

A TOWN OF OUR OWN

A COMPLETE TOWN BUILDING SYSTEM & FRAMEWORK FOR 5E.
TO BE USED IN CONJUNCTION WITH ANY CAMPAIGN.



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Guide to this Module:

Regular text can be read to the party at the DM's Discretion if warranted

Bold text are items that can be looked up online or in the core books for further information.

Italicised writing is side notes or modifications for the DM to adapt if desired

Boxes like this are to be read aloud to the players.

*****Encounter experience is to be added depending on party size and difficulty of the encounter.**

Due to the nonlinear nature of the story and also varying levels of actual content completion, the earnest is placed upon the dungeon master to provide a suitable challenge and appropriate party experience***

Credits in this adventure: WoTC for making such a terrific system and game.

Art & Cover's: DM's Guild, National Gallery of Art for all their beautiful pieces. Rich Lescoufflare.

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Abbreviations: *PHB* – *Players Hand Book (5e)*. *DMG* – *Dungeon Masters Guide (5e)*. *MM* – *Monster Manual (5e)*. *SCAG* – *Swords Coast Adventurers Guide*. *VGtM* – *Volo's Guide to Monsters*. *DM* – *Dungeon Master*. *PC* – *Player Character*. *NPC* – *Non Player Character*.

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Introduction

This module is a device which DM's can use to give characters options and things to do, in between a regular campaign, or gameplay. The events outlined within this text can usually be completed in a short time frame and have long periods of downtime between objectives. This is deliberately designed to encourage characters to leave these activities to pursue other short, to medium term goals.

This module essentially should act as a "glue", to keep players invested in the regional setting. It also provides the freedom for greater options later in the game, as this system, can help characters gain access to various resources.

The setting for this campaign can be modified to almost any typical fantasy/medieval setting. The names or location of the town itself, or any NPC's can be adjusted to suit any particular theme or pre-existing campaign themes, currently in place.

This town should be placed, if possible within a day or two's travel from a city, with hopefully, a number of other small townships existing close by. This will help to justify some of the threats and opportunities laid out in later gameplay. The system created for this module has a number of "tiers of play" which should roughly coincide with the D&D *Tiers of Play* outlined in the **PHB** pg.15.

Any encounters faced by the characters will most likely happen at various points throughout their development. Due to this flexible nature, many differing NPC enemy options can be explored. This framework acts as a guide, or suggestion and should be altered to suit more specifically, as desired.

Finally, this module shouldn't necessarily become the main campaign structure, unless players definitely decide that that is their primary objective. This module as stated previously, is something that should be done in between other campaign events and happenings.



Starting the Campaign

As stated initially, the village can be situated in any area, region, world or universe to suit any existing campaign setting. Should you wish to use a pre-determined setting, a full village background and character creation options can be found in Module Background section, later in this document.

When starting with this module, the village will be in a state of poverty with the few remaining villagers, struggling to provide themselves with food for survival. A few gutted buildings and the like will be scattered throughout overgrown fields.

Village Population

Currently the village has a population of 50 citizens. This will include a village leader, a village elder and a village foreman. These NPC's will be expanded upon, in a later section.

Village Resources & Buildings

The settlement starts with 3 lots of **Farming Land**, a gutted and unused mill, an overrun mine and a half constructed Trading Post. The village currently makes no income, but once the trading post has been finished, then the town will begin to export goods for profit.

Village Points of Contact

When characters first enter the settlement, they are greeted and introduced to a few NPC's which will provide quests, answer questions and provide information on the various mechanics and options available to the party. *These NPC's can be changed and adapted to suit any setting or theme at the discretion of DM.*

Village Leader

Ulfgar Splitarm – Ulfgar is the main contact point for characters with the settlement. He will provide current reports on building progress, available upgrades and the various quests needed for various upgrades etc.

Village Elder

Illrata Stormbrow – Illrata acts as the keeper of specific regional information. He can provide characters with insights on information like creatures, terrain and traditional rituals and practices.

Village Foreman

Hamard Firehall – Hamard provides the practical knowhow for completing many of the various tasks in town. He can also be used to find new potential mines or help with finding additional labour to speed up the building process (*See Increasing Building Speed*).

Optional Village Points of Contact

Some NPC's can be hired or come as a reward for various tasks or quests. These NPC's have much more specific purposes and will often provide settlement wide benefits.

Guard Captain

Furio Fortunus – Furio is an ex-adventurer who served as a captain in the **Neverwinter Guard**. He arrives with the Building of the **guard tower**. His presence reduces the risk of corruption and crime, increase rates of taxes received by 5%.

Caravan Master

Grilop Dungere – A grumpy yet experienced trader, Grilop acts as the village's main exporter to other towns and cities. He can be hired once the **Trading Post** is built, for 50gp. Grilop's expertise will increase the **Trading Posts** wealth generation from a **1d6** to a **1d8**.

Master Tradesperson

Various – Once your town has picked a **specialisation** and has over a population of more than 500, a Master Tradesperson will offer to move to your town. Characters can decide from any available profession or trade to have the person specialise in. Whichever trade or profession is picked, will then generate double the weekly income of that related building. *Like a master smith will improve the Blacksmith.*

Spy or Informant

Snuf Oscuro – Snuf has a very particular skill set which can be handy when utilised correctly. Able to pick up on bandit or opposition forces, Snuf can give detailed reports of various creatures and forces operating in the area. Snuf is available to the characters after the **Manor** has been built.



Campaign Basic's

The basics described below implement the core ideas and mechanics for the town building system. These should be understood clearly before moving onto other sections.

How Population Works

When looking through the Tables in the Lists of Town Improvements, the workers required section may seem confusing. For each new structure or improvement built, new workers must be found to fill the roles. With regular population growth set at 5%, it may take years to fill all available roles. So a more active “recruitment” approach has been considered. This approach is explained below. It should be noted however: that **Farming Land** must be created to support these workers. Each lot of Farming Land can support 25 citizens (*without specialisations considered*) within the town.

True Population

For this system, population is discussed usually as the total of the work force. Where stipulated however, the *true population* is 3x the total of the work force figure. This value includes, partner's children and the elderly.

