parts	Furrier
Wood	Lumber Mill

**Mills may only produce resource nodes of their chosen type of Material.** This Material type is chosen when the building is first constructed, and cannot be changed later. In the case of Gemstones, a Mill produces only a single type of Gem – for instance, a Motherlode specifically producing Onyxes.

**Mills may only be built where there's an obvious abundance of that Material type.**

For instance, a Lumber Mill can only be built in or near a verdant, lush forest. This means that you may not be able to build some types of Mills, depending on where you are!

Customers may purchase resource nodes from a Mill, to harvest themselves. The below are Market Prices, and should be modified by haggling as per usual.

Rank	Market Price
Rank 0	50
Rank 1	100
Rank 2	200
Rank 3	400
Rank 4	1000
Rank 5	2000

A Mill's owners receive a free resource node of the Mill's type and Rank once every week (7 days). These resource nodes can all be harvested in a single attempt, whenever the owners deign to return and collect on them.



## MINIGAME

Minigames might take two forms: an actual small game that the GM invents, or an Extended Challenge. As an Extended Challenge, they last 3 Rounds, and have a Difficulty Level up to the Minigame's maximum available (per the table below). Minigames may either be for an individual Hero or an entire party, and they may be for whatever Trait or Traits make the most sense for how the Minigame is described.

A Minigame's Owners can decide just what game they offer, but a community can only support a single instance of any one game.

Any given Minigame can only be attempted by a given Hero once per day.

The higher Rank the Minigame is, the more difficulty levels it offers - providing a higher DC to meet, but granting a higher reward for doing so. Heroes may choose what Difficulty they want to try the Minigame at when they attempt it.

To play a Minigame, the Hero making the attempt must first pay up a certain amount of money based on the level of the Mini-Game Level they're going to play. When they win the Minigame, Heroes typically win back twice what they paid (or items of that value), though they may instead win other prizes, based on the individual running the Minigame and circumstances.

Building Rank	Minigame Level	Cost
Rank 0	Novice	20
Rank 1	Journeyman	50
Rank 2	Adept	100
Rank 3	Expert	200
Rank 4	Impressive	500
Rank 5	Heroic	1,000



## EXAMPLE MINIGAMES

**Bombchu Bowling:** Stand on a spinning platform, and hit targets on the walls with Bombchu. *Solo/Team, Focused Challenge: Accuracy*

**Chest Choice:** Randomly select a Treasure Chest from many. Purely luck-based. Sometimes called the "Money Making Game". *Solo, Focused Challenge: Luck rolls (no Traits)*

**Dance Hall:** Try to keep up with faster and faster dances. *One or Two Players, Focused Challenge: Perform*

**Digging Game:** Try to dig up as much treasure as you can. *Solo/Team, Mixed Challenge: Athletics, Perception, Fortitude,*

**Shooting Gallery:** Try to shoot targets as they move across a diorama. *Solo, Focused Challenge: Accuracy*

**Trendy Game:** Using a crane-arm, try to pick up prizes as they move on a conveyor belt. *Solo, Focused Challenge: Mechanics, Accuracy, Agility*

## OBSERVATORY / FORTUNE TELLER

Observatories gaze up to the stars, while Fortune Tellers gaze into crystal balls. The result is the same - they both attempt to predict the future.

Observatories and Fortune Tellers can be employed to perform the Song "Future's Fugue", with a Musical Power equal to (Building Rank x2). The exact method of their performance may vary - be it tea leaves, careful charting of the stars, or even stranger actions. The person performing the augury will relay the information they receive as best and as truthfully as they can - though they may not always understand the answers they receive.

Building Rank	Cost of Fortune
Rank 1	100
Rank 2	200
Rank 3	400
Rank 4	1,000
Rank 5	2,000

An Observatory or Fortune Teller's Owners get a small portion of their earnings, based on the Rank of the Building.



## OFFICE

Offices allow the citizens of a settlement to organize their affairs, keep track of their efforts and their expenditures, and to house bureaucracies, governments, or large businesses. An Office might also represent a school, guild of tradespeople, or other place of dedicated learning.

Offices provide Heroes a place to go to find experts on a given subject. If the Heroes need information on an ancient artefact, receipts for the mayor's expenditures, or experience with a foreign country's culture, they can turn to the Workers of a relevant Office to provide much-needed knowledge.

An Office's benefits to the community are both varied and subtle.

**Offices provide employment.** Some people aren't cut out to be a farmer, merchant, or guard. For those who prefer to deal with facts and ideas, an Office is an ideal workplace.

**Offices promote efficiency.** Offices serve as a central authority, keeping Workers on-track even if they aren't aware of the bigger picture. An Office also ensures that money and materials are spent wisely.

