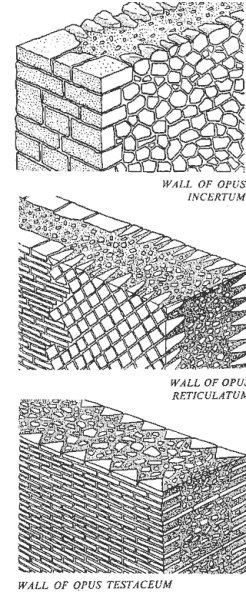


Alternate Construction Costs and Time

Baseline Cost and Time

All work based on 10'x10' "cubes". Any building over 24 cubes must have an engineer assigned for every 64 cubes. Construction time is based on where the building is created. In a "civilized" area, 25 miles from a large settlement the base construction time is listed. For "borderlands" construction, the construction time is 50% more. A construction in bare wilderness will be at double the construction time.

Construction time can be accelerated by 25% by paying 50% additional construction costs, or accelerated by 50% by paying 100% additional construction costs. Construction costs may not be reduced by more than 50%.



<i>Material</i>	<i>Price per Cube</i>	<i>Construction Time</i>
Primitive	10 gp	1/50 Day
Mudbrick	20 gp	1/25 Day
Wooden	40 gp	1/15 Day
Brick	300 gp	¾ Day
Stone	500 gp	1 Day

Quality level

Building is assumed to come with basic furnishings, roofing, and flooring appropriate to the quality level. Additional or unusual furnishings must be purchased separately.

Solid (minimum 10' thick for stone or primitive dirt, 5' thick for brick, and 1' thick for wood)	50% price/time
Cheap (Loose dirt floor, thatched roof)	75% price/time
Average (Earth floor, thatched roof)	100% price/time
Comfortable (Wood floor, shingled roof)	150% price/time
Semi-Fortified (shuttered windows and doors, flagstone floor)	200% price/time

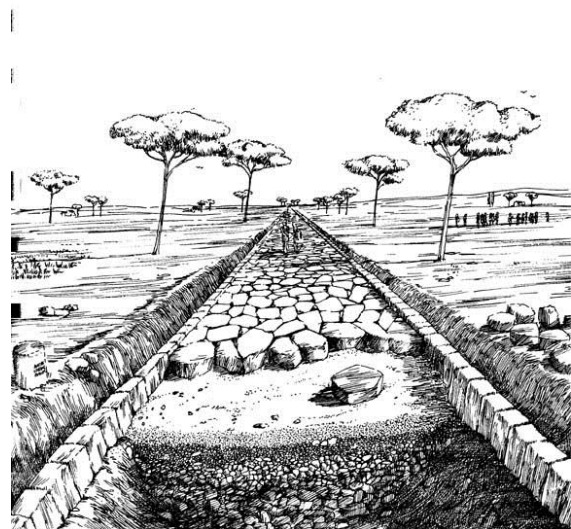
Luxurious (exotic wood floor, slate or tile shingles, fine tile floor)	250% price/time
Fortified (slate shingles, barred windows, reinforced doors and windows, arrowslits, flagstone floor)	300% price/time

Building Vertically

The second story of a building is at the base charge. Add an additional 25% to the cost for each additional story.

Building Trails and Roads

Roads for use in trade routes may be created. They may be of two types. A trail or track is little more than a path cleared of underbrush and packed flat with some gravel thrown on top. A road would allow much faster and reliable travel of larger armies and caravans, and is actually graded and paved with local stone and cement. The costs depend on the terrain the road is built over:



Trail Costs

Trails are much cheaper to build, but require considerable maintenance to keep open from season to season.

- (plains, steppe, scrub) 50 GP/Mile
- (desert, forest, hills) 100 GP/Mile
- (swamp, tundra) 200 GP/Mile
- (glacier, mountains) 400 GP/Mile
- For each bridge over a large river 100 GP

Road Costs

Roads are much more expensive to build, but they weather better and require less maintenance than trails. Some Ardean roads are still in use after hundreds of years of use.

- (plains, steppe, scrub) 500 GP/Mile
- (desert, forest, hills) 800 GP/Mile
- (swamp, tundra) 1000 GP/Mile
- (glacier, mountains) 2000 GP/Mile
- For each bridge over a large river 1000 GP

Maintenance

The cost for maintaining a trail or road over the course of a season are the same. The only variable is the terrain the travel through. Failure to maintain a trail will slow travel to normal overland through plains speed. Failure to maintain a road just slows users to the speed of a trail. The costs are:

- (plains, steppe, scrub) 2 GP/Mile
- (desert, forest, hills) 4 GP/Mile
- (swamp, tundra) 10 GP/Mile
- (glacier, mountains) 20 GP/Mile
- For each bridge over a large river 100 GP