How to Generate a Population

Through Tiers 1 & 2 of the module, growing a town's population will require advertising of some type. To facilitate this, the characters must send NPC's (*or themselves*) to various towns and cities, to help recruit new settlers. Doing so will operate under the *Sowing Rumours* section in the **DMG** (pg.131). Should new NPC's be convinced to move to your town, there must be work available for them, or they will return to their origins. Once the rumours have been sown, roll a percentage die to determine what percentage of available jobs will be filled by new settlers (*NPC's doing this must be payed the 1gp per day as per the rule book, but **automatically pass the DC 15 Charisma Check***).

Example: If 1 additional farm land is prepared for new workers, an NPC then travels to a town, sows rumours for 4d6 (13) days, then rolls 1d100 (percentile dice). The result determines the number of people recruited out of the 10 available spots. For example a 65 rolled would result in 14 out of 20 positions being filled.

To maximise the efficiency of this process, characters may wish to wait until a number of structures are already built to begin advertising for new workers.

Rolling for Workers Required

The decision to roll for workers was based purely of a desire to allow flexibility in the number of jobs for each structure. If desired, the *Workers Required* could be determined using the averages, rather than dice rolls.

NPC Housing and Village Assets

Whilst having a tailored system for NPC housing would be interesting, it is in the interest of this module, to keep the overall work for a DM to a minimum. It is assumed that NPC's are responsible for their own living arrangements, building dwellings and civic improvements, where ever desired. The goal of this module is more focused on character benefits, rather than total town management simulator. Should the desire for such a feature come up, at the DM's discretion, it can be discussed at the table.

Building Limitations

The number of buildings that can be built at once is limited to a total of 3. If desired, the party can build an additional project simultaneously, if an additional 50% of that projects cost is paid to **Hamard Firehall**, for the additional labour costs required.

Calculating Income

As stated below in the *List of Town Improvements*, each structure or improvement will begin to generate a weekly income. To calculate the total paid to the party each week:

- First, the total wealth generated from each item must be totalled.
- Secondly the total must be multiplied by the tax rate currently applicable (See the Tier Sections for more information)
- Finally add any additional bonuses gained from the NPC's or Specialisations chosen from **Tier 3**.

Working Example

A Teir 2 town has a work force population of: **144**

Structures or improvements	Wealth Generated
4x Farming lands	7 x 59p – 359p
Inn	1d6 per 50 people – 89p
Mine	109p
Mill	39p
Blacksmith	209p
Stables	59p
Trading post	1d6 per structure or improvement – 289p
Total	1099p

Once we have the total wealth generated, (1099p) we apply the proper taxation rate as per the Tier the town is currently in. For a Tier 2 town the tax rate is 15%
Therefore 109 x 15% (or .15) = 15.99p per week.

This equals a **159p & 99p** return **each week** for the town as it stands.

Quests for Content

A number of buildings, resources and goals will have quests tied to them, which the characters can become directly involved. These will be outlined in a section below. This decision has been made to potentially give players some time away from their main campaign, **if desired** and to help players feel more personally responsible for the growth and development of the settlement.

NPC Housing and Village Assets

Whilst having a tailored system for NPC housing would be interesting, it is in the interest of this module, to keep the overall work for a DM to a minimum. It is assumed that NPC's are responsible for their own living arrangements, building dwellings and civic improvements, where ever desired. The goal of this module is more focused on character benefits, rather than total town management simulator. Should the desire for such a feature come up, at the DM's discretion, it can be discussed at the table.

General vs Specific

This module will only focus on relatively simple and generic input and output factors. Hence the reason for simple weekly outputs. This ensures that already busy DM's, aren't swamped with complex calculations and 20 line mathematical equations. Should the table decide to get more specific with various inputs and outputs, they will have to enact rules and systems of their own. Should the need arise to modify or adapt this system or mechanics, it is to be pursued and enacted at the discretion of the DM.

Increasing Building Speed

If the party is focusing on this module as their main campaign, the building times for structures in **Tier's 1 and 2**, may be decreased. This decrease should work on the following principles, Characters who remain in town for the duration of the build, will have it **decreased** by 2% for each positive modifier they have in either **Strength, Intelligence, Wisdom** or **Charisma** (Maximum total of 25%)

Example: If a character has a 14 base score intelligence and a 12 in charisma, they will have a total of +2 and +1 modifiers respectively. Therefore the build time of any structure or improvement will be increased by a total of 6%, if they remain in town for the length of the build. So for an inn, rather than the original 45 day build time, it would be reduced to 42 days total.

The reasoning for this is, that **strength modifiers** will help improve the speed of the build. **Intelligence modifiers** will improve the efficiency and planning of the build. **Wisdom modifiers** help improve practical methods and procedures. **Charisma modifiers** will help improve the moral of the workers on the build.



Module Mechanic's & Tier System

As identified in the Introduction, this module will run off a set of basic mechanics which will provide a system of progression, similar to most town building simulators or even some real time strategy games, such as *Age of Empires*. The idea behind improving and modifying the town and its industries, is that it can provide characters with differing resources and materials towards the later stages of the game.

This will primarily come from the decision to tailor the town's production values towards one industry or another, when reaching the final tiers of development. The current options will be Agricultural, Industrial, Production, Training or Research.

The rough outline of Tiers and costings can be seen below. All information on buildings, costs and time can be found in following sections.

Tier 1

This Tier begins when players approach the village and ends once a number of resources have been cleared and accessed. 2 structures of the party's choice as well as a **Trading Post** and a **Town Center**, must be built to progress towards the next Tier. Benefits of Tier 1 are 10% of taxes on income currently generated by the town. This Tier will ultimately take place while characters are between levels 1 and 3

Tier 2

Tier 2 begins after Tier 1's objectives have been completed. During this stage of development, the growth of the population and access to work is the primary goal. 6 structures must be completed through this stage, as well as capitalising on 1 outlined **opportunity** and dealing with 1 outlined **threat**. Benefits for Tier 2 include 15% of taxes on incomes currently generated by the

town, in addition to discounted goods (10%) produced by the town and its chosen structures. To progress through to Tier 3, the population of the town now must be above 150, with a guard to civilian ratio of no fewer than 2%.

