



Nero Piedmont Playtest

Nero Estate System Structure Costs

Please Send Suggestions and Additions to owners@neropiedmont.com

(NOTE: In Fengate All Costs and Yields are in Gold)

Building Name/Description	Cost to Build Structure (in gold)	Cost to Start Business (in gold)	Monthly Yield (in gold)	Maximum Amount of Workers	Time to Build (in weeks)
1. Apothecary (Alchemy)	25	25	2.50	5	1
2. Apothecary (Herb Shop)	25	25	2.50	5	1
3. Apothecary (Potions)	25	25	2.50	5	1
4. Apothecary (Scrolls)	25	25	2.50	5	1
5. Apothecary (Formal Magic)	25	500	26.25	53	1
6. Artisan's Shop	25	25	2.50	5	1
7. Barracks (sleeps 20)	50	XXXX	XXXX	XXXX	1
8. Blacksmith (common goods/tools)	25	50	3.75	8	1
9. Brewery	25	50	3.75	8	1
10. Bridge, Wooden	4/foot	20	1.00+0.20/foot	2+2/5 feet	2
11. Bridge, Stone	6/foot	20	1.00+0.30/foot	2+3/5 feet	4
12. Builder's Supply Shop	50	50	5.00	10	1
13. Docks/Piers	100	50	7.50	15	2
14. Educational Academy	100	25	XXXX	13	2
15. Farm (Dairy)	25	25	2.50	10	1
16. Farm (Fruit)	25	25	2.50	10	1
17. Farm (Grain)	25	25	2.50	10	1
18. Farm (Livestock)	25	25	2.50	10	1
19. Farm (Vegetable)	25	25	2.50	10	1
20. Farm (Work Animals)	25	25	2.50	10	1
21. Fishing Operation	50	50	5.00	10	1
22. Forge (weapons and armor)	25	50	3.75	8	1
23. Gathering Hall (Holds 50 People)	50	30	4.00	8	2



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24. Gathering Hall (Holds 100 People)	75	60	6.75	14	4
25. Guild, Entertainers'	25	50	3.75	8	1
26. Guild, Bardic	25	50	3.75	8	1
27. Guild, Merchants'	25	50	3.75	8	1
28. Guild, Sword Fighters'	25	50	3.75	8	1
29. Guild, Healers'	25	250	13.75	28	1
30. Guild, Mages'	25	250	13.75	28	1
31. Guild, Other	25	50	3.75	8	1
32. Graveyard	50	25	3.75	8	1
33. Hunting Operation	50	50	5.00	10	1
34. Inn	35	50	4.25	9	1
35. Laboratory, Potion	25	50	3.75	8	1
36. Laboratory, Scroll	25	50	3.75	8	1
37. Manor House*	50	XXXX	-2.00	5	4
38. Mercantile Inn (Common Foods)	25	50	XXXX	8	1
39. Military Outpost (Sleeps 40)	50	40	XXXX	XXXX	1
40. Military Outpost (Sleeps 100)	100	100	XXXX	XXXX	2
41. Mining Operation, Iron	25	50	3.75	8	1
42. Mining Operation, Copper	25	50	3.75	8	1
43. Mining Operation, Silver	25	50	3.75	8	2
44. Mining Operation, Gold	25	50	3.75	8	2
45. Mining Operation, Platinum	25	50	3.75	8	2
46. Mining Operation, Semi-Precious Gems	25	50	3.75	8	1



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47. Mining Operation, Precious Gems	25	50	3.75	8	2
48. Road, Dirt	10/mile	10	0.50+0.50/mile	1 + 1/mile	2
49. Road, Stone	25/mile	10	0.50+1.25/mile	1 + 3/mile	4
50. School	25	25	XXXX	5	1
51. Spring House	25	XXXX	XXXX	XXXX	1
52. Stables, Public	25	25	2.50	5	1
53. Tavern	25	75	5.00	10	1
54. Water Source (Protected Well)	100	XXXX	5.00	10	2
55. Winery	35	60	4.75	10	1
56. Wood Mill	35	60	4.75	10	1
57. Land, Plot (1 Acre)**	20	XXXX	-1.00	XXXX	0
58. Fine Land, Plot (1 Acre)**	50	XXXX	-2.50	XXXX	0
59. Exquisite Land, Plot (1 Acre)**	100	XXXX	-5.00	XXXX	0
60. Soldiers (20)	XXXX	XXXX	-20.00	XXXX	0
61. Wall, Wood (6 feet tall)	75/acre	20	XXXX	****	2
62. Wall, Wood (10 feet tall)	150/acre	40	XXXX	****	2
63. Wall, Stone (6 feet tall)	100/acre	30	XXXX	****	4
64. Wall, Stone (10 feet tall)	200/acre	60	XXXX	****	4
65. Gate, Wood (6 feet tall)***	25	25	XXXX	****	2
66. Gate, Wood (10 feet tall)***	50	25	XXXX	****	2
67. Gate, Stone (6 feet tall)***	35	35	XXXX	****	4



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68. Gate, Stone (10 feet tall)***	70	35	XXXX	****	4
69. Bank	30	50	4.00	8	1
70. Flour Mill	35	60	4.75	10	1
71. Bakery	25	25	2.50	5	1
72. Butcher	25	25	2.50	5	1
73. General Store	25	25	2.50	5	1
74. Barber	25	25	2.50	5	1
75. Refinery	50	50	5.00	10	2
76. Quarry (all stones)	25	50	3.75	8	1

*- A manor house is paid for by the one buying/building it, not necessarily the caretaker of the estate.

** - This is the basic cost; however, the actual cost is at the discretion of the estate administrator.

*** - An administrator may impose a toll on any gates but must let plot know. Plot will randomly determine how many people pay the toll each month.

**** - The only “workers” for these buildings can be soldiers