



Super Dragon Sword

The Reconstruction of Allestone

THE RECONSTRUCTION OF ALLESTONE



Allestone. The name evokes nostalgia in the saltiest of adventurers. Once known as a group of towns, this league of free adventures has been reduced to a singular town, barely scraping by - and even that has been threatened now. The wild gods of the Hinterlands have let a brutish god to rule over it - not as strong as an Emissary of Shadow or the Enforcer gods that act as the muscle of a pantheon, but a fearsome foe regardless. **Balor** seeks to terrorize and devour the people who dare continue to hold the banner of the adventurer's towns high. You have been recruited to help free the town, and help it rebuild.



Balor: Fae Tyrant of Allestone

Balor is a relatively rough customer, his main power being a destructive eyebeam capable of carving through stone, these eyes placed all around his body. However, these eyes are relatively vulnerable and thus he has both a high chance of being critically hit as well as a vulnerability to the Blinded status. However, other than his eyes, he is hideously resilient and strong, with the power of a king of beasts in his strength, speed, and endurance. He is also joined by Eyehounds, small and weak wolves with his destructive gaze limited to a single eye.

If you succeed in defeating Balor, you are able to utilize his former base in Allestone's town hall as the beginning of the reconstruction project. The resources and treasure of the Fae Tyrant grants you **1000 Town Points** with which to start rebuilding the town and find a direction for it. **If the town survives the entire ten years you stay within this world, you may take it with you on your journeys.**

Town Hall (0): It's a start. The Town Hall is rather large, enough to host about 50 to 100 people in uncomfortable quarters, and it has a number of the facilities necessary to do the sheer legwork and paperwork to organize a town - work orders, scribe's desks, the like. It's rather creaky and leaky, but it'll keep most of the rain off your head. People are likely to arrive here with requests and offers of assistance if they are inclined to help.

Town Hall Upgrade (100): How are you expected to get anything done with a bundle of wet matches they call a town hall? By diverting some of the resources to reconstructing the headquarters. The hall is capable of holding more people, around 150 now, and keeping them comfortably. In addition, you've jump-started the town's government, now having some trained clerks and accountants to make the initial changes and work easier. This should allow for the smoothest start you can ask for in managing things here.

Treasure Hoard (200, purchasable multiple times): Embezzling already? Well, I won't tell if you don't. Jokes aside, keeping some of the riches fluid should be useful. You have gold and other easily exchanged nonperishable goods here, enough to easily live like a king for a year or two. If put to use for the town, it can pay the wages of the entire town's public servants for three years.

Timber Rich (100): An expedition found a relatively untouched tract of woods nearby to start utilizing. You won't be wanting for wood when it comes to construction for the rest of your time here.

Mineral Rich (100): After some digging, a lucrative mine with iron, tin, copper, and some metals especially useful for those good with technology has been created. Even if those metals find their loss of use in time, you may find that even simply having a reliable stone quarry will help further expansion.

Rich in Game (100): The forest of Teyr can mercifully provide for you and yours in this instance. The forest nearby Allestone is filled with easily gathered fruits, nuts, and other herbs useful for cooking. In addition, there's plenty of filling game that has grown bold in humanity's presence, making them an easy target for your hunters and food for the village.

Populous (100, purchasable up to three times total): It seems you had an early crop of settlers rather confident in your success. By taking this, Allestone has more habitats and people drawn to it. The first purchase puts it at the size of a slum, with most of its people drawn from the desperate. As more housing is created, the second purchase brings Allestone back to its old self, a thriving town with at least a thousand souls calling it home. The last purchase makes it even larger than it was in the past, with at least ten thousand souls calling it home and presumably making your job a little harder...but also more likely to succeed.

Fundraisers (100): It'd be nice if people just gave the city's government the money it needs to do all it does for them out of the goodness of their heart, but that can't be relied on. By hook or by crook, you've established a competent and scarily good team of tax collectors. The people might grumble, but the civil servants will be glad to actually know that they can put food on the table.

- **Central Bank (Requires Fundraisers, 200):** Now it's not going to be remotely an issue to pay whoever you have helping run this place. You are now capable of minting the coin of the land, having had an official mint rediscovered and refurbished. In addition, you've now a financial institution with enough established goodwill for people to actively seek to lend their money to you. Treat 'em well enough, and people might come from out of town just to do business with you.

Watchtowers (100): This world is dangerous. Having an idea of what's on the horizon is for the best. Allestone now has a set of towers around the perimeter of the village, an additionally has a number of bells and other signals for incoming trouble.