This Tier should take place during character levels 4 and 7

Tier 3

The third Tier will begin after the completion of goals from Tier 2. At this point the characters should decide upon what the town should specialise in. Before this decision is made, the town must have 6 differing structures built including a **manor**, not including the structures required by each specialisation.

The options for the various Specialisations can be found in the following section. This Tier should occur no earlier than level 7 and can continue up to at least level 12.

Tier 4

For the final Tier, a further 1 **threat** and 1 **opportunity** must be completed and a **keep** must be built. Once completed, characters can pick a second specialisation, providing that they meet the requirements. Taxation collected at this point will increase to 20% of all wealth generated. Finally this Tier cannot be entered into before characters reach level 12.

Settlement Specialisations

Agriculture: Requirements for agricultural specialisation are, **farming land, trading post, stables** and 2 separate **Stud** buildings.

The town becomes famous for its superior grain and livestock exports. Income generated by farming and breeding is doubled and **all Farming Land can now support 50 people** instead of the default 25. Characters will gain access to discounted Horses (all types), Dogs or any other desired livestock (25% discount).

Industry: requirements for industrial specialisation are, the cleared **mine**, **Champion Smith*** and a **foundry**.

The town's production and mining of high quality ore and gems becomes renowned. Wealth generated and population required by mining and forging is increased by 30%. The exports of high quality mineral goods draws the attention of jewellers and artisans from the region. This leads to a free jewellers or blacksmiths being established in town. Characters can choose from 1 *uncommon magical item* each from the **DMG**, which could be created by either a jeweller or smith, depending on which option was chosen.

Production: Requirements for production specialisation are, **lumber mill, cleared mine, forge** and a **trading post**.

The town becomes famous for its artisan quality goods, including woodworking and metal work. Word of this spreads, bringing increase trade demands from various merchants. Income generated by workshops or trades (any structure which considered a production output) increases by 20%. Additionally characters gain access to +1 weapons and armour, as long as the town has a wood worker and smithy.

Training: Requirements for the training specialisation are, a **guard house**, veteran trainer*, **academy** and farming land.

The town becomes reputable as a place of martial prowess within the region. The quality and abilities of the militia and soldiers created here, rank with that of an elite guard. The town's security and its resources, from now, are never threatened. Additionally all roads leading to and from the town are no longer targeted by bandits. Characters can now each, lead a force of 10 **Guard's** (MM pg.347) to be used for their own devices.

Should a force be destroyed, it takes 120 days before a new force of 10 can be taken.

Research: Requirements for a research specialisation are, an **alchemist, exotic beast breeder, school or academy** and **guildhall**.

The town becomes a hub for rare knowledge and information. Many learned types travel to the town to share rare insights into both the magical and physical realms. This leads to a discount on potions and the creation of uncommon magical items (20%). Additionally characters whilst in town get advantage on all **Intelligence Checks**. Furthermore, characters also are able to access rare mounts or companions through the exotic beast breeder at a 25% discount (Creatures to be decided by the DM).

Settlement Event Tables

Risk of Dangers and/or Attacks			
<i>Events should be rolled weekly (improved numbers in smaller font, replace original ones depending on improvements)</i>			
Event or Situation	Probability (1d100)	Costs or Outcomes	Modifiers
Bandit Raids on Caravans/Merchants	20% (1-20) (1-16) (1-12)	Only 30% profit from Trading post for the week.	Each Guard Tower reduces total by 4, (so 1 st to 1-16 2 nd to 1-12)
Drought effects farming Droughts may last 3d4 weeks - can be broken with sufficient offerings to appropriate gods.	5% (21-25)	-20% profit from farming land, bakery, butcher, mill and stables	-
Mine/s attacked by various monstrous faction	5% (26-30) (26-28)	All income from mines, forges, blacksmiths and forges halt.	Militia Training facility reduces total by 40% to new total chance of 3% (26-28)
Town attacked by various faction/monstrous collective	5% (31-35) (31)	All production stopped and true population decrease by 10%	Guard Towers, Militia Training Facilities, Town walls, Forts/Outposts and Keeps all reduce chances by 33% each. (Down to 1%)
Cult infiltration	5% (36-40) (36-39) (36-38)	Reduction in weekly income by 15%	Champion <i>Opportunity</i> reduces total by 50%, each Guard Tower reduces total by an additional 15%

Population Growth Factors		
Conditions for Growth	Factors	Population/True Population
Security - Safety	+ 5% for each Guard Tower, Forts/Outposts, Keep, Town Walls.	<p>The idea for population growth is that as your settlement grows, news and rumours of its success or struggles will begin to filter around the region. These factors can help increase the total amount of people looking to join your settlement. Typically the annual growth rate is 5% for your population, these factors can also be used to increase the annual growth rate if desired.</p> <p>As described to the left, using a promotion campaign, will start a promotional drive to increase the population of the settlement. Simply combine all the conditions to the left and start a typical Sowing Rumours event as outlined in the Generating a population section in the Campaign Basics</p>
Security - Resources	+5% for each production structure or improvement.	
Opportunities	+5% for each training or research structure or improvement.	

List of Town Improvements

Tier 1	Structure or improvement (Limit of 1, unless noted otherwise in the Detailed Information section)	Cost / Time	Wealth Generated / Workers Required (Per week)
		Farming land (Can support +25 population total) *	40gp / 10 days
	Clearing Mine for townfolk *	- / - (to be done by PC's)	10gp / 2d20
	Inn or Tavern *	500gp / 45 days	2d6 per 50 population / 1d10
	Lumber Mill	120gp / 30 days	5gp / 2d10
	Mill (for flour)	150gp / 45 days	3gp / 1d10
	Trading Post *	500gp / 45 days	1d6 per production structure / 1d10
	Shrine to (chosen) God *	120gp / 30 days	- / 1d2
	Town Center	750gp / 75 days	- / 1d6
	Stone Quarry	120gp / 30 days	10gp / 2d20
	Tannery	220gp / 40 days	12gp / 1d6

(* Items marked with this symbol will have quests associated with creating the actual structure. Checking in the following sections, should provide quest details and much more in-depth information on each structures purpose and totalling profit etc.)