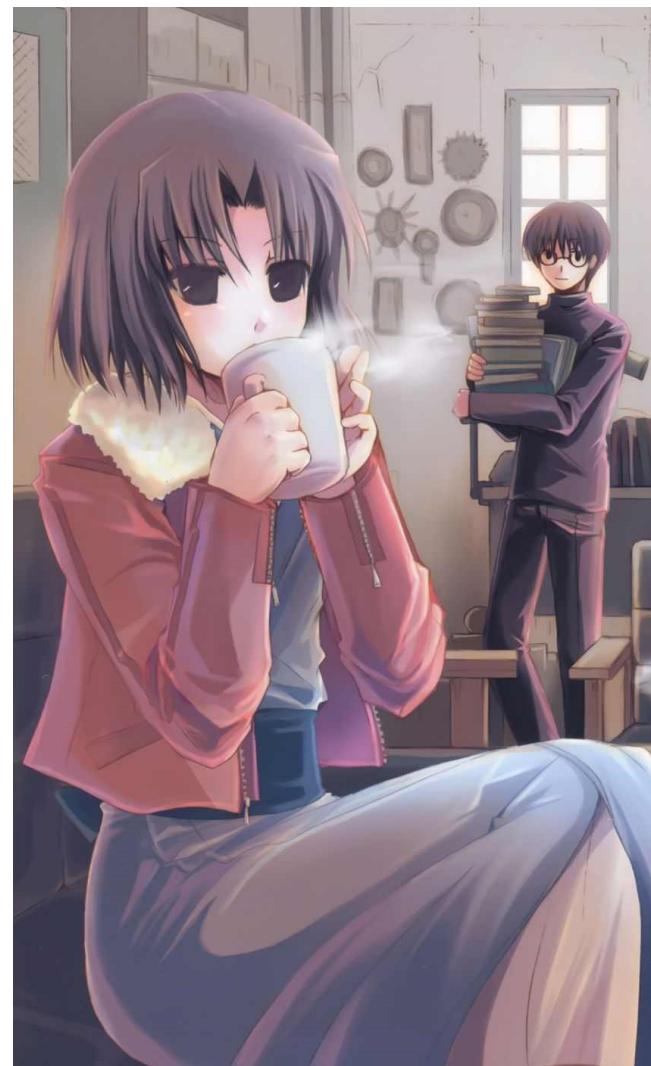
**Offices educate citizens.** Even if an Office is not explicitly a place of scholarly pursuits, its workers still learn valuable knowledge and skills that they otherwise couldn't obtain.

**Offices prevent corruption.** An Office keeps track of paperwork and expenditures, making sure no money or materials "happen" to go missing. Workers are paid, promoted, and recognized based on their merits, reducing the risk of them even attempting to corrupt the system.

Office Workers are rarely, if ever, fully built out as characters. If the need arises, assume they are Villagers with Traits relevant to their chosen career of  $(4 + (\text{Rank} / 2))$ . Highly-regarded Workers may also have the Specialist Feat up to  $(\text{Rank} / 2)$  times, focusing on different aspects of their job.

Workers are usually, but not necessarily, of a Race that would commonly be found in the Office's settlement. Workers have all the benefits and weaknesses of their Race.

An Office's Owners get a small portion of their earnings, based on the Office's Rank.





Klaus

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## POST OFFICE

Post Offices can deliver letters, for 10 Rupees, or packages, for 25 Rupees. A letter may only contain written correspondence, while a package may contain both a letter and a single item (or stack of a single item).

All postal deliveries take one day to reach their destination. Typically, if you're awaiting a response, it will take about three days - one day to deliver your missive, one day for the recipient to compose a response, and a third day for their response to reach you.

All deliveries must start at the post office (there is no daily at-home pickup). Postmen can deliver mail to specific addresses, such as homes or businesses. They can also deliver directly to a person's hands, if they catch sight of them on their route.

However, no Post Office can deliver to a place it is unaware of, or one that is hidden away or shielded by magic - if a normal person (with directions and proper conveyance) couldn't get there, then neither can the postman.

**At Rank 0**, there aren't any actual postmen to make deliveries; the Post Office is simply a place where messages can be dropped off and picked up. People wishing to exchange messages will have to visit the Post Office to receive their mail, or to send replies.

**At Rank 1**, the Post Office becomes capable of making simple deliveries. Messengers can deliver letters and packages to anyone within a small radius around the Post Office (about the size of a small village).



**At Rank 2**, the Post Office's effective radius increases, to about the size of a large city, or a village and much of its surrounding countryside. **At Rank 3**, a Post Office can deliver to most anywhere within a country.

**At Rank 4**, the Post Office is capable of delivering packages and letters to nearly anywhere in the world, by land or sea (or in some cases, air). The postmen will use magical means to make the journey, if necessary. Fantastical realms that are still in the same metaphysical world, such as a kingdom in the clouds or hidden deep in the earth, may or may not be available.

**At Rank 5**, these postmen are capable of traveling to anywhere in the world, or any other world, and deliver any message or package within a day. They can shuttle messages between the Light and Dark World, the Twilight Kingdom, or any other worlds your campaign might have.

A Post Office's Owners get a small portion of their earnings, based on the Rank of the Post Office. However, some days (at the GM's whims) their earnings may be replaced by receiving a random item from the 'undeliverable packages' pile. A Post Office's Owners may also send (Rank) letters or packages per day, for free.

## SHOP

Shops offer mundane items, of a Rank equal to the Rank of the shop. Different kinds of shops sell different kinds of things.

Listed below are some of the types of shops that Heroes might find in many cities and towns the world over.

