

Second Dawn Estate System

What are Estates?

Estates provide a theme for your group based on a special location in the world that will develop from the starting theme chosen by the players. Due to the ever changing location of the caravan as it moves across the world, players will rarely, if ever, actually be at their estate in play, and will almost exclusively interact with their Estate in the DAS system. Players can expect a wide range of possibilities to express themselves in the theme of their estate, after all, the estate is off camera, so there aren't many limits for what can be done with descriptions. Players should understand the interactions with estates are done solely through the DAS system, and that many different DAS marshals will help guide the small narrative during those short actions. The main story line of the game is the story of the large organizations, their relationships, and their struggles against their foes through the caravan as it crosses the world. Estate stories and themes are there to provide a sense of personalization to groups of players that want to have a common bond, but for obvious resource reasons, these themes and stories cannot be supported at large during normal game play. In the story, Estates can become great places of power based on how players react during their encounters, and the structures they build upon them. These faction based structures help the players through their primestone bond, but also help the various factions to expand in the world and wield more influence. The limits, costs, and rules form the basis of the system, but the emergent fun of the system lies in what the players choose to do with their own little slice of the world.

How are they Made?

Estates are created as the result of the DAS action Found Estate. At this time players will share their theme concept and a basic adventure will be undertaken. Once founded, the estate will start as a Lodge, and a primestone will be given to the group leader. The primestone will serve as a bond between the characters at the event and their estate location. Primestones allow members of the estate to re-manifest in their cabin just like a well (very useful), but they can acquire additional powers through play. A character can only be bonded to one primestone at a time. Each group should consider what small ceremony is required for a character to join, or be removed and roleplay this during the game. The group leader may approach the logistics team to have a character added or removed from the roll. A character must be on the roll to benefit from the primestone, and is considered a member of the group with full benefits until removed from the roll. Primestones may be purchased from the base selection, or they may be made by players, but ALL primestones must be approved by the Director - McKell only, so check with him before you begin building one.

How can I build Structures on my Estate?

As players travel with the caravan, they can choose to undertake Adventure DAS actions and dedicate their efforts to their Estate. Each of the 5 Adventure actions – Assault, Covert, Explore, Gather, and Recon can be associated with an Estate, and if completed will earn the Estate 10 Build Units. Build units are accumulated by Estates only, never players. Players can also pay marcs to acquire Build Units, 1

marc equals 1 Build Unit. Hold on a second, another important rule, Estates cannot earn more than 20 Build Units per event from DAS actions and marcs. So either run two DAS actions for the Estate, or pay up 20 marcs, or split it up, just never more than 20. Build units cannot be back purchased for events that are missed.

Another special case of Build Units are Hero Vault Points. Players that have Hero Vault Points remaining may use them to purchase Built Units. What's the Hero Vault? It's the super-secret place where wealth is stored from dead Heroes over the decades and centuries until new Heroes arise that have great need. Players can check with logistics to find their current balance. 10 HVPs = 1 Build Unit. HVPs may be converted to Build Units at any time, in any amount. The following rule limits the power of unchecked HVP build units.

Only one structure, regardless of cost can be built per event. As a special dispensation, extra build turns may be purchased with HVPs only, representing players with balances leaning on the Concordant Council to get their goods to them quickly. Extra build turns start at 100 HVPs and go up by 25 HVPS each time they are used by the Estate. Only HVPs can be used to obtain extra build turns. As just one example an estate with 20 Build Units, and 400 HVPs could choose to build a Sanctum with their 20 Build Units, convert 100 HVPs to buy another build turn, and then convert 200 HVPs to build a barracks, leaving them 100 HVPs in balance. They cannot afford another build turn, as that will cost them 150 HVPs next time. Further questions can be addressed to logistics if necessary.

Be aware that you might not make 20 Build Units every month as players should and will feel pulled in many directions in the DAS. They will have to balance finding out information, learning lost arts, helping out factions, and helping their estate. There is no right answer, and no one can do it all, each player and group has to make their own choices.

What do Structures Do?

When a structure is added, the estate primestone become eligible for etchings to be added that will allow all bonded estate characters to benefit from the power of the etching. Currently known etchings are limited, but perhaps more will be discovered or made in the future. As another benefit, Lodges, Fortresses, and Keeps provide access to better and better foundries. Almost anything can be made in foundries, and players will find that the foundry on their estate can make wondrous items. Of course the caravel provides foundry services for a fee, but estates with their own can make with they like if their foundry is advanced enough. Estates that have been upgraded to Fortresses my undertake an additional action per event for a total of 3, but while this is a boon, it will often further stress the thinly stretched DAS choices.