Tier 2	Structure or improvement (Limit of 1, unless noted otherwise in the Detailed Information section)	Cost / Time	Wealth Generated / Workers Required (Per week)
		Alchemist	750gp / 60 days
	Foundry Requires Mines	750gp / 60 days	15gp / 1d10
	Hunting Lodge *	700gp / 50 days	20gp / 1d8
	Blacksmith * Requires Mines	750gp / 60 days	20gp / 1d8
	Guard Tower * Requires Stone Quarry	4000gp / 150 days	- / 2% of population Total
	Baker Requires Mill	500gp / 45 days	10gp / 1d6
	Grocer	500gp / 45 days	10gp / 1d6
	Butcher	500gp / 45 days	10gp / 1d6
	Stables *	500gp / 45 days	5gp / 1d4
	Stud *	500gp / 45 days	20gp / 1d8
	Guildhall	1,000gp / 90 days	45gp / 3d6
	School or Academy	1,000gp / 90 days	45gp / 3d6
	Manor	5,000gp / 200 days	- / 2d10
	Exotic Beast Breeder *	1,200gp / 50 days	45gp / 1d6
	Jewellery Requires Foundry	500gp / 40 days	30gp / 1d6
	Tinkerer Requires Foundry	500gp / 50 days	30gp / 1d6
	Glass Blower	500gp / 40 days	30gp / 1d6
	Temple to (Chosen) God	1,500gp / 100 days	- / 1d4
	Brewery *	500gp / 60 days	30gp / 1d6
	Woodworker Requires Lumber Mill	500gp / 45 days	30gp / 1d6

(* Items marked with this symbol will have quests associated with creating the actual structure. Checking in the following sections, should provide quest details and much more in-depth information on each structures purpose and totalling profit etc.)

Structure or improvement (Limit of 1, unless noted otherwise in the Detailed Information section)		Cost / Time	Wealth Generated / Workers Required (Per week)
Tier 3	Keep Requires Stone Quarry	20,000gp / 400 days	- / 8d6
	Militia Training Facilities *	5,000 / 300 days	- / 3d6
	Noble Estates *	7,500gp / 120 days	100gp / 6d4
	Outpost or Fort Requirements x2	15,000gp / 100 days	- / 4d6
	Town Walls Requires Stone Quarry	12,000gp / 150 days	- / -
	Market / Festival Place	2000gp / 60 days	2d6** / -
	Library Requires Academy	20,000gp / 300 days	1d6 per 100 population / 2d4

(* Items marked with this symbol will have quests associated with creating the actual structure. Checking in the following sections, should provide quest details and much more in-depth information on each structures purpose and totalling profit etc.

**See Market / Festival details in the Detailed Information on Structures & Improvement section below)

Detailed Information on Structures & Improvements

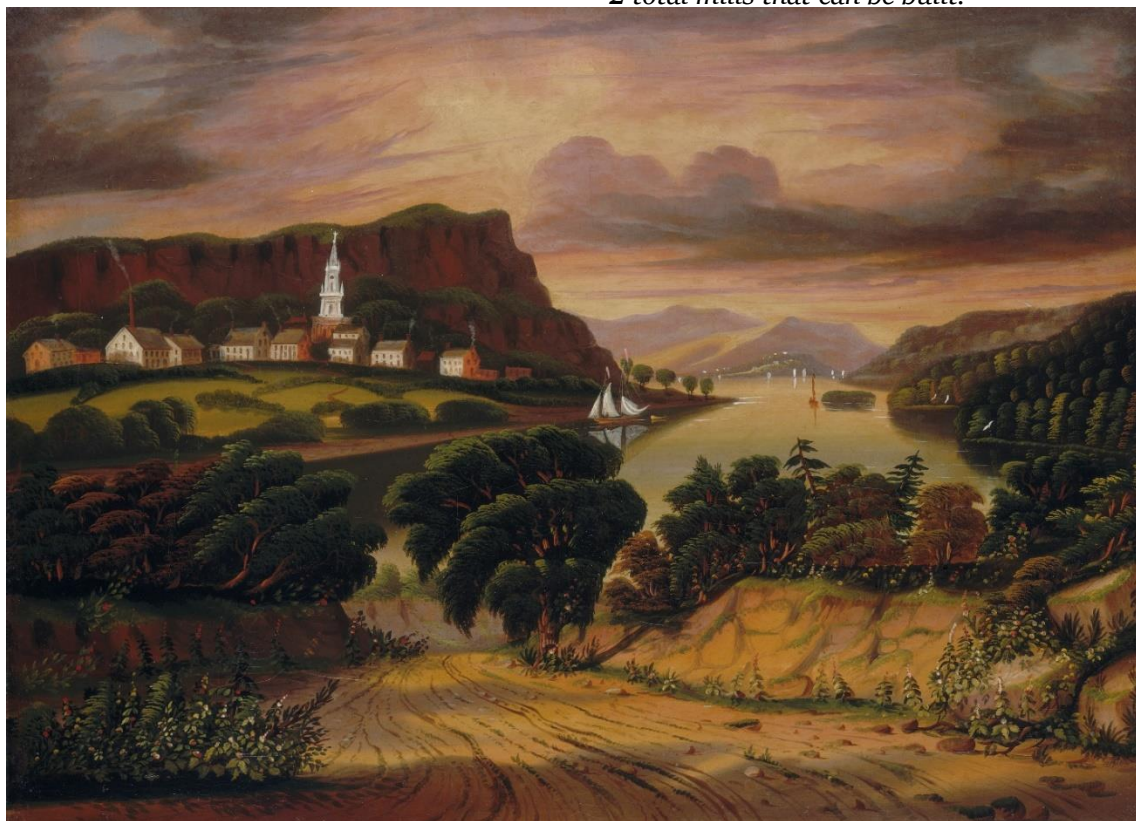
This section outlines general uses, rules and requirements for each of the structures or improvements available.