- **City Walls (200, requires Watchtowers):** Allestone's defense has been bolstered considerably. Tall walls with thick gates have been installed around the town. While powerful enemies such as Eidolons could simply climb, smash through, or fly over the walls, many more enemies will be stopped and slowed by the necessity to breath the gates, giving your defenders time to rally a defense.

Guardsmen Barracks (100): While it is assumed some sort of militia is willing to rise to the occasion in desperate times...well, they're not likely to be more than the brave and stupid. If they're going to charge into the fight, might as well make sure they have sharper sticks and actual armor. This large barracks holds a guardsman force capable of holding their own in combat, the training that is given is capable of letting them hold their own against most monsters and work together to hold off similarly "normal" warriors such as themselves. They effectively have the combat expertise given by "Wolf in Sheep's Clothing." However, they are likely to fold in the face of a truly formidable force such as one of the theocracy's armies, a force of devils, or a truly fearsome Monster attack.

- **Elite Guardsman (200, requires Guardsman Barracks):** Love this town! This increase in the training has allowed the guardsman better equipment and conditioning, allowing them to benefit from the perk "No Easy Way Out" - as well, they can draw upon the recruits from the other facilities you can build to augment their forces.

Game Hall (100): The people deserve their thrills, even in a harsh time. This hall is filled to the brim with games both gambling and normal. You think of it, it's there, be it magical or otherwise - Sword Heroes, Gem Bones, even Climb the Ladder. As an added bonus, the town gets a cut of any profits the Game Hall brings in.

- **Allestone Eleven (200, requires Game Hall):** It seems magical games bring magical cheaters. Luckily, you were smart enough to figure out how to get them on your side. Your town now over time brings in people with the Trickster Job, albeit many of them only having a basic Job perk of that Job.

Performing House (100): A wonderful stage and amphitheater, the Performing House is capable of hosting plays, operas, and any travelling entertainers you can expect to come through. The sound of music and play is sure to enrich the lives of your citizens.

- **Social Club (200, requires Performing House):** It seems that the performances are grand enough that the most well-bred of adventurers have come to mingle between shows. Your town now over time brings in people with the Dynasty Job, albeit many of them only having a basic Job perk of that Job.

Hunter's Hall (100): A large drinking and feasting hall for hunters to boast about their latest kills, their presence tends to ensure that the lands around you are cleared of most low-level predators such as bears and cougars. In addition, they tend to bring in a hefty amount of meat and furs for use in town.

- **Expedition Society (200, requires Hunter's Hall):** It seems that a more conservationist breed of woodsman has come to town. The Hunters of this hall now Your town now over time brings in people with the Warden Job, albeit many of them only having a basic Job perk of that Job.

Chirurgeon's Hospice (100): A large series of buildings set up to tend to the sick and wounded. While many of the healers here are simply herbalists and other home remedy users, a not insignificant amount of them are talented at properly healing and setting bones.

- **Operation Theater (200, requires Chirurgeon's Hospice):** It's a rather grim bit of spectacle, but it seems the healers in town have decided to make every major bit of bladework visible for their fellow students. A real rigorous form of medical schooling is now starting to form. Your town now over time brings in people with the Surgeon Job, albeit many of them only having a basic Job perk of that Job.

- **Apothecary's Study (200, requires Chirurgeon's Hospice):** The herbalists of the hospice seem to be dipping into slightly more questionable substances. However, it's pretty useful overall for the town's knowledge base. Just don't ask how they're testing some of those new substances. Your town now over time brings in people with the Smokedancer Job, albeit many of them only having a basic Job perk of that Job.

Junkyard (100): A number of the ruins of Serannia were once scavenged by the people of Allestone until they were used to construct Neo-Serannia. But, one of them appears to have survived. This site is filled with the raw material of the Serannian civilization, useful for those who work with magitech.

- **Motorcycle Club (200, requires Junkyard):** Originally a gang of delinquent thugs that were tinkering with making their own vehicles to terrorize the town, a wandering martial artist awakened them to justice, teaching them how to use the technology from the Junkyard to fight for justice. Your town now over time brings in people with the Cavalier Job, albeit many of them only having a basic Job perk of that Job.

Library (100): An archive of history, language, and various trades that was kept safe from the fae during their occupation. This storehouse of knowledge is a good starting spot for people hoping to become more familiar with this world, and its past.

