

# Estate Package

Estates in the world of Wraithvale represent a combination of Land and Structures that players can develop to add another layer of their game world interaction. Since Wraithvale is a Character verse Environment based game, this means that while the Estates are an In-Game feature they cannot be “attacked”, stolen or damaged by other characters. Estates can be affected by Plot as the world and can cause issues they cannot avoid.

Each part of the Estate follows certain rules: each Estate will consist of a number of acres of land that will determine the cost of Taxes, and the limit to what can be built; and each structure has a Size, and Cost to Build. Each Estate can only have a single instance of each Structure unless noted in the specific description.

Estates are not for everyone, by design they are money sinks. They are a game feature that is more targeted to give players who have gathered up stocks of In Game money and want a focus other than just acquiring items.

## Estate Definitions

### **Acre**

This is a plot of land; each acre has 6 units of buildable space on it. An acre is roughly 200 feet in length on each side. Land deeds can be gained in many ways including as an In Game reward, though most commonly it is purchased from the ruling body of the area. The cost of an acre of land will vary based on its In Game location. In Mystwillow Crossing an Acre costs 10 Crowns.

### **Unit Size**

Structures come in different sizes; this will note how many Units of an acre are needed for the building. Some Structures have a static size while others will take up more space as they are leveled up, there must be available space in the Estate before a building can be leveled up if that building gets larger.

### **Cost to Build**

Players can use In-Game Coin or Valor to pay to build each of the structures they want.

### **Construction Time**

All Structures take 1 Month per Size Category to build. Structures that have multiple levels must be constructed 1 level at a time. This means that it would take 1 month to construct a Common House or the first level of a Bakery, and then a second month to upgrade the Bakery to level 2.

## Small Structures

Small Structures			
	Unit Size	Cost (Royals)	Cost (Valor)
Animal Pen	1/1/2	80/120/180	240/360/540
Bakery	2/2/2	90/90/180	270/270/540
Common House	2	80	240
Garden	1	60	180
Shrine	1	100	300
Vocation Hall	2/2/3	500/600/700	1500/1800/2100
Workshop	2/2/3	100/120/150	300/360/450

**Name:** Animal Pen

**Description:** This building allows a character to keep and tend to their *Companions* this allows the player to keep additional *Companions* at their pen. At Check-In and Logistics, the player can change out the *Companion* they are currently using. The player will still need to obtain the *Companions* in-game per the normal rules.

- Level 1- 1 *Companion* can be stored
- Level 2- 2 *Companion* can be stored
- Level 3- 3 *Companion* can be stored

**Name:** Bakery

**Description:** This building allows the character who owns it to gain loaves of *Sweet Bread* at Check-In. This item is a food item that can be consumed on a 5 Counted Action and will heal the character for 2 Body Points.

- Level 1- Gains 1 loaf at Check-In
- Level 2- Gains 2 loaf at Check-In
- Level 3- Gains 4 loaf at Check-In

**Name:** Common House (3 Rooms)

**Description:** A small building that has the basics of life and can house 3-5 people.

**Name:** Shrine

**Description:** This building is a small place a worship dedicated to one of the *Revenant* powers of the Realms.

**Name:** Garden

**Description:** This building allows the character to keep a personal garden on their land; this garden produces enough crops each month to support a family.

**Name:** Vocation Hall

**Description:** This building is one that can be set up to run a business from. Players can use the Duty BGA action to run their business during downtime, doing so will earn them a number of Royals during the time which will be received at the next event check in.

- Level 1- 30 Royals
- Level 2- 60 Royals
- Level 3- 90 Royals

**Name:** Workshop

**Description:** This building allows the character who owns it and has crafting Skill to gain additional Production Points each day. A player can only benefit from a single workshop at a time.

- Level 1- 2 Production Points
- Level 2- 4 Production Points
- Level 3- 6 Production Points

## Medium Structures

Medium Structures			
	Unit Size	Cost (Coin)	Cost (Valor)
Gathering Hall	3/3/4	400/500/600	1200/1500/1800
Library	3/4/5	250/250/250	750/750/750
Mage Tower	4/4/5	400/600/800	1200/1800/2400
Manor House	4	300	900
Way Stones	1/1/2	300/400/500	900/1200/1500
Stables	6	350	1050

**Name:** Gathering Hall

**Description:** This large structure is used for functions such as feasts and town meetings. This allows a number of characters to have a great feast and gain +1 Base *Body Points* for the duration of an event, these points do not stack with *Cooking* items. This should be noted on the character sheets at check in.

- Level 1- 3 Characters
- Level 2- 5 Characters
- Level 3- 8 Characters

**Name:** Library

**Description:** This building holds a wide range of common books and a few that hold more rare information, this building will improve the information gained when using *Research* actions during BGA's for a number of *Knowledge* skills. The player will choose the *Knowledge* skills that are affected at the time of construction.

- Level 1- 2 *Knowledge* skills
- Level 2- 4 *Knowledge* skills
- Level 3- 6 *Knowledge* skills

**Name:** Mage Tower

**Description:** This building is a very study structure that is supported by runic glyphs and arcane markers. The tower is manned by a skilled Ritualist who can cast 1 ritual at each event at no cost to the character.

- Level 1- Whispering Winds, Unweave Enchantment (1 Energy), Purge
- Level 2- High Horoscope, Shared Strength, Legend Lore
- Level 3- Contact Departed, Delve History, Scrying

**Name:** Manor House

**Description:** This massive two-story building has 10 to 12 rooms and can house up to 14 people comfortably.

**Name:** Stables

**Description:** This structure is a set of Stables and running pens to both house horses and to have training and exercise space. The Stables increase the distance a character can travel with the *BGA: Legwork* action from the normal 100 miles round trip to 300 miles round trip with a single action.

**Name:** Way Gate

**Description:** This structure is a ring of intricately carved rune stones which can be used by a skilled Wayfarer to improve their abilities.

- Level 1- Decreases the *Weave* cost of *Wayfarer* abilities by 1 (min 1)
- Level 2- Decrease the time to create a Waystone to 1 min
- Level 3- The Way Gate acts as a Portal Stone

# Large Structures

Large Structures			
	Unit Size	Cost (Coin)	Cost (Valor)
Academy	6/12/18	600/1200/2000	1800/3600/6000
Farmland	4	250	750
Trading Post	2/4/6	250/400/600	750/1200/1800
Temple	4	350	1050

**Name:** Academy

**Description:** This building has 20 to 30 rooms, that include lecture halls, open space, a library, and lodging quarters for up to 20 people, as well as other rooms for focused training. An academy is designed for the education of higher learning in many fields, allowing up to 3 characters to receive training during BGA's.

- Level 1- Characters can train *Common* skills
- Level 2- Characters can train *Uncommon* skills
- Level 3- Characters can train *Rare* skills

**Name:** Farmland

**Description:** This is worked farmland that produces fruits, vegetables, and meat from livestock. Farmland can produce far more than needs of a single family and based on the season the land can produce enough to trade and share with others.

**Name:** Temple

**Description:** This building is a large temple that is devoted to the power and worship of one of the Creators. Drawing pilgrims and the devout from far and wide to visit and pray. The temple is staffed with a priest who can offer minor care for the devoted.

**Name:** Trading Post

**Description:** This structure creates a stop on the estate where traveling merchants can stop and trade with the owners. The type of items will vary from event to event as to what the traders are buying or selling.

- Level 1- Can sell off up to 50 Royals of Components, 1 Item for Sale
- Level 2- Can sell off up to 100 Royals of Components, 2 Items for Sale
- Level 3- Can sell off up to 200 Royals of Components, 4 Items for Sale.