Tier 1

Farming Land – land which has been cleared and fenced, to either grow crops or produce, or for livestock. Farming Land can also improve the total capacity of the settlements population. *There are no limits on the total number of farms that can be built.*

Mine – tunnel like system used to extract mineral resources from the earth. The construction of a mine is necessary for the construction of a **Blacksmith** and **Foundry**. To build more than 1 mine, NPC's must be contacted to find new potential mine sites. Further information on this can be found in the **Quests** section. Mines can be cleared automatically by militia or guards once available to the party. *There are no limits on the total number of mines that can be built.*

Mill – this building is used to process grains from the surrounding farmlands. The construction of this resource is required for the building of the **Bakers**. *There is a limit of 2 total mills that can be built.*



Inn or Tavern – these structures supply a common area for travellers and workers alike. Typically a center piece for small towns, most social interactions take place here. These buildings can be upgraded to larger structures for 120gp once a **Stables** have been built. Upgrading these structures doubles the wealth generated by them. *There is a limit of 4 total Inns or Taverns that can be built.*

Lumber Mill – this resource helps process trees harvested from the area into a workable size. The construction of the lumber mill is required for the **Woodworkers** structure. Additionally a lumber mill **reduces** the build time of all projects by **5%**. *There is a limit of 2 total Lumber mills that can be built.*

Trading Post – the construction of a trading post allows for trading between this settlement and others. It is required to progress to **Tier 2**, and its profit can be improved by hiring a *Caravan Master*. Additionally the trading post can be **upgraded** for 250gp, **doubling** its **income**.

Shrine – a religious structure built to a god of the party's choice, this structure can have far reaching effects on the town. At the discretion of the DM, shrines built can reward the party with blessings appropriate for the chosen God.

*For example, a shrine devoted to **Mystra** may reduce the cost and time it takes to learn new spells by 20%. There are no limits on the total number of Shrines that can be built, as long as they are devoted to differing gods.*

Town Center – this structure is the civic hub of any developing settlement. It provides a location to meet important NPC's and emissaries. The construction of this building will increase the tax collected by **2.5%** at all **Tiers**.

Stone Quarry – An open cut mine used to gather stone for buildings and roads. Once constructed, access to stone **reduces** construction time of projects by **5%**. *There is a limit of 2 total quarries that can be built.*

Tannery – The tannery is a structure used to produce leather and leather related goods. This can include tack and saddles, pouches, armour or boots.

Tier 2

Alchemist – Alchemists help to create potions and poisons for various applications. Having access to a **Glassblower** will increase income by 5gp per week.

Foundry – responsible for the production from ore to ingots, these refined resources are required by **Jewellers** and **Tinkerers**.

Hunting Lodge – Used by visiting nobles for hunting retreats. The Hunting lodge can be upgraded at **Tier 3** for 350gp to **double** its **income**.

Black Smith – responsible for processing ore into useable products such as weapons, tools, armour and other items. Blacksmiths can be upgraded for 375gp to specialise in either **Weapon crafting** or **Armour Crafting**. Specialising in either Weapon or Armour crafting will allow for rare and unique materials to be used in creating weapons or armour. This includes metals like **Mithral**, **Adamantine** or **Everbright Steel** and other rare materials like bone, scale, carapace and elemental infusions. Each black smith can only take 1 specialisation. *There is a limit of 3 total black smiths that can be built.*

Guard Tower – This structure brings a sense of security to the town. Along with the Guard Tower comes the **30% reduced** chance for **bandit activities** along the road to and from the settlement. Also, each of these structures grants an **additional 10%** of **workers recruited**, when using the sowing rumours

recruitment method. *There is a limit of 3 total Guard Towers that can be built*

Bakery, Grocery & Butcher – each of these structures provide additional resources for the town. The **Mill** must be constructed before the Bakery can be constructed.

Stables – a storage like facility used to help look after transportation animals and pets. This building is required for **Inn** or **Tavern** upgrades.

Stud – These operations are where champion companions or mounts are bred. The Stud can be upgraded for 250gp's to specialise in either **Horses** or **Dogs**. When specialising in either of these options, the wares are available to characters for a **20% discount**. Additionally they each **double** their **income**. *There is a limit of 2 total studs that can be built.*

Guildhall – Guild halls act as headquarters for a number of different organisations. When the guild hall is constructed, characters decide on what kind of guild will inhabit the halls. Characters may wish to create their own guild even. *There is a limit of 4 total Guildhalls that can be built. It should be noted however that guilds can become rivals (see more in the Quests section).*

School or Academy – These organisations are hubs for learned types throughout the world. Having a school or academy in your settlement can **reduce time** and **costs** to learn new skills, languages, tools, weapons and spells, by **20%**. When construction of each school or Academy is complete, characters should decide which discipline should be chosen. The choices available are **skills, languages, tools, weapons** or **spells**. *There is a limit of 3 total schools or academies that can be built. Each one constructed, must pick a unique discipline.*

Manor – A place just for the adventuring party, this building should contain all the items required to keep an adventurer from boredom (*PC's can decide on contents*).

Exotic Beast Breeder – Throughout the lands exist a number of rare and unique creatures. The Exotic beast breeder is a master collector and breeder, who is able to find and breed just about any **beast, monstrosity, or dragon**. Their work is expensive and time consuming, but nothing is cooler than riding a griffin into battle. *The exact species carried by the breeder is to be decided by the DM, however there will be a number of quests available for PC's to help the breeders out.*

Prices for beasts, monstrosities and dragons should be used as a rough guideline, based off Challenge Ratings up to a total of **CR5**.

CR 1/8 = 125gp,

CR 1/4 = 180gp

CR 1/2 = 250gp

CR 1 = 500gp

CR 2 = 800gp

CR 3 = 1000gp

CR 5 = 1500gp

Jeweller & Tinkerer – Both of these structures require a **forge** for production. Both add to the total income of the town.

Glassblower – This trade has a very handy purpose, in that it can supply the alchemist with vials and potions.

Temple – As described with the shrine, devoting a temple to a chosen deity can bring good fortune to the characters and the settlement. *Rewards for doing so could come in a number of different forms, from maybe a free proficiency in religion, 1 free inspiration dice a week, or deity relevant rewards as per the Mystra example in the **shrine** section. There are no limits on the total number of Temples that can be built, as long as they are devoted to differing gods.*

Brewery – Used to produce ales and meads, these buildings can help increase the renown and profits of the settlements Inns and

Taverns. Having a local brewery will **increase the income of inns and taverns by 1d6 weekly.**

Woodworker – capable of turning timber to weapons, tools and other goods, woodworkers are seen as a critical trade.