Shop Type	Sells...
Alchemist or Witch	Elixirs
Armorer	Light, Medium, and Heavy Armor
Arsenal or Weapon Shop	All Types of Weapons
Bomb Shop	Bombs
Breeder	Critter Ingredients
Farmer's Market	Food Ingredients
Fashion Boutique	Civilian Clothing (in many styles)
Fletcher	Arrows
General Store	Anything, but in limited supply
Hardware or Tool Shop	Mundane & Miscellaneous Tools
Jeweler	Gem Materials
Lumber Yard	Wood Materials
Refinery	Metal Materials
Restaurant	Food consumables
Seamstress	Cloth Materials
Taxidermist or Hunter	Monster Parts

Unless otherwise noted, all Shops have enough stock at-hand to satisfy all but the most ludicrous order a Hero could place. This may not be the case if a Shop is suffering in some way, such as from political sanctions, stolen or lost deliveries, or if they're in a city under siege.

## WHAT DOES EACH SHOP SELL?

**Shops that sell Materials** – meaning Jewelers, Lumber Yards, Refineries, Seamstresses, and Taxidermists – sell Materials of up to their Rank. For example, a Rank 3 Lumber Yard can sell Rank 0, 1, 2, or 3 Wood Materials to Heroes.

**Hardware Stores** sell all types of Mundane and Miscellaneous Tools, of up to their Rank. For instance, a Rank 3 Hardware Store can sell Rank 0, 1, 2, or 3 Shovels.

### Armories, Arsenals, and Fashion

**Boutiques** sell all Armor, Weapons, or Clothing (respectively). The items on offer are of a Rank up to the Building's Rank. Arsenals typically offer their Weapons in only a single Crafting Style (if any), though the right Employee may allow them to source a second Style.

Armories, Arsenals, and Fashion Boutiques also keep (Rank) many unique, already-enchanted, one-off items behind the counter, of a Rank up to (but not always equal to!) the Shop's Rank. These items may have some history to them, but they're always one-offs, and are almost certain to be sold to someone else if the Heroes do not snatch them up today.

**Alchemists, Witches, and Restaurants**

offer a limited selection of pre-made Elixirs or Dishes. They offer  $((2 \times \text{Rank}) + 1)$  different kinds of items, of a Rank up to the Shop's Rank.

**Fletchers and Bomb Shops** unlock new wares with every Rank, per the table below.

Rank	Fletcher	Bomb Shop
Rank 0	Arrow	Bomb
Rank 1	Broadhead Arrow, Hammerhead Arrow	Firework, Flashbang
Rank 2	Bomb Arrow	Bombchu, Fireproof Bomb
Rank 3	Showstopper Arrow, Snag Arrow	Remote Bomb, Water Bomb
Rank 4	Elemental Arrows (all Elements)	Super Bomb, all other Bombs
Rank 5	Guardian Arrow, Silver Arrow	Powder Keg

**General Stores** sell a little bit of everything – literally. Their wares are more varied, and their stock more limited, than any other shop type. They offer  $((\text{Rank} + 1) \times 4)$  different individual things, which could be Tools, Weapons, Armor, Materials, Dishes, Elixirs, or nearly anything else.

**Farmer's Markets and Breeders** function a little differently than other Shops that sell Materials. Their selection is based on the different foods or creatures that they have access to – typically, those found locally. Each offers  $((2 \times \text{Rank}) + 1)$  different kinds of Materials, each of a Rank up to (but not necessarily equal to) the Building's Rank.

In all cases, however, a General Store's stock of each item is limited: they will only have one of a Weapon, Armor, or Tool; and only five of a Material, Dish, or Elixir. When the General Store resupplies (roughly every  $(6 - \text{Rank})$  days), the available wares may change a little, somewhat, or entirely.

Regardless of the type of Shop, a Shop's Owners get a small portion of their earnings, based on the Rank of the shop. A Shop's Owners may choose to take their payment in the form of equivalent wares from the Shop's stock, valued at market price.



## STABLES

Stables allow Heroes to register their Mounts and Companions for 50 Rupees. Mounts and Companions registered at a Stable may reside there for as long as their Hero likes, allowing said Hero to take a different Mount or Companion with them on their journey.

Mounts are well-fed and exercised while at a Stable, and Companions will typically find benign ways to occupy their time, either by working at the Stable, or enjoying the surrounding town or countryside.



Further, Heroes may use a Stable to freely summon a Mount or Companion residing at a different Stable, in order to make use of them - in some games, the Mount or Companion in question may have to physically traverse the distance themselves, while in others, Stables can instantly transport Companions and Mounts through the power of magic.

In addition, Stables provide any stabled Mounts and Companions with temporary HP, based on the quality of the Building, when the Companion is stabled at the Building for an Extended Rest.

Building Rank	Temp HP
Rank 0	0
Rank 1	4
Rank 2	8
Rank 3	12
Rank 4	16
Rank 5	20

A Stable's Owners get a small portion of their earnings, based on the Rank of the Stable.



## TOWERS & WALLS

Towers and Walls serve as fortifications for a community. Walls serve to surround and protect a community, keeping enemy forces out. Towers serve as strategic garrisons and lookout points, giving any stationed therein a lovely vantage of the surroundings.

