

Settlement Name: Saint Tyrol

Settlement Designation: Trading Post (One Extra Trade Route)

Settlement Government Type: Balanced Oligarchy (Everybody in council has equalish power)

Date: Second Week of the Typhoon Moon, Year 847 of the New Gods

Population:

40 Total People=4 Citizen Points

- 10 People=1 Citizen Point has a specialization in farming (Extra harvest if that Citizen Point is dedicated to Farming)

Town Resources

- Food In Reserve (3 Food In Reserve, 20 food max, 1 Food can feed 1 Citizen Point for 1 week)
 - Food Income/Food Consumption= (0 Food Currently Made Per Week/4 Food consumed Per Week.
- Industry In Reserve (2 Industry, 20 Industry Max)
 - Industry Income (0 Industry Currently Made Per Week)
- Gold In Reserve (8 Gold, 20 Gold Max)
 - Gold Income/Gold Used For Maintenance (0 Money Currently Made Per Week, 0 Money Used For Maintenance Per Week, 10 Gold Per Month spent on trade routes)
- Village Happiness (0 Happiness)
 - Happiness Creation/Unrest (-1 For Every Citizen Point = -4, -1 for current cramped conditions +5 For Festival for Typhoon Moon Festival)
- Faith (0 Faith)
 - Faith Creation (0 Faith produced per week)

Mandate Options

- Hunting-1 Food Point Per Citizen Point Per Week
- Farming-2 Food Points Per Citizen Per Week, however the food is only given at the end of the month.
- WoodWorking-1 Industry point Per Citizen Point Per Week
- StoneWorking-2 Industry points per Citizen Point Per Week, however the industry is only given at the end of the month.
- Fishing-Will force a random event regarding food to occur, no guarantee of food.
- Gathering-Will force a random event regarding industry to occur, no guarantee of industry.
- Construction- Contributes 1 Citizen Point to the total needed for construction of a building Per Week.
- Research-???
- Faith-???
- Other Possibilities-???

Major Town Buildings

- Garrison (Town can raise a temporary untrained militia= $\frac{1}{4}$ Population with basic equipment= $\frac{1}{4}$ CR creatures)
- Plaza (A popular meeting public meeting place for citizens, and can be used by town government to hold announcements or ceremonies/celebrations)
- Storehouse (Basic but large building that holds stockpiles of resources for the town/government.)
- Trading Pier (Large wooden docks able to receive and dock up to two medium sized ships, specifically trading ships.)
- Shoddy Training Grounds (What amounts to little more than a cleared area with maybe a few wooden posts and hay bales for training dummies and target practice. Upgrading to Basic Training Grounds unlocks Military Subsection)

Town Improvements

[Total Amount of Citizens or Time needs to be put into it/How much resources it Takes it Build]

(Description of What Is Built and What It Gives You)

- Library [2 Citizen Points, 4 Industry] (Both a place of learning, and a public gathering space, gives bonuses to various different things depending on books/artifacts found and put in)
- Basic Wooden Housing [1 Citizen Point, 2 Industry] (Creates housing for 10 Population, removes homeless unhappiness but creates no other bonuses currently)
- Tavern/Inn [4 Citizen Points, 8 Industry] (A place that brings happiness and relaxment to villagers, and temporary housing for visitors) +5 Village Happiness Permanently, Village Council can house 2 guests of honor.
- Greenhouses [3 Citizen Points, 1 Industry] (A place that everyone in the village can have a community garden. +1 Food For Every 50 Villagers At The Time of Harvest, +1 Village Happiness Permanently.)
- Church [3 Citizen Points, 6 Industry] (A place of worship. Unlocks the Faith Subsection of Village Management)
- Hunting Lodge [1 Citizen Points, 4 Industry] (A place where hunters can gather. Either +1 Food For Each Citizen Point put Hunting, or +1 Gold. Unlocks more hunting random events.)
- Gatherer's Hut- [1 Citizen Points, 4 Industry] (Tools and equipment to scour the surrounding land for resources. Guarantees at least 1 Industry when Gathering Unlocks more gathering random events)