Tier 3

Keep – A large fortification made from stone, this structure acts as a martial and political center piece for the settlement. This structure requires an existing **stone quarry**, to be built.

Militia Training Facilities – This camp and marshalling area allows for the recruiting and training of a Militia force. More proactive and professional than the guard, these soldiers can be used to protect the town and its assets. They can also fight on behalf, or under control of the characters against a common enemy. The force shall total no less than 5% of the settlement's **True Population** (minimum of 25).

Noble Estates – Nobles often look for quiet towns with exclusive activities to entertain them. Drawing in a few noble families to holiday in your settlement in lavish estates can generate powerful allies and new adventure opportunities and of course, lots of money. *There is a limit of 3 total Estates that can be built.*

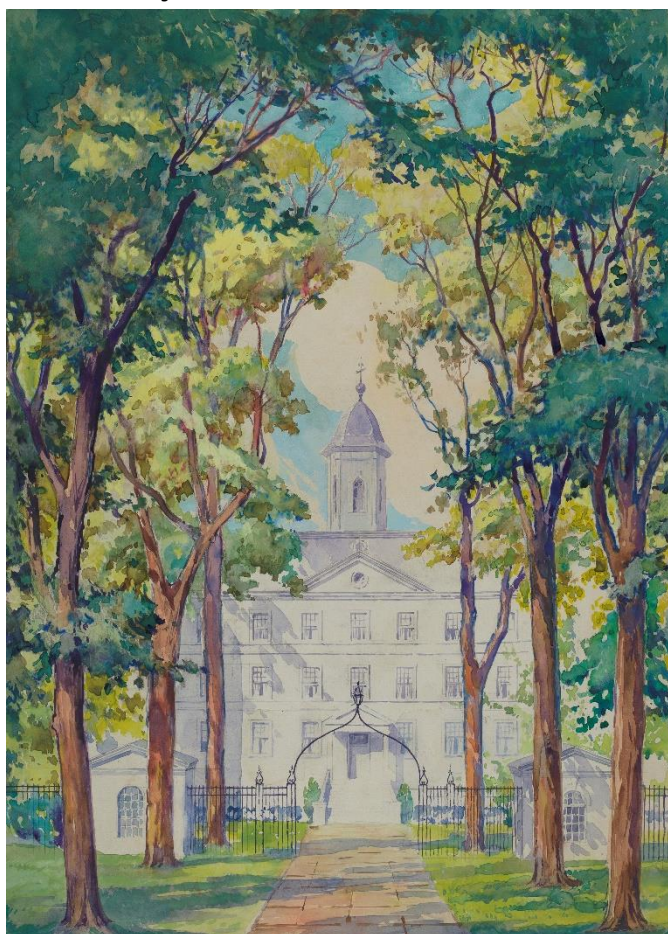
Outpost or Fort – Should the settlement be experience intense aggression from outside, creating a fort or outpost can aid in responding to threats before they reach the settlement. Outposts or forts **reduce** the chances of enemy forces reaching the town by **40%**. These structures require a **Stone Quarry** and **Militia Training Facilities** to be constructed. *There is a limit of 2 total Outposts/forts that can be built.*

Town Walls – Protecting your settlement is a great way to ensure stability security and growth. These stone walls will protect the

majority of the town's assets and population from enemy attacks. This structure requires an existing **stone quarry**, to be built.

Market / Festival Square – Providing a large open area for community events is an opportunity for building community spirit. This improvement has a few interesting features. **Markets** can be held weekly to generate **1d6gp profit for each production based structure or improvement.** On regional holidays, events and festivities can generate an additional 2d6gp daily, during the events. Also once per year a circus may visit providing 3d6 weekly income for 1 week.

Library – A luxury to most, libraries are the mark of a true city. Building this improvement will have a profound effect on your population, improving their intelligence and efficiency, adding to the overall income of the settlement. This structure requires an **academy** to be built.



Structure & Improvement Classifications

	Structure or improvement	Classification
Tier 1	Farming land	Agriculture
	Mine	Industry
	Inn or Tavern	N/A
	Lumber Mill	Industry
	Mill	Agriculture
	Trading Post	Production
	Shrine to (chosen) God	Research
	Town Center	N/A
	Stone Quarry	Industry
	Tannery	Production
	Alchemist	Production
Tier 2	Foundry	Industry
	Hunting Lodge	Agriculture
	Blacksmith	Production
	Guard Tower	Training
	Baker	Production
	Grocer	Production
	Butcher	Production
	Stables	Agriculture
	Stud	Agriculture
	Guildhall	Training/Research
	School or Academy	Training/research
	Manor	N/A
	Exotic Beast Breeder	Agriculture
	Jewellery	Production
	Tinkerer	Production
	Glass Blower	Production
	Temple to (Chosen) God	Research
	Brewery	Production
Woodworker	Production	
Tier 3	Keep	N/A
	Militia Training Facilities	Training
	Noble Estates	N/A
	Outpost or Fort	Training
	Town Walls	N/A
	Market/Festival Place	N/A

Structure Specific Quests

These suggestions are hooks or options for DM's to explore and enact if either the need arises for more content, or to give players more chances to interact with their settlement.

Should the need or desire arise, any additional quests can be added to this list to suit your own campaign or setting.

Tier 1

Farming land

- Remove threats of encroaching threats (wolves, owlbears or the like).
- Make offerings to local fey community in the hope that don't mind the village claiming the land.
- Clearing of new farmland has disturbed ancient graves, spirits come to haunt people and party.
- Clearing for farmland is encroaching on Barbarian tribe's traditional land, they want to contest the clearing.

Mine

- Mine has become overrun with some form of (**CR appropriate**) creature.
- Mine has unearthed a strange stone entrance.
- Mining has hit an entrance to the Underdark and drow have begun to attack.
- Someone has sabotaged the mine causing a collapse.

Inn or Tavern

- Barkeep requesting a supply of dwarven ale and spirits.
- Mysterious lady appears at inn, seems to be watching the town and acting suspicious (enemy faction agent?).
- Innkeeper wanting strange relics for decorations in themed adventuring tavern.