Walls must be in a relatively straight line (with some leeway for following terrain). This means that most towns that choose to surround themselves with walls will have to build at least four of them. Walls are  $(\text{Rank}+1)$  storeys tall, but their length is simply “an entire side of the town” or less.

Walls may feature gates, allowing passage to authorized persons at a specific place along the wall. These gates may be closed and locked when passage is not permitted, such as at night or during times of war.

Towers can be built atop Walls, or on their own, as guard outposts or lookout posts. Towers are  $((\text{Rank}+1) \times 2)$  storeys tall, and often feature portholes to fire arrows from, and a balcony that allows the placement of a Heavy Weapon or archery regiment. Towers are the tallest buildings in most communities, rivaled only by Cultural Monuments.

## MASTER MODE

Under Master Mode rules, a GM may allow those firing long-ranged weapons from atop a Tower or Wall to shoot further, taking advantage of their height. In this case, for every storey tall the shooter’s vantage is, increase their Projectile range by 1.



## WORKSHOP

Workshops allow large numbers of people to come together to work on crafting projects. They provide ways to smelt ore, cut timber, weave cloth, and otherwise turn raw materials into usable goods.

All Workshops include a Forge. Heroes may make use of a Workshop's Forge for their own purposes at no charge, so long as they are on good terms with the Workshop.

A staffed Workshop can make Armor, Mundane Tools, and Weapons for you – if you provide the raw materials, and agree to a surcharge for their services. Workshops can only make items of the Building's Rank or lower.

Weapons made by a Workshop's attendants may be of a Crafting Style that the Workshop's attendants know – for instance, Weapons made at a Workshop full of Gorons might be of the Goron style.

Req. Smithing Trait	Cost of Services
Smithing 0 (Rank 0 Items)	100
Smithing 2 (Rank 1 Items)	200
Smithing 4 (Rank 2 Items)	400
Smithing 6 (Rank 3 Items)	600
Smithing 8 (Rank 4 Items)	800
Smithing 10 (Rank 5 Items)	1,000

A Workshop's Owners get a small portion of their earnings, based on the Rank of the shop.

## LIST OF AMENITIES AND REQUIRED MATERIALS

Building Type	Requires 1 of...	...and 3 of...	...and 5 of...
Bridge	Monster Parts	Metal	Wood
Commons	Metal	Wood	Food
Fence	Cloth	Metal	Wood
Forge	Monster Parts	Wood	Metal
Heavy Weapon	Wood	Monster Parts	Metal
Kiosk	Cloth	Monster Parts	Food
Road	Metal	Monster Parts	Wood
Sign	Monster Parts	Wood	Critters
Tree (Food-Bearing)	Food	Wood	Monster Parts
Wagon	Metal	Cloth	Wood
Well	Wood	Cloth	Metal



## AMENITY TYPES

### BRIDGE

Bridges allow travelers to cross a river, valley, or crevasse, by walking over them. Bridges are wide enough to have  $((\text{Rank} + 1) \times 2)$  persons, or half as many Large mounts, walking abreast on them at a time.

Bridges must be in a relatively straight line, spanning only one significant gap in the terrain. Particularly large gaps may require multiple Bridges be built to fully span them. Bridges do not fill the terrain they pass over, letting rivers or travelers pass under them.

When constructed, you may decide to make a Bridge a Drawbridge. Drawbridges are controlled at a single place somewhere adjacent to the bridge itself, and can be raised or lowered as a Standard Action by someone standing at that location.

### COMMONS

Commons are a place where Heroes and citizens can mingle, relax, and communicate with one another. It might be a scenic park, a pavilion, a parade square, or other open space with plenty of seating (and tables, typically). When the town needs to gather to listen to a speech, hold an election, get organized to respond to a disaster, or just to have a party, the townspeople will gather at a Commons.

Commons also include at least one Cooking Pot, allowing Heroes and others to cook at them – helpful when hosting a party!

Heroes who speak to the gathered populace at a Commons as part of a Trait Check get a bonus to the roll, equal to  $((\text{Rank} + 1) / 2)$ .



## FENCE

Fences are small barriers, used to demarcate property lines and to keep casual interlopers out, or farm animals in. Against a determined intruder, though, they provide little protection.

Fences are, at most, one storey tall. Fences do provide cover, but do not block line of sight – they have gaps enough that a person on one side of a Fence can see persons on the other side.

Fences must either go in a relatively straight line, or circumscribe a single self-contained area. Fences may feature gates, allowing passage to authorized persons at a specific place along the Fence.

Fences may be scaled with an Athletics check of  $((\text{Rank} + 1) \times 2)$  or more.

## FORGE

A Forge is essentially a large oven, no taller than a single storey, built to smelt metal. It uses a bellows to push air into the oven to keep the fires extremely hot.

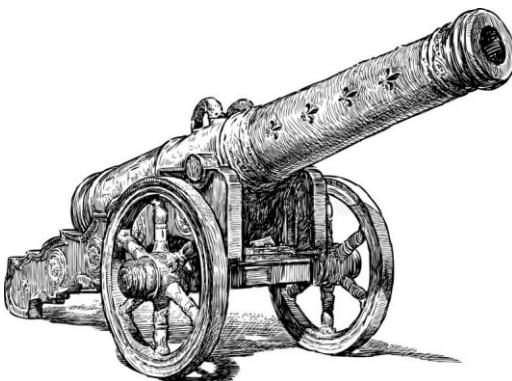
Forges are required for a wide variety of crafting activities, making them essential to Heroes who wish to make the best Armor, Tools, and Weapons that they can.

