

The wilderness of the Neverafter is harsh, hungry and more than able to devour the unwary or unprotected. Fortunately, you have managed to find a long-abandoned village. The settlement in which you take refuge will need to be maintained and improved for you to stand a chance against the things that go bump in the night. This is done through the Settlement System.

## **Actions**

Between events, you may take a single action to benefit the settlement, your new neighbors, and yourself. Note your action on your character card before you turn it in at the end of the event. If there are any Structures or Upgrades that modify this action, note that, too. Staff will contact you between events to give you the results of your action. There are five possible actions you can select from:

- Construction: This allows you to Build new Structures or Maintain or Upgrade existing Structures. To do this, you must possess the necessary Schematic and turn in the required Components. Construction actions must be signed by a staff member before turning in your card.
  - On your card, note what you are Building or Upgrading.
  - If this requires non-specific Components, you may designate what to use.
- Gathering: You search the nearby wilds to obtain Components. This can be modified by certain Structures.
  - If you are making use of a Structure, note this on your card.
- Venture: You travel further from the settlement, exploring the depths of the wilderness. This has a much higher chance of finding valuable components or even items, but greater rewards come with greater risk.
- Scout: You attempt to gather information about events, cultures, or regions of the Neverafter. This could represent asking around, researching in a library, or physically observing your nearby surroundings.
  - You may indicate a specific topic you are attempting to look into.
- Fortify: You reinforce a Structure. This provides that Structure a once per event defense against an effect that would negatively impact it. A Structure may be Fortified any number of times per event. The person who performed the action must be present to call their use of the defense.
  - Note which Structure you are Fortifying on your card.

The Disadvantage 'Narrow Skillset' forces you to choose three actions which you don't perform as well as others might. It impacts the actions in the following ways:

- Construction: You must spend an additional 3 common components of any type to Construct a new Upgrade or Structure or 1 common component of any type to add an SP to a Structure.
- Gathering: Staff will roll your result twice and take the worse result.
- Venture: Staff will roll your result twice and take the worse result.
- Scout: You obtain one fewer piece of information.

- Fortify: You have a 10% chance of failing this action.

## **Structures and Upgrades**

The settlement starts with two Structures: a Tavern and a Crafting Hall. Other Structures require Schematics to build, which can be found or purchased during gameplay. Each Structure has a maximum number of tiers, from 1 to 5, each of which may have up to three Structure Points (SP). An SP may be added to a tier by spending a number of Components equal to that tier. Once a tier has three SP, a single Upgrade may be added to it. Like Structures, Upgrades require a Schematic and Components. They may be created with the Construction action or built during an event.

Structures must be Maintained every March, July, and October, either at the event or with a Construction action. This requires a number of components determined by the Structure's current tier, as indicated below:

- Tier 1: 1 Component
- Tier 2: 3 Components
- Tier 3: 6 Components
- Tier 4: 10 Components
- Tier 5: 15 Components

Each Structure has a Deed, which tracks the tier of the structure, the SP of each tier, the Upgrades associated with each tier, and the Structure's owner or owners. If a Structure takes damage, which may only occur from Plot effects, it is applied to the highest tier of the Structure. If a tier loses all three SP, it is destroyed along with any Upgrade associated with that tier. It is possible for players to demolish Structures or Upgrades they have built, but only with a specific Schematic and only with the permission of all of that Structure's owners.