



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)

Structure	Description	Cost To Build Structure	Cost To Start Business	Approx. Yield (Monthly)
Apothecary (Herb Shop)	Plants and gathered herbs	25	25	2.50
Apothecary (Alchemy)	Alchemical Substances	25	25	2.50
Apothecary (Formal Magic)	Components and Scrolls	25	500	26.25
Apothecary (Potion)		25	25	2.50
Apothecary (Scrolls)		25	25	2.50
Armory		25	25	2.50
Artisans Shop	Paintings & Sculptures	25	25	2.50
Barracks (Sleeps 20 Soldiers)		50	50	5.00
Brewery		25	50	3.75
Bridges under 20', wooden	Cost is in gold per Feet	2	50	2.60
Bridges under 20', stone	Cost is in gold per Feet	4	50	2.70
Bridges 20' or larger, wooden	Cost is in gold per Feet	4	50	2.70
Bridges 20' or larger, stone	Cost is in gold per Feet	6	50	2.80
Builders Supply Shop	Carpenters, Masons, Miners	50	75	6.25
Docks / Piers		100	25	6.25
Educational Academy		100	100	10.00
Entertainers Guild		25	25	2.50
				0.00
Farm (Dairy)	Milk, Cheese, Butter	25	25	2.50
Farm (Dairy)	Dairy Cows	25	25	2.50
Farm (Dairy)	Dairy Goats	25	25	2.50
Farm (Fruit)	Base Structure	50		2.50
Farm (Fruit)	Apples		25	1.25
Farm (Fruit)	Bananas		25	1.25
Farm (Fruit)	Oranges		25	1.25
Farm (Fruit)	Peaches		25	1.25
Farm (Grain)	Base Structure	50		2.50
Farm (Grain)	Wheat		25	1.25



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Farm (Grain)	Rice		25	1.25
Farm (Livestock)	Base Structure	50		2.50
Farm (Livestock)	Swine		25	1.25
Farm (Livestock)	Fowl (Chicken / Pheasant)		25	1.25
Farm (Livestock)	Exotic (Ostrich, Buffalo)		25	1.25
Farm (Livestock)	Cows / Steers / Bulls		25	1.25
Farm (Livestock)	Horses		25	1.25
Farm (Livestock)	Sheep		25	1.25
Farm (Vegetable)	Base Structure	50		2.50
Farm (Vegetable)	Broccoli		25	1.25
Farm (Vegetable)	Carrot		25	1.25
Farm (Vegetable)	Pea		25	1.25
Farm (Vegetable)	Potato		25	1.25
Farm (Vegetable)	Corn		25	1.25
Farm (Vegetable)	Sprout		25	1.25
Farm (Vegetable)	Beans		25	1.25
Farm (Work Animals)	Base Structure	50		
Farm (Work Animals)	Work Horses, Donkey		100	5.00
Farm (Work Animals)	Oxen, Cattle		50	2.50
Fishing Operation		50	50	5.00
Forge	Can be used to make weapons and armor	25	50	3.75
Gathering Hall	For up to 50 people	50	30	4.00
Gathering Hall	for up to 100 people	75	60	6.75
Graveyard		25	25	2.50
Graveyard Dig (Single Unit)		1	2	0.15
Healers Guild		50	250	15.00
Hunting Operation		50	25	3.75
Hunting Operation				
Inn	Tavern and sleeping rooms	35	50	4.25
Livestock Pen (Cattle, Chickens, Pigs)		25	25	2.50
Mages Guild		50	250	15.00
Manor (Main Home)		25		(2.50)



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Mercantile Inn (Common Foods)		25	50	3.75
Merchants Guild		25	50	3.75
Military Outpost (Sleeps 40)		50	40	4.50
Military Outpost (Sleeps 100)		100	100	10.00
Mining Operation	Semi-Precious Gems	25	50	3.75
Mining Operation	Precious Gems	25	150	8.75
Mining Operation	Iron	25	50	3.75
Mining Operation	Copper	25	50	3.75
Mining Operation	Silver	25	50	3.75
Mining Operation	Gold	25	50	3.75
Mining Operation	Platinum	25	50	3.75
				0.00
Other Guilds		35		1.75
Dirt Road	Cost is in gold per mile	20		1.00
Stone Road	Cost is in gold per mile	60		3.00
Scroll Laboratory	Can be used to make Scrolls	25	50	3.75
Potion Laboratory	Can be used to make Potions	25	50	3.75
Spring House	Used to protect springs and store food	25		1.25
Stables	Cost per 5 horses	25	25	2.50
Tavern		25	100	6.25
Water Source (Protected Well)		100		5.00
Winery	Vinters, grape fields, cellars	35	60	4.75
Wood Mill		35	60	4.75