As structures are built around the lodge, they join together to grow the size of the lodge until it can be upgraded to a Fortress, and ultimately once the world grows enough, to Keeps. These structures are of great help to the various factions in the world who will grow in power and prestige as more are constructed. Factions that have support from Estates are more likely to be able to help out the caravan in return, and their knowledge in Lost Arts may grow as well. Factions that are well supported by estates and by DAS actions associated with Faction (See DAS actions) will certainly thrive more than Factions that are not helped at all.

Do I have to join a group and build an Estate?

Absolutely not. It's there to provide context for players that want to tell a bit more story about how their group interacts with the world in the DAS, and give them something to tell their own "back in the day" stories down the road. The primary story remains around the large factions and the Concordant Council. You can still help your faction just as much in the DAS by associating adventure actions there (See DAS Actions). There are some benefits from primestones, but nothing that good lost arts and items can't do without. It's all up to you.

The Rules

10 Build Units = 1 Estate Associated DAS Adventure Action

1 Build Unit = 1 Marc

1 Build Unit = 10 Hero Vault Points

1 Extra Build Turn = 100 Hero Vault Points (+50 each time used) (Still have to pay for 2nd Structure)

Max 20 Build Units per event from DAS and Marcs, no buy backs

1 Structure can be built per event

Estate Structures

Name	Type	Prerequisite	Build Units to Build	Addtl Benefits, added to estate Primestone sheet
Lodge	Lodge	DAS Found Estate Action	0	Provides basic foundry, 2 estate actions per gathering
Fortress	Fortress	Lodge, 4 Structures	40	Provides advanced foundry, 3 estate actions gathering
Keep	Keep	Fortress, 8 Structures	100	Currently Unavailable in Campaign. Provides master foundry, 3 estate actions gathering
Sanctum	Basic Templars Structure	Lodge	20	Access to basic Templars Primestone Inscriptions
Sanctuary	Advanced Templars Structure	Sanctum	30	Access to advanced Templars Primestone Inscriptions
Barracks	Basic Iron Legion Structure	Lodge	20	Access to basic Iron Legion Primestone Inscriptions
Citadel	Advanced Iron Legion Structure	Barracks	30	Access to advanced Iron Legions Primestone Inscriptions
Tradepost	Basic Caravel Structure	Lodge	20	Access to basic Caravel Primestone Inscriptions
Market	Advanced Caravel Structure	Tradepost	30	Access to advanced Caravel Primestone Inscriptions

Scriptorium	Basic Lorekeeper Structure	Lodge	20	Access to basic Lorekeeper Primestone Inscriptions
Library	Advanced Lorekeeper Structure	Scriptorium	30	Access to advanced Lorekeeper Primestone Inscriptions
Purity Shrine	Basic Purity Pantheons Structure	Lodge	20	Access to basic Purity Primestone Inscriptions
Purity Temple	Advanced Purity Pantheon Structure	Purity Shrine	30	Access to advanced Purity Primestone Inscriptions
Might Shrine	Basic Might Pantheons Structure	Lodge	20	Access to basic Might Primestone Inscriptions
Might Temple	Advanced Might Pantheon Structure	Might Shrine	30	Access to advanced Might Primestone Inscriptions
Eminence Shrine	Basic Eminence Pantheons Structure	Lodge	20	Access to basic Eminence Primestone Inscriptions
Eminence Temple	Advanced Eminence Pantheon Structure	Eminence Shrine	30	Access to advanced Eminence Primestone Inscriptions
Wisdom Shrine	Basic Wisdom Pantheons Structure	Lodge	20	Access to basic Wisdom Primestone Inscriptions
Wisdom Temple	Advanced Wisdom Pantheon Structure	Wisdom Shrine	30	Access to advanced Wisdom Primestone Inscriptions
Labyrinth	Basic Wayfarer Structure	Lodge	20	Access to basic Wayfarer Primestone Inscriptions
Waygate	Advanced Wayfarer Structure	Labyrinth	40	Access to advanced Wayfarer Primestone Inscriptions
Runesmithy	Basic Runemaster Structure	Lodge	20	Access to basic Runemaster Primestone Inscriptions
Master Runeworks	Advanced Runemaster Structure	Runesmithy	40	Access to advanced Runemaster Primestone Inscriptions
Reliquary	Basic Convocation Structure	Lodge	20	Access to basic Convocation Primestone Inscriptions
Bastion	Advanced Convocation Structure	Reliquary	40	Access to advanced Convocation Primestone Inscriptions
Vault of Whispers	Basic Cowl Structure	Lodge	20	Access to basic Cowl Primestone Inscriptions
Crypt of Secrets	Advanced Cowl Structure	Vault of Whispers	40	Access to advanced Cowl Primestone Inscriptions