- **Writer's Society (200, requires Library):** Enough people have decided not just to read the stories, but to contribute. Utilizing magic Your town now over time brings in people with the Author Job, albeit many of them only having a basic Job perk of that Job.

Machinist Workshop (100): A large warehouse filled with the necessary tools to work with magitech, there are already a few amateur enthusiasts trying to get the shattered remnants of a Machina going.

- **Airstrip (200, requires Machinist Workshop):** It seems the location for the Workshop is pretty ideal for an airship landing and other gyropack acrobatics. The local rascalions are already taking advantage of this and getting acquainted with the sky pirate's life. At least they've got some loyalty to this place in the bargain. Your town now over time brings in people with the Rocketeer Job, albeit many of them only having a basic Job perk of that Job.

- **Vehicle Foundry (200, requires Machinist Workshop):** Oh they moved on from the Machina, and are now trying to do donuts in the warehouse. Ah well. At least they're actually armoring the silly things. Your town now over time brings in people with the Landmaster Job, albeit many of them only having a basic Job perk of that Job.

Quest Board (100): A basic form of adventure infrastructure. This massive series of boards is used by the Town Hall to post up requests submitted to the city, and thus subcontracted out to adventurers from there on out for a small fee paid to the town. This usually means you and yours will have a solid idea of what issues are afflicting the town, and more directly, a form of rewarding those who actively assist.

- **Adventurer's Guild (200, requires Quest Board):** The popularity of your town among adventurers has brought not only new faces, but some of the oldest and most veteran. This hall is a training place for many adventurers, and thus many of those who gain Jobs will find it easier to advance their knowledge here. In addition, your town now over time brings in people with the Battlemaster Job, albeit many of them only having a basic Job perk of that Job.

Public Works (100): A place of charity and warmth. This location moonlights as a soup kitchen, homeless shelter, and orphanage as needed. In general, this place greatly increases the gratitude of the citizens to their city.

- **Monster Ranch (200, requires Public Works):** A number of those working with cooking, cleaning, fixing, and such appear to have wrangled a few monsters to gather resources such as milk and hides from. Your town now over time brings in people with the Pioneer Job, albeit many of them only having a basic Job perk of that Job.

Laboratory (100): This locale is filled with a number of books on magical theory, considered forbidden due to the statutes of Rasputin, and the tools to study into the workings of magic and mystery.

- **Arcanist's Study (200, Requires Laboratory):** Continued investment in the magical arts has paid off. Now, this place has a number of those who wish to study magic freely and without limitation. Your town now over time brings in people with the Green Mage Job, albeit many of them only having a basic Job perk of that Job.

Prison (100): An unfortunately necessary place. This facility is set up with what is necessary to hold both warriors and mages of some talent safely, and ensure to their needs while they serve their sentence.

- **Thieftaker's Lodge (200, requires Prison):** A robust system of justice attracts those to enforce it. Your town now over time

brings in people with the Mercenary Job, albeit many of them only having a basic Job perk of that Job.

Emergency Bunker (100): A facility that hopefully is never used. This place is kept underground neath the Town Hall, a metal shell of Serannian design. The supplies kept here are capable of keeping those holed up alive for a few months if rationed carefully. In larger cities, this may only be capable of holding the administration and vital workers to rebuild whatever is being weathered.

- **War Room (200, requires Emergency Bunker):** It's not enough to stand around when you're under attack. You've got to strike back! The plans of how to respond to most common forms of emergency - your eye for planning and strategy drawing thinkers of a more practical sort. Your town now over time brings in people with the Tactician Job, albeit many of them only having a basic Job perk of that Job.

Market Street (100): This locale is the heart and soul of any proper town. This set of streets and buildings are home to a number of unique shopkeepers and craftsman, anywhere from cobblers to candymakers to barbers. This even extends to the streets, where often appealing and cute pop up stands will swarm the streets during the day.

- **Mystic Bazaar (200, requires Market Street):** Continued investment in the salesman has brought more enterprising sorts. Those who sell magical equipment such as enchanted weapons, arms, and accessories now gather to your market street, a trade you can easily indulge in.

Drawbacks

Watched/Distrusted/Despised/Damnatio Memoriae(100/200/400/600, can be taken once for each starting location in Super Dragon Sword): You are not unnoticed. At the earliest levels, one of the other societies in Vonya has seen you as something to keep an eye out. While you're not considered a threat, you are a complicating factor and being treated as one. The next level of alert has them considering you as a potential threat, and countermeasures as well as sabotage will start to become more common. If they are more alerted than that, they will start actively sending invading forces and mercenaries to your location to attempt to attack and sabotage you - actual armed forces will storm your gates. At the highest level of alert, the big guns are coming out: Seasoned

Darkhunters and even mid-boss Devils and Gods will start directly assaulting your town at every conceivable angle.