- Fishing Docks [*1 Citizen Points, 4 Industry*] (Boats, fishing poles, and other fishing equipment. Guarantees at least 1 food when fishing Unlocks more fishing random events)
- Town Owned Farm [*1 Citizen Points, 4 Industry*] (A place where citizens can farm without owning one. Either +2 Food For Each Citizen Point put Farming, or +2 Gold. Unlocks more hunting random events.)
- Lumber Mill [*1 Citizen Points, 4 Industry*] (A place where citizens can help cut down trees and process the lumber. Either +1 Industry For Each Citizen Point put Wood Cutting, or +1 Gold. Unlocks more wood cutting random events.)
- Quarry [*1 Citizen Points, 4 Industry*] (A place where citizens can gather stones and basic metals for the town. Either +1 Industry For Each Citizen Point put stone gathering, or +1 Gold. Unlocks more stone gathering random events.)
- Craftsmen Guild [*8 Citizen Points, 1 Industry*] (A place where craftsmen can gather, unlocks the Industry Production Upgrades for Buildings and Research)
- Food Makers Guild [*8 Citizen Points, 1 Industry*] (A place where farmers can gather, unlocks the Food Production Upgrades for Buildings and Research.)
- Marketplace [*8 Citizen Points, 1 Industry*] (A place where people can gather and trade goods, unlocks the Gold Production Upgrades for Buildings and Research)
- Laboratory [*8 Citizen Points, 1 Industry*] (A place where research can be done in the name of science! Or magic I guess. Unlocks the Research Subsection of Village Management)
- Basic Training Ground [*8 Citizen Points, 1 Industry*] (A place to train up the citizens to better improve the Town Garrison, and other individuals interested in improving themselves. Unlocks the Military Subsection of Village of Village Management)
- Town Wall [*5 Citizen Points, 2 Industry*] (Walls Surrounding the town. Will slow down enemy forces and bolster allied forces in village combat, will need to be rebuilt every major village expansion or work at very reduced efficiency)

Economics Subsection

Settlement has 1 of 2 Possible Trade Routes Active

- 1 Trade Route with “Orellian West Yliese Trading Company” for 10 Gold for 12 Food Every Month
- 1 Inactive Trade Route

Faith Subsection

(When Unlocked, Villagers will make a New Resource called Faith. Can spend Faith on Bonuses and Special Actions)

Research Subsection

(When Unlocked, Council can decide to spend Industry and Gold on various upgrades to current buildings, or for unlocking new buildings. Can also research passive upgrades)

Military Subsection

(When Unlocked, Council can decide to spend Industry and Gold on various upgrades to current buildings, or for unlocking new buildings. Can also research passive upgrades)

Village Relations Subsection

(A place to keep track of various groups or important NPC's in the village and how happy they are with the council)

Foreign Diplomacy Subsection

Saint Tyrol Currently has 4 relationships with foreign powers

1. Orellian West Yliese Trading Company= Neutral leaning positive. Thinks of you as a reliable customer providing gold or goods equivalent amount of gold for every trade.
2. Enslaved Earth Elementals= ???? Relationship Status. Summoned by the previous mayor, and set to work in the mines. May still be there.
3. Lavender's Gate= Neutral leaning negative. A landlocked town further East or inwards of the continent. The previous mayor charged them exuberant fees for use of ports so they eventually found another town even if it was a bit more out of the way.
 - a. Learned that the town is lead by a druid that's rumored to be powerful.
4. New Poleis = Neutral leaning negative. A coastal town South of Saint Tyrol, views us as competition and as pro-Orellian. They are mostly representing one of the Eastern Kingdom's, a far off place called Theros where they believe that the Old God's are dead and that the only legitimate New God's are the one's born and died in Theros.

Reminder of How Council Meetings Go

1. *Introductory phase*- The DM declares the current balance of the resources the town has, recaps the adventure they participated in between council meetings, and announce if any actions the players put into motion (such as research/construction of buildings/etc) is either done, or the progress they are at.