### Forge Rank and Master Mode Rules

By default, the Rank of a Forge does not determine the quality of goods it can make – thus, a Rank 0 Forge is as good as a Rank 5 Forge. However, under the Master Mode “Forge Quality” rule, a Forge can only be used to make items of a Rank equal to or less than its own. Because of this, if you want to have a reason to upgrade a Forge, or to build Forges of higher quality, we strongly recommend using the “Forge Quality” Master Mode rule.

## HEAVY WEAPON

Heavy Weapons are used by armies when fighting against, or from, fortified positions. These Large-sized devices might be cannons, catapults, or trebuchets, depending on the exact technological level of your game world. Too large and heavy for a single Hero to carry, they serve as powerful, stationary weapons.



Heavy Weapons require one hand to be fired, and one hand to be loaded. They can be pushed with two hands, as if the mover(s) were Slowed (except on Roads, which allow full speed). They cannot be rolled over Difficult Terrain, but they can be carried – requiring four hands total.

Multiple Heroes may work together to provide the necessary number of hands for an action – for instance, two Heroes could roll a cannon down a road with one hand each, moving on the slower Hero's turn.

Heavy Weapons cannot fire and be moved in the same round. Once fired, they cannot move; once moved, they cannot be fired.

Heavy Weapons use Bombs or Cannonballs as ammunition. Loading a Heavy Weapon is a Minor action, and firing it is a Standard Action. Cannons have the Durability and Accuracy of a Sword of their Rank. They lose Durability with use, as any Weapon would.

Heavy Weapons can be made in a Crafting Style and Enchanted, as if they were a Bow.

When a Bomb is fired from a Heavy Weapon, it explodes immediately upon impact.

The higher the Rank of the Heavy Weapon used to fire a Bomb or Cannonball, the more damage it deals and the further it can fly.

Rank	Damage	Range
Rank 0	+0	10 sq.
Rank 1	+2	15 sq.
Rank 2	+4	20 sq.
Rank 3	+6	25 sq.
Rank 4	+8	30 sq.
Rank 5	+10	40 sq.

Step-Mines, Bombchu, and Powder Kegs cannot be fired from Heavy Weapons.

## CANNONBALLS

Cannonballs are a special type of ammo, used only by Heavy Weapons. They are weighty metal spheres, the size of a Bomb, no more dangerous than any other object.

Cannonballs can only be created at a Forge, by consuming two pieces of Metal or Ancient Material. This creates a single Cannonball of the Rank of Material used, or (Smithing / 2), whichever is lower.

Rank	Damage	Market Price
Rank 0	8	20
Rank 1	10	40
Rank 2	12	80
Rank 3	14	160
Rank 4	16	400
Rank 5	20	800

Cannonballs do not explode on impact – like Arrows, they strike only one target. Unlike Bombs, Cannonballs *do not* ignore Defense.



## KIOSK

Kiosks are small buildings, about the same size as a closet or a single room. They typically have a door or curtain, and a window that opens to the outside world. They are often used as guardhouses, storage sheds, or waystations on the road.

Kiosks can only hold  $((\text{Rank} + 1) / 2)$  persons,  $(\text{Rank})$  Items or stacks of Items, and provide  $(\text{Rank})$  resistance from weather to all creatures within. However, unlike Houses, they do not have a bed, nor or any place to cook a meal.

## ROAD

Roads allow travelers to cross open ground quickly, easily, and without getting lost. Roads are wide enough to have ((Rank + 1)  $\times$  2) persons, or half as many horses, walking abreast on them at a time.

Roads must be in a relatively straight line (with some leeway for following terrain). A single Road can stretch up to one league (about 3 miles, 5 kilometers, or one hour's leisurely walk). Creating a path between two distant points may require multiple Roads to cover the full distance.

## SIGN

Signs allow individuals to send a message to any who stumble across the sign and read it. They may be useful for giving directions, telling intruders they're unwelcome, or providing advice to travelers regarding an upcoming obstacle or hazard.

Signs must be visible and legible in order to communicate their message to passers-by. A single Sign can communicate roughly (Rank+1) lines of information or ideas, though this may vary (GM's discretion) depending on how the information is presented: a written sentence, a short series of coded symbols, or iconography for 'danger' or 'monsters ahead', would all count as a single line of information or idea.

