

Territory Improvements



Realms are not just made for war - the people of the Hundred Realms have homes to customise and improve both to their own benefit and to the benefit of the Realm at large. These are known as **Improvements**.

While Conquest is open, anyone from a Realm may spend money to construct an Improvement on a Territory within their own Realm. These are added straight onto the Conquest Table since they do not affect Combat Resolution.

Only one Improvement of each type may be added to a Territory (but multiple may exist through a Realm) with the exception of Features (which may be stacked). Improvements have both effects for the Realm and for the People. The more of a type of Improvement there is in a Realm, the greater that influence will be.

Improvements are always permanent and may only be destroyed with Magic or by an occupying [Conquest](#) Force using the Attack Order to raze the Improvement for money.

Improvement Types

Library - 90R

- A Library is constructed that contains books and information on a variety of topics.
- Between Events, the Monarch of the Realm may request a topic to be researched in the Libraries of their Realm.
- The more Libraries there are, the better quality the research will be.

Sanctuary - 81R

- A Sanctuary dedicated to a specific Entity - a god or otherwise - is constructed and devoted. The dedication must be provided when the Sanctuary is constructed.
- 27R may be paid by anyone from the Realm where the Sanctuary resides in order to rededicate

the Sanctuary to a different entity.

- Each Sanctuary increases the base amount of **Tribute** given to an entity to encourage it to provide an **Audience** in Camelot.

Mine - 72R

- A Mine begins to dig into the earth to harvest the riches beneath, but at a risk to the stability of the world around it.
- Each Mine produces a varying quantity of Resources (including Beans) each Phase, but carries a risk of a mishap with lasting consequences.
- An average Bean production from a Mine would be 1-3 Beans, but this will vary.

Courthouse - 63R

- A Courthouse is established to maintain the laws of the land.
- Between events, the General of the Realm may specify an individual to try to bring to justice, or a change to the Realm's laws to effect its people.
- The more Courthouses in a Realm, the more effective the General's endeavours in law will be.

Theatre - 54R

- A new Theatre with its troupes and shows is established that brings joy and opportunities with it.
- Each Theatre increases the chances of unexpected opportunities arising while on Quests and Vignettes in this Realm.

Woods - 45R

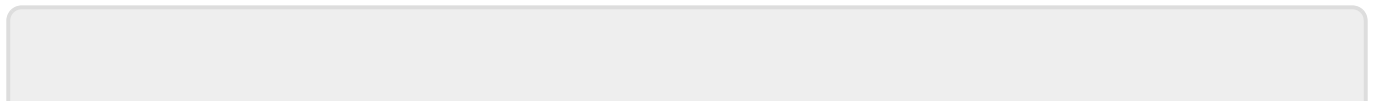
- The Woods are cultivated to produce fruits and herbs to aid the people.
- At the start of each Event, an assortment of healing consumables will be made available to the Monarch based on the number of Woods in the Realm.

Farm - 36R

- Farmlands are established and managed to improve the food supplies of the people.
- The people of the Realm are less likely to suffer from illnesses or other ill-health.

Feature - 18R

- A small feature is added to this Territory and now exists here.
- 10 words may be used to describe this feature.



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