Trading Post

- Bandits along the road have been attacking the shipments leaving town, 1 in every 6 is attacked.

- Someone has been exchanging fake coins for goods.
- Try to find a second caravan master to export more shipments.

Shrine

- a new cult has visited demanding a shrine to Bane, what are their motives?
- God of the shrine comes forth to personally thank the party, offers them a serious quest.
- Worshippers of another god have become angry that their god hasn't received a shrine.

Tier 2

Hunting Lodge

- A strange white deer was spotted by a local tracker, is this an omen or offering.
- A hunting party has angered a hag, out in the woods.
- A hunter comes warning the characters about a massive orcish force approaching.
- A hunting party goes missing, have they been captured or are they simply lost?

Blacksmith

- Find a champion smith for the best quality wears (*Requirement for Specialisation*).
- Perhaps finding rare components can be used to make enchanted gear.

Guard Tower

- Find a suitable guard captain to run the settlements security.
- Guard tower needs help catching a slippery rogue.
- Guard Tower requests help investigating a robbery.
- Guards are caught shaking down businesses for money

Stables

- Prize horse has been stolen.
- A strange disease has spread throughout the horses kept there, stable master needs a cure.

Stud

- Stud requires champion breeding animals to get started.
- Need party to accompany prize animals to local show in nearby town (*Triboar for default community location*).

Exotic Beast Breeder

- Always needs new and exciting creatures to raise and breed. Will pay highly for eggs or young beasts, monstrosities or dragons.
- Young (something) goes missing, needs help to find and return it.
- Older (something) goes rogue and begins trampling throughout the town. Party will need to contain or destroy it.

Brewery

- Need to find a master Brewer.
- Quest to find hops or barley for suitable brews.
- Brewery is robbed, recipe is stolen with detailed instructions on master brewer's most famous lager.

Tier 3

Militia Training Facilities

- Need to find suitable trainer for new troops.
- Rival power tries to convince the **Lords' Alliance** that this force is to fight against the oligarchy and cause havoc in the region.

Noble Estates

- Need to get a noble family interested in buying into their own estate within your town. Perhaps doing them favours or jobs can persuade them
- Noble family who has moved to town has been rumoured to be spying on this town and its activities.

Market/Festival Place

- Markets and festivals often attract the attention of many a pickpocket or thief. Is the party able to find and eradicate the threat before the town finds themselves fleeced?

Overarching Quests and Themes

These are possible devices to implement that can work as additional long term goals for the PC's.

Against the Trend

The idea is that the notion of your party taking over the town, is a disgrace and the town should not flourish under the party's control. Nobles and lords from the area, take the success of the settlement as an insult and will react by sending spies to try to blackmail the party, bandits to raid stores and assets and eventually possibly even armies.

The characters may face scrutiny from larger factional power like that of the **Lords Alliance**. Perhaps some jealous nobility will even attempt to have the characters assassinated.

Point of Contention

This theory is that the area this town has been established on, is a sacred site which is a sore issue to the local barbarian tribes, the fey community and even perhaps some orcish clans. So the town is almost under constant threat of attack from either of these factions and characters will have to either attempt to eliminate the threat, or work out a suitable arrangement with the various factions.

Destined for Bigger Things

This final idea is more involved from a DM's side but, the party is asked by a god or perhaps ancient gold dragon to build a city. They are vague about the details but state that a terrible calamity is coming and that the players will need a strong foundation and support system, if they wish civilisation to continue. Their city could become one of the last bastions of civilisations. The threat against civilisation may come from demon lords, a chromatic dragon flight, corrupt tyrannical overlord etc.

Threats and Opportunities

Threats and opportunities are quests that relate directly to NPC's or factions, in which the characters can make decisions, roleplay, make friends/enemies and try to improve their settlements chances of flourishing. These are tied to the progression throughout the Tier system. Characters aren't just limited to only completing them to progress, they can be completed at the DM's/PC's leisure.

Opportunities

Alliances

Joining an alliance can have a range of benefits for the settlement. Either by martial protection, regional stability, increased knowledge or devious ethics, characters can decide upon the most suitable alliances for their settlement. Characters should be made aware however, that picking one alliance over the others could pose implications later down the track.

Factions which can be approached by the characters include:

The Harpers – An organisation often noted for indirect action, the members of this organisation promote the tenants of equality through education and oppose tyranny of any kind. The Harpers are indifferent about the alliance choices of the characters, unless this decision leads to oppression of the populace or unethical decision making which affects the region. Contacts for this faction are in both **Everlund** and **Silverymoon**.

Reasons for siding with the Harpers include, a happier populace, an increased building speed for new buildings (5%) and reduced risk of region intervention from other towns, cities or Nobility.

Order of the Gauntlet – Where the Harpers prefer indirect and tactful stratagems, The Order of the Gauntlet is the opposite. A fiery group of holy warriors, this factions goals are to smite evil, promote justice and stand to

face any threat head on. As with the Harpers, The Order of the Gauntlet don't worry themselves with alliance choices or much else other than making sure the settlement remains free from evil and tyrannical oppression. Members of the order can be found in **Neverwinter**.

Joining the Order of the gauntlet improves the settlements security, reduces the upfront cost of training/research buildings by 25% and completely removes the threat of any cult activity within the settlement.

Emerald Enclave – Aimed at promoting a balance between nature and civilisation, the Emerald Enclave promotes the protection of the environment from excessive pillaging. This organisation is uninterested in politics, trading or regional affairs, they only act in their interests if necessary. Members of this faction are commonly found in Iligon.

Joining the Emerald Enclave increases the profit of all research buildings by 20% and it eliminates any threat from Fey, or beasts to the settlement from the surrounding wilds.

Lords' Alliance – This faction has a large reputation of supporting local cities and governments and removing threats facing them. This faction is bitter enemies with the Zhentarim and will openly oppose the settlement if allied with them. A reasonably threatening force, the Lords Alliance can make trading and alliances within the region disappear if agitated.

Joining the Lords' Alliance will boost the trade income of your settlement increasing the income of the Trading Post by an additional 1d6. Additionally any threat from nobility or other towns or cities will disappear.