People Without Hope (+100): The people have lived so long in the shadow, the darkness is embedded into their hearts. Your citizens are much more prone to despair and dismotivation, making it hard for you to gather workers and assistance in actually solving anything around the town without needing to motivate them. While this can be solved with concerted effort, this sense of listlessness has a tendency of snowballing other situations in this town.

Town Hidden in the Forest (+100): The Teyr Hinterlands are not known for being accessible. Allestone is no exception. This place is difficult for travelers to find, meaning getting new settlers, finding traders, and adventurers, is much rarer.

Hideous Creatures (+200) Disgusting, so gross! Er. Sorry. It's infectious. While many societies in this world have gotten over the conflicts of the past with the other races, Allestone's unique situation has caused some tempers to flare, and for things to get much more vicious. At least one racial demographic in this town of yours has become inflamed to become intolerant of the others, hoping to find a way to suppress their existence in it or even just run them out of town in fear. Unfortunately this leads to a bit of a domino effect, where enough of those slighted by these extremists lead to other extremists pushing back just as hard. Managing this is going to be vital to ensure that this doesn't become more than just a brawl.

Pray Return to Allestone (+200): Well, this stinks. It seems like very little can be done with you out of town - while you don't need to be here 24/7, you've noticed that your attention seems to be needed just regularly enough to be inconvenient. While you can leave the town to its own devices when they call for you, it tends to cause any issues they actually have to escalate to even more of a headache in your absence.

Monster Nest (+200): Unfortunate. It seems that a number of monsters have taken residence in the outskirts of the town, requiring constant vigilance or a rather tedious extermination program to stop them from harrying visitors and any traders entering town.

Plague (+400): VERY unfortunate. It seems that a particularly nasty disease resistant to magical cures has sprung up in your town, in fact, it appears to only become inflamed when surrounded by magic. The disease appears to sap mana from the victim and the air around them, becoming more painful and feverish as this "mana sickness" causes their very body to become a furnace of magical byproducts.

Finding a cure will be a harrowing endeavor, requiring non-magical medical technologies in order to fully purge from the populace.

Misery and Mire (+400): The town appears to not listen when you call. A good deal of the city's services are wrought with corruption and theft, causing inefficiency at every level - stymieing any positive changes you try to make without taking the effort to actually purge this from not just the city government but from the mentality of corruption - "Well, if everyone else is skimming off the top, why shouldn't I?" is a very dangerous sentiment, and a hard one to remove once planted.

Streets of Fire (+400): The people don't love you. Or maybe it's a very loud but small portion. However, this portion is enough to spark unrest and a coup in the streets of the town. Much of the town's guard, if any exist, as well as adventurers may get caught up in the revolutionary fervor - and the revolution will not be civilized this time around, either, as they believe the entire current system is built to serve your needs.

The Wild Hunt (+600): **Balor** may have been a low ranking boss, not enough for the Horned God to become angered by the death of, but it did open a space for the Horned God's pantheon to make sport of your citizens. Allestone is now a popular spot for the fae gods and their hunting parties, people being kidnapped in the streets during these dreaded revels in the full moon to become dancers in the eternal party till they collapse - or served up as the main course as the capricious ones see fit. If these parties are interrupted, you can expect quite a bit of attention from the enforcers of the Horned God's pantheon, and perhaps a visit from the big man himself.

The End is Coming (+600): This was a bad case of location, location, location. An ancient Serannian weapon has been stirred by the activity of Allestone's reconstruction, a Calamity Walker. This civilization-destroying machine is not quite awake yet, but it is buried beneath Allestone and if it were to even make the simple act of rising from the ground, it would rend Allestone apart. This is public information, and panic has set in. It is only by burrowing into the ground and attempting to shut the Calamity Walker from within does this town have a chance to survive.

Angered Proto-Machina (+600): How many buried evils can you build on!? What's next, an ancient Bulwark graveyard? In any case, the construction of Allestone has awakened a series of defensive mindless Machina, crawling spider-like drones with extremely tough armor (think three Landships taped together) and an "eye" laser

that can disintegrate a man entirely with a single shot. A handful now prowl the forests, in search of “intruders” like you.