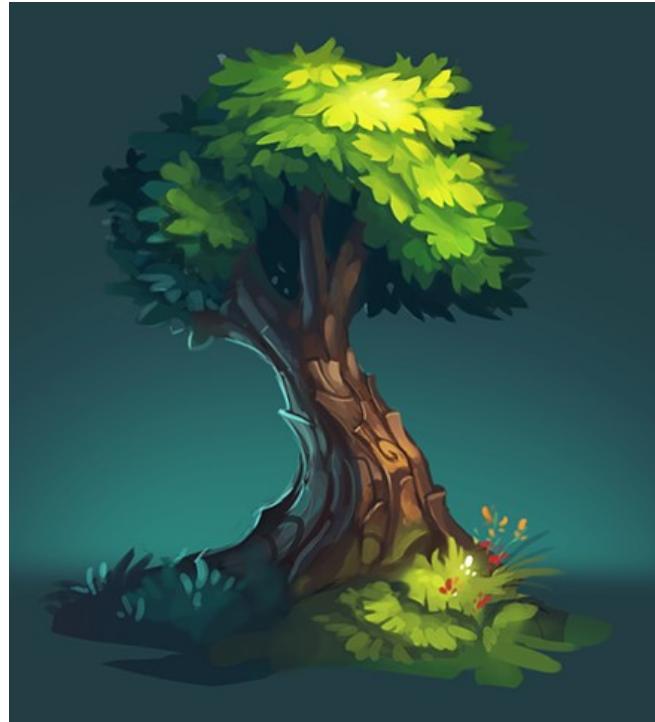


## TREE (FOOD-BEARING)

Some trees, like Apple, Banana, and Coconut Trees, provide food on occasion. They also serve as a lovely natural decoration for towns. This Amenity type can be used as the basis for other individual food-bearing plants, such as corn, watermelons, pumpkins, or grapes. (Large fields of food-bearing plants are best simulated as Farms.)

Food-Bearing Trees bear a specific kind of food item, chosen at the Tree's creation, based on the Food Ingredient used to initially create the tree. Upgrading a Food-Bearing Tree later does not change the Ingredient it bears, but does boost its yield.

The Tree bears food once every seven days, providing  $((\text{Rank} + 1) / 2)$  units of its chosen food ingredient. This food ingredient has a Rank of (Rank), and a special property, if any, which matches the original food item used to first create the Tree.



## WAGON

Wagons are wooden carts used to transport large amounts of goods between settlements or over long distances. Heroes may want to use a Wagon to move piles of treasure found in dungeons and caverns, taking them back to town for sale or trade.

When a Wagon is built, select one of Land, Sea, or Air. The Wagon is built for that particular kind of terrain. Sea-wagons might be dinghies, or the shells of giant turtles, used by Zora merchants; Air-wagons might be small dirigibles pulled by Loftwings.

If used on other types of terrain – for instance, a sea-wagon being used on land – then it is considered Slowed.

Wagons are heavy, and don't move on their own. A Wagon requires a total Athletics of  $((Rank + 1) \times 2)$  to move. A Wagon may have up to two creatures pulling it.

Wagons can store up to  $((Rank + 1) \times 5)$  items or creatures. Each slot of storage acts just like a slot of Overflow Inventory – any kind of item may go into it, and items that stack may stack as large as they like. An individual creature takes up a single slot.

Heroes pulling a Wagon must use both hands to do so. Mounts are hitched to the Wagon, and cannot move without also moving the Wagon. (Hitching or unhitching a Mount to a Wagon takes a few minutes, making it impossible to do during combat.)