The Zhentarim – A once underground organisation based on criminal activities, the Zhentarim have begun to attempt to be perceived as a more legitimate faction within

the realm. They still obviously have a number of underworld contacts however and can be devious in their actions.

Joining the Zhentarim can provide protection from any bandit or thieves guild threats. Additionally characters can access agents for information pertaining to any relevant quests or NPC's, at the discretion of the DM.

Asylum Seeking

A regional event has led to a number of refugees appearing at the village. Apparently fleeing a devastating assault from an orc invasion, the refugees would like to be admitted to join the city, as they have lost their homes, properties and livelihoods. There are 45 refugees in total, the party can accept them into the settlement but it will cost the income of the baker and butchers, until enough farmland has been built to feed the extra mouths. In return for accepting the refugees, they set about building 2 new Tier 1 or 2 structures of your choice, which they will work in.

Champion

You are met by a grizzled paladin who approaches you seeking succour. He has left his order after finding them breaking the vows he values. A Paladin following the **Oath of the Crown** (SCAG pg.132), he wishes to serve the town and train a new order of knights and paladins to uphold the virtues he believes in. Allowing the paladin this request will provide the town with an order of 9 paladins (*using the Knight stats* MM pg.347). This troop will remove any potential undead or fiend threats from the settlement and can be used for tasks by the party as long as they comply with the Oath of the Crown.

Guardians of the Vale

A Nearby town or village reaches out toward the party to help drive away bandit marauders which have set up near their community. The party may wish to tackle this personally which would be appreciated,

but the community will also ask for a permanent militia garrison, from the party's settlement. Complying with this request will require that the party eventually build guard outpost within their settlement, which the other settlement will pay for (*does not count towards the 2 total outposts/forts available to the party*). Complying with this request will provide the parties settlement with 1d6 weekly income.

Threats

Political Assassination

Due to the success of the settlement, jealousy has begun to strike at the hearts of many an influential person. In an attempt gain leverage over the party, they may retrace the party's steps to gain information they could use to blackmail the party. This may range from murder chargers to bribery, the results however may include people leaving town, or a force may come to arrest the party.

Natural Disaster

The ever present threat for settlements, is the wrath of nature or the gods themselves. This may come in the form of a natural disaster such as a flood, earthquake, volcanic eruption, plague or fire. The DM can choose any of these suggestions or create their own to suit the terrain and environment. Whichever is chosen, the effects should be roughly the same. Production of goods, resources, income and construction will halt for 2 weeks. The population will drop by 20%, and a period of rebuilding/clean-up will be required. The length of this may differ depending on the chosen affliction and can be specified by the DM (suggested 1d4 weeks).

Flight of the Lightning Scales

An **Adult Blue Dragon** (or **Young Blue Dragon** depending on party level) (MM pg.91) has moved to some nearby mountains. It has sent an emissary to the settlement demanding tribute and promising swift destruction if the desires are not met. The Dragon will give a month to the town to ready an appropriate tribute of gems and gold totalling 4000gp's worth. The party will have to decide how to approach the situation, either by gathering the tribute, or attempting to destroy the dragon.



Information as a Main Campaign

Module Background

The small town of Lightning Ridge, has sleepily existed on the edge of the civilised world for the past few centuries. Although once a prosperous settlement, a number of calamities have slowly robbed the people of their wealth and security. Passing between many nobles over the past 2 centuries, it finally fell into the hands of Lord Telrath, a wealthy and old Half Elf bachelor, known for his love of many, many women.

Telrath unfortunately passed in reasonably suspicious circumstances, around 15 years ago. Leading to many claimants to his fortune and assets, coming forward to pick the still warm bones. The sleepy village of Lightning Ridge was all but forgotten, until a lawyer of sorts come across Telrath's last will and testament, hidden in the old Lords estate.

The will highlighted a number of possessions and artefacts which were to be distributed, all of which had disappeared in the madness surrounding Telrath's death. One item in particular however hadn't yet been squabbled over, leading to the legal man's attempts to track down the heirs to the village.

This has led to a large scale search by the man, which eventually had him appearing to each of the characters, informing them of the grim news of Telrath's death and the offering of the bequeathed village.

Character Creation Suggestions

When creating a character for this module, ideally it should be motivated with the DM's primary campaign in mind. The only additional request could be primarily a background request.

The characters and party, should have some way or reason for both knowing Telrath, and being left such an important gift. It could be reasonable to expect that Telrath could have lived for 200+ years and therefore a character's ages shouldn't be too restricted. Race could also be mitigated with an appropriate story for being worthy of such a reward. Following are a number of plausible examples of possible reasons for the bequeathing.

Possibly a character could have been from a noble house, allied with Telrath's, or a close family friend. Perhaps you are an illegitimate child of his, due to his well-known promiscuous ways. Maybe you saved his life during a fight or war and he had promised to repay you.

Additionally for more devious characters, perhaps you forged the will, or swindled your way into Telrath's life in his closing years. Maybe you were a loyal servant or assistant who stood with him until the end.

Lightning Ridge

This town and layout can be adapted to suit any setting or location. For the sake of being generic and attempting to cover most bases, the village and its assets will be set near the foothills of a mountain range. Bordering a forest and within a few days travel to a major city.

Should a DM require a different setting or location, buildings or industries could be changed or adapted to suit differing campaigns or settings. For example; mining could be swapped with fishing or pearl diving, Farming could be swapped for mining.

The town of Lightning Ridge is a 2 day ride south west of Triboar and an 8 day ride north east of Waterdeep. Backing onto the Sword Mountains in the distance, and the Kryptgarden Forest directly, Lightning ridge is a small farming village of around 50 souls. Once known regionally for high quality ore and gem mining, the town now just exists through the farming of some grain and cattle. The encroachment of various factions, from goblins to fey folk, has led the village to abandon a number of previous ventures and exist primarily just to sustain themselves.

Having no real leadership or finances to back new projects, the town has continued into obscurity for much of the past century. There are ample opportunities within the area, but some attention and coin are ultimately needed to capitalise on these opportunities.



Appendix

Locality Map



Rough Town Layout