2. *The Story Event Phase*- A mixture of random events influenced by the council's action and rolled upon by dice, and story events that are always directly influenced by player's actions and the world around the settlement. These are events that can either affect council planning stage, or require the party to personally venture forth and do in a traditional DnD/Pathfinder adventure.
3. *The Council Planning Phase*- This is the phase where the players get to decide what upgrades/buildings/special events they want to occur. Each council role gives unique options and possible things the settlement can do, but in order to get something to pass, they need a majority vote ruling in favor, even the ruler (unless they have a special action/power that says otherwise). The settlement can theoretically have any number of things happening at once, but everything consumes resources, and there is happiness penalties if too much stuff is happening at once (DM's discretion, or use recommended penalties which can be found in an appendix)
4. *The Conclusion Phase*- This phase should contain a recap of everything that has happened in the council meeting, and reflect how the changes have affected the resources of the town. After the conclusion phase, you can either transition into regular pathfinder, or into the next round of council roles if the party didn't find anything that required their personal attention. If so, it would be wise to have an optional phase labeled below.
5. *The StoryBook Phase (optional)*- There will probably be times when you go straight from one council meeting to another, or perhaps the party isn't ready for a council meeting after an adventure. This is the perfect time to have the party stroll across the town of their making, seeing the changes that they have personally put into place, and meet the common folk. This is a great time to mention non-council NPC's, and such.

Council Roles and Special Powers

Each Role May Get More Bonuses and Powers as the Village Grows Larger

- *Ruler*- 2 Votes in any Council Decision instead of 1, can Spend Own Time and Own Gold to help out any of the other Council Positions or do their own buildings or research, Gets Random Ruler Events
- *Faith Leader*- Gets 2 Votes for any council matters concerning religion, can Spend Own Time and Gold to independently obtain anything in the Faith Subsection, Gets random Faith events
- *Military Leader*- Gets 2 Votes for any council matters concerning military, can Spend Own Time and Gold to independently obtain any research or buildings dealing with military, Gets random military events
- *Law Enforcer*- Gets 2 Votes for any council matters concerning law, can Spend Own Time and Gold to independently obtain anything to do with law enforcing or crime, Gets random law events

- *Diplomat*- Gets 2 Votes for any council matters concerning law, can Spend Own Time and Gold to independently obtain anything to do with foreign diplomacy, Gets random diplomacy events
- *Magister*- Gets 2 Votes for any council matters concerning general research or anything to do with magic, can Spend Own Time and Gold to independently obtain anything to do with research or magic, Gets random Magic or research events events
- *Councilor*- Gets 2 Votes for any council matters concerning Villager Happiness and Village Relations with npc's, can Spend Own Time and Gold to independently obtain anything to do with Happiness, Gets random diplomacy events
- *Marshal*- Gets 2 Votes for any council matters concerning building or research outside the populated parts of the town, can Spend Own Time and Gold to independently obtain anything to do with matters concerning buildings or research outside of the populated parts of the town, Gets random Marshal events
- *Spy Master*- Gets 2 Votes for any council matters concerning foreign or domestic relations, can Spend Own Time and Gold to independently do anything with the foreign affairs or village relations with NPC's, Gets random spy events.

Rare Materials/Artifacts For The Town

- Drake Teeth (Can be forged into mighty weapons or donated to certain buildings for bonuses)
- Drake Scales (Can be forged into mighty armor or donated to certain buildings for bonuses)
- Mysterious Blank Paper That's Resistant to Tearing and Writing (A mystery, who knows what it may lead to?)

Current Events and Mysteries

- *Story Event*- The Earth Elementals have issued the town's mightiest champions a challenge, could lead to interesting
- *Story Event*- People all over town, including a few Council Members, have reported feeling watched at random parts of the day all over town and surrounding area. Feeling gets stronger at nighttime.
- *Random Event*- Mysterious Blank Paper that's resistant to tearing and writing. Found between two destroyed houses.
- *Random Event*- An albino stag with glowing blue horns was spotted in the forest. Seemingly vanished when looked directly at.
- *Random Event*- Mysterious Humanoid Beings Live in the Water Close to shore. Currently unknown what their intentions are, speak a language unknown to Aeron.