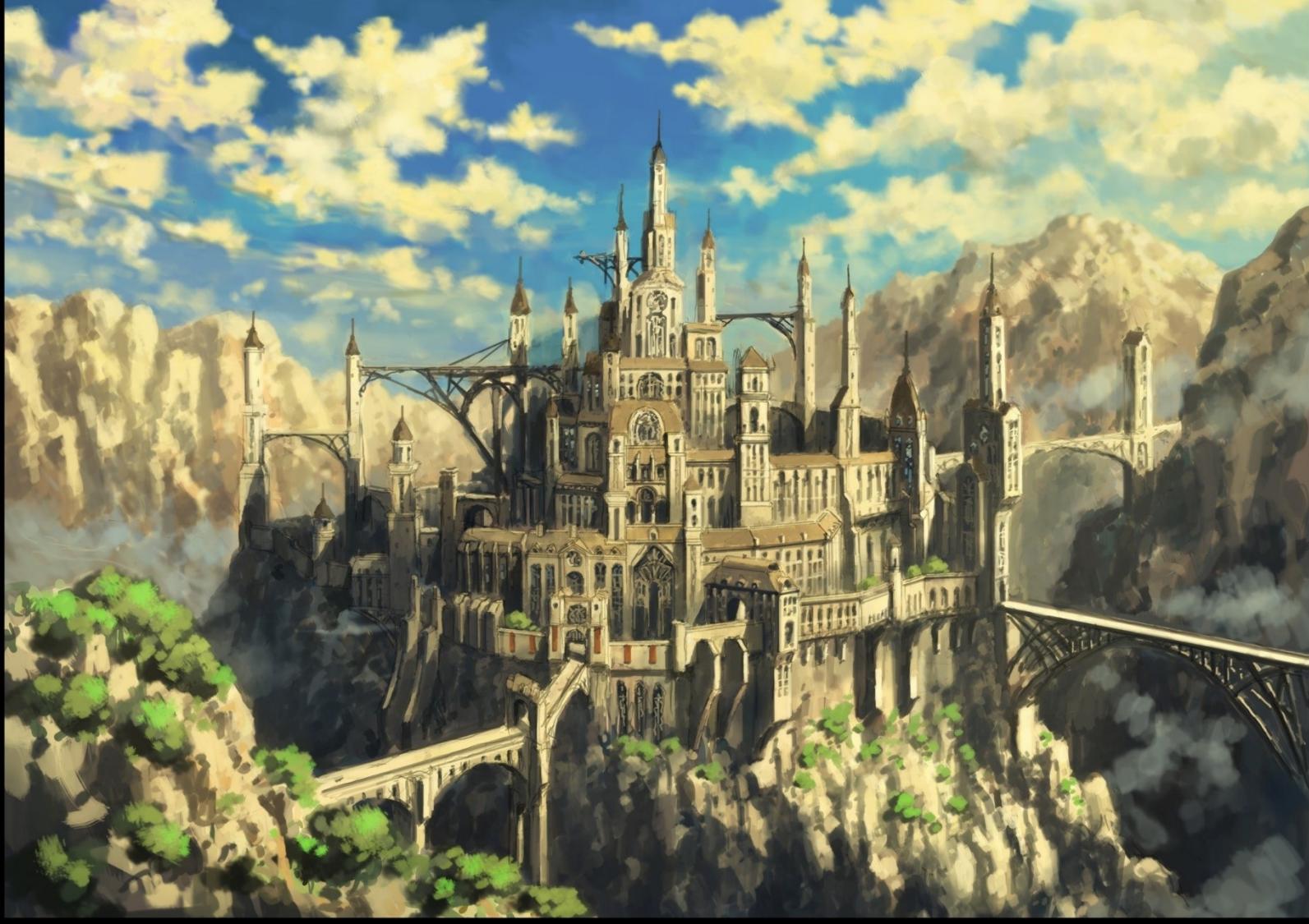




## WELL

Wells provide fresh, clean water to the populace of a settlement.

Using a Well takes one minute, and provides  $(\text{Rank} + 1)$  gallons of water per use. The bucket is secured to the well, but can be emptied into other buckets, bottles, or any other watertight containers.



## CASTLES

Castles represent the apotheosis of architecture, the ultimate building for any civilization. Castles often serve as the seat of government for a whole country. As such, they are rarely found in any but the most prosperous and powerful cities.

Having a Castle in the midst of your city not only provides additional protection for its citizens in the event of an invasion, but benefits the city's economy and stature, as well as providing a lovely domicile (and contingent of private soldiers) for its owners.

## BUILDING A CASTLE

Castles are not cheap to build. A Castle requires the following Materials, all of the same Rank, to build a Castle of that Rank:

Material Needed	Amount
Gemstones	10
Food Ingredients	25
Metal	45
Cloth	70
Wood	100

Castles take up significant real estate, as well – if a house or shop took up a single plot of land, a Castle would take up 9 plots (rather, a 3x3 grouping of plots), at least.

Raising a Castle takes a team of Heroes, or a construction crew, a full month (30 days).

Upgrading a Castle takes a team or Heroes, or a construction crew, 25 days. All other rules for upgrading a Building apply.

Deconstructing (razing) a Castle takes 20 days. This yields 4 Gemstones, 10 Food Ingredients, 18 Metal, 28 Cloth, and 40 Wood, of the Castle's Rank. All other rules for Deconstructing a Building apply.

## BENEFITS OF A CASTLE

### ...FOR THE COMMUNITY

Having a Castle in your community serves as a statement of importance. Your settlement is now a player on the world stage, able to stand toe-to-toe with the likes of Hyrule and other great nations. The presence of the Castle, as the seat of power, brings traders, money, and people in positions of power from all over the kingdom and beyond.

In addition to the money a Castle (and the government within it) brings, the Castle also offers protection in times of great strife.

When a city is invaded or besieged, its people may retreat within the confines of the Castle, allowing it to serve as a final line of defense in the face of a siege.

While a Castle is full of people fleeing war, it offers no benefits to its Owners – the influx of huddled, stressed civilians make it impossible for everyday business to be conducted.



## ...FOR THE OWNER

Castles offer their owner the benefits of a wide variety of Buildings and Amenities, all under one roof – and the Owner's control.

All Buildings in a Castle are of the same Rank as the Castle. They do not directly contribute to the Owner's coffers, however – that amount is included in the money a Castle brings in regularly.

**Barracks:** A Castle is staffed with servants, as well as a small cohort of personal guards. These guards are sworn to serve the Castle Owners, and to protect them at any cost.

**Commons:** A Castle's immaculate gardens and easily-seen balconies serve as the perfect place for the Castle's Owner to make proclamations and give speeches.

**Cooking Fire & Forge:** A Castle features a Cooking Fire and a Forge, allowing Owners to dabble in whatever crafts they enjoy.

**House:** A Castle contains a set of private chambers, exclusively for the use of the Castle's Owners and their guests. This House cannot be rented out.

**Office:** A Castle contains a number of rooms that enable its Owner to coordinate their investments, collect taxes, and otherwise ensure that their money continues to grow.

**Stables:** A Castle contains a set of Stables. This allows the Owner's mounts to be ready and available in moments.

**Tower:** A Castle is not complete without a tower to dominate the skyline, and provide a view of the countryside to the inhabitants.

**Walls:** A Castle is surrounded by Walls. These serve to keep out both the common riffraff, and to protect the inhabitants (and any refugees) from besieging forces.

**Well:** Castles typically include at least one Well, granting their Owners (and those who work for them) easy access to fresh water.





## PATRONAGE

A Castle's Owners, befitting their wealth and status in the community, can become Patrons of existing Buildings and Amenities.

You can be a Patron to (Castle Rank) different Buildings or Amenities. You can only become a Patron of a Building or Amenity of your Castle's Rank, or lower.

Becoming a Patron of a Building or Amenity means that you throw the weight of your name behind it. The Building's Owner might drop your name in conversations and negotiations, and will be sure to mention to customers that this is where *you* choose to spend your time. An Amenity you patronize might feature a plaque dedicating it to you, or a statue of your visage in the middle of it, ensuring your name is remembered.

Of course, becoming a Patron of a Building has benefits for you, as well. As a Patron of a Building, you have all the benefits of ownership of that Building, *except* the Rupee per-diem that an Owner would expect.

For example, if you became Patron of a Bank, your available storage space at that Bank would double; if you became Patron of a Post Office, you would occasionally receive packages from the lost-and-found.

In addition, becoming a Patron of a Building ensures its Employees *always* have time to see you, and that they serve you first and foremost even when things are busy and crowded. You might also hear any rumors or news they receive, before anyone else.

If the Building is a Shop of some kind, then they might save the occasional weird, powerful, or dangerous item for their Patrons, giving them 'first dibs' on rare or unique goods. However, just because they're saving an item for you, doesn't mean they'll cut you a sweetheart deal on it.

Other benefits of becoming a Patron may vary for each Building, community, or Owner. When becoming a Patron of a Building, speak with your GM, and work out what benefits might behoove your generosity!

## MONEY AND TITLES

Owning a Castle provides the Castle's Owner a significant amount of personal income. This money might come from a variety of sources – taxes collected on the local populace, tourists visiting the castle and its gift shop, gifts from visiting dignitaries, and so on.

Ownership of a Castle also confers a Title – the grander the Castle, the more impressive the Title. This Title might vary by country, era, or world, but below are some suggested Titles per Rank of Castle.

Castles might even be purchased, particularly from royal families willing to sell titles in exchange for a hefty donation. The below table lists Castle Market Prices.

Note that claiming a Title (or building a Castle at all), when your betters have *not* granted you explicit permission to do so, may result in unpleasantness – or even war!



Castle Rank	Castle Market Price	Profits for Owner / Day	Possible Titles
Rank 0	2,500	50	Chieftain, Slumlord, Yeoman
Rank 1	5,000	100	Esquire, Lord, Mayor, Sahib
Rank 2	10,000	200	Baron, Knight, Rais, Viscount
Rank 3	20,000	400	Count, Duke, Emir, Marquis
Rank 4	50,000	1,000	King, Princess, Raj, Sultan
Rank 5	100,000	2,000	Emperor, High King, Kaiser

## YOUR PERSONAL TOUCH

The mightier a Castle is, the more powerful its Owners' personal touch is. A Castle's Owners may, upon construction, put up to (Rank) Personal Touches on the Castle.

This Personal Touch puts extra resources and attention towards that part of the Castle, improving it, and its effects, to the utmost.

Each Personal Touch can only be taken once, but multiple Personal Touches can affect the same part of the Castle. For instance, you may have a Multitudinous Garrison and a Royal Guard, granting you an impressive personal army.

Beginning on the next page is a small list of Personal Touches that can be applied to your Castle. GMs and Heroes looking for new ways to personalize their ultimate abode are encouraged to come up with new ones!



**Additional Patronage:** Rather than spending your time on your Castle, you're spending it in the community. You become the Patron of one additional Building.

**Bunker-Built:** When the Castle is used to house a large population (such as during a siege), normal operations continue, and the Castle's Owners may continue to make use of the Castle's amenities.

**Comfortable Chambers:** Resting in the Castle grants its Owners Temporary MP and SP, as well as Temporary HP.

**Formidable Fortress:** Double the Defense and the HP of the Walls of the Castle.

**Multitudinous Garrison:** Double the number of soldiers in the Castle's Barracks.

**Powerful Pulpit:** Double the Trait Check bonus for speaking to an assembled crowd at the Castle's Commons.

**Profitable Palace:** Increase the amount of Rupees the Castle brings in by 25%. This Personal Touch can be taken multiple times, stacking cumulatively (so 25%, 50%, 75%).

**Royal Guard:** +1 to the Rank of all equipment used by all soldiers in the Castle.

**Secret Escape:** In case of insurrection, the Castle features one or more secret escape paths. These paths lead out of the Castle, and exit a significant distance away (no more than a day's travel overland). Only the Castle's Owners know how to reveal these paths, where they begin, and where they go.

**Stupendous Stable:** Companions who rest in the Castle gain Temporary MP and SP, as well as Temporary HP.

**The Tallest Tower:** Double the height of the Castle's Tower. If your game world has significant infrastructure in the sky (such as a Sky Kingdom or airship travel), the Castle now has direct access to that infrastructure.

**Wards of Privacy:** The Castle stonework is enchanted to prevent magical access. Songs such as Farore's Wind, Song of Discovery, and any other means of scrying, remote viewing, or teleportation, fail to work so long as the Castle's walls are all still standing.