

## Homebrew Holdings

In addition to the Defense, Power, and Wealth Holdings present in the core *SIFRP* core rulebook, specifically *A Game of Thrones* edition, and *Out of Strife, Prosperity* there are a number of homebrewed options available in *A Song of Revenge and Gold: House Malroy Quest* that are detailed below. This is not a comprehensive list and some may become available to you as the story progresses and specific actions are taken in game.

On the whole these Holdings take influence from all of the /tg/ related Houses over the years and as designated as such when appropriate. Following is a key for those unfamiliar:

*KAR* - Game of Thrones Quest (House Karban)

*I&H* - Song of Iron and Hate Quest (House Bordain)

*HAR* - A Song of Ice and Fire - The Quest of House Harrock

*G&S* - A Song of Gold and Sand: House Brachen Quest

*R&G* - A Song of Revenge and Gold: House Malroy Quest

I would encourage any interested to provide feedback, ideas, criticisms constructive or otherwise within *A Song of Revenge and Gold: House Malroy Quest*. And would further encourage any inspired to run their own Quest in the *A Song of Ice and Fire* setting to feel free to utilize these Homebrewed Holdings, expanding upon them as they will, and even add their own ideas.

--*The Father*

### Defense Holdings

Given the light and relatively abstract nature of Defense Holdings in the *SIFRP* system below are detailed an expanded listing of options for use in *A Song of Revenge and Gold: House Malroy Quest*. Steadhold employs many of these Holdings at present in various states of disrepair and far less effective than they were before Robert's Rebellion. Other NPC Houses will likely employ these upgrades as well.

#### Limits:

Outpost - 0

Tower/Hamlet - 1

Hall/Small Town - 2

Motte-and-Bailey/Small Castle/Large Town - 3

Castle/Small City - 4

Superior Castle/Large City - 5

Grand Castle - 6

### **Defense Main Structures**

#### **Grand Castle** *KAR*

Requirements: Influence 50+

Investment: 60 Defense

Time: 192+10d6 Months

Bonus: Units defending a **Grand Castle** gain a +16 bonus to their Defense. Can house up to 15 units.

Description:

#### **Motte-and-Bailey** *KAR*

Requirements: None

Investment: 25 Defense

Time: 66+10d6 Months

Bonus: Units defending a **Motte-and-Bailey** gain a +5 bonus to their Defense. Can house up to 3 units.

Description:

#### **Outpost** *KAR*

Requirements: None

Investment: 5 Defense

Time: 12+10d6 Months

Bonus: Units defending an **Outpost** gain a +2 bonus to their Defense. Can house up to 1 unit.

Description:

### **Defence Additions**

#### **Bridge** *R&G*

Requirements: River

Investment: 5 Defense, 5 Wealth

Time: 12+1d6 Months

Bonus: +1 Wealth, Units defending the bridge receive a +2 bonus to defense. Can house up to 2 units. When defending the bridge enemy units are unable to flank the defending unit.

Description: Though not necessarily a point of defense for many Lords the bridge serves many purposes in his domain. Commerce and trade often makes its way across them, a small toll taken for the Lord's efforts. More fortified positions, such as The Twins, utilizing the chokepoint nature they provide to funnel invaders into a slaughterhouse. More permanent structures, are made of stone, while wooden simple bridges are more common in rural areas raised by the smallfolk or pauper Lords.

### **Curtain Wall R&G**

Requirements: Hall or larger Defensive Holding, or Large Town or larger Community & Wealth Holding: **Quarry**

Investment: 15 Defense

Time: 24+5d6 Months

Bonus: Units defending the wall receive a +3 bonus to defense. Can house up to 4 units.

Description: A steep stone wall that encircles settlements or defensive structures providing a formidable first line of defense against invaders. Often they include a handful of towers and one or two gatehouses.

*Improvements:*

### **Arrow Slits R&G**

Requirements: Curtain Wall

Investment: 3 Defense

Time: 3+1d6 Months

Bonus: Ranged Units defending the wall receive a +2 bonus to defense in addition to the **Curtain Wall** bonus.

Description: Thin slits built into the towers and gatehouses of the Curtain Wall, archers and crossbowmen are able to attack invaders, though only within a small range.

### **Dry Moat R&G**

Requirements: Curtain Wall

Investment: 5 Defense

Time: 2d6 Months

Bonus: Units defending the wall receive a +1 bonus to defense in addition to the **Curtain Wall** bonus.

Description: A deep ditch right against the Curtain Wall usually lined with snares, pitfalls, and sharpened spears. Though wet moats are usually preferred by Lords of the Seven Kingdoms, in locations where a supply of water isn't as readily available or Lords pressed for time in times of conflict the Dry Moat is their go to for first lines of defense.

### **Moat** *R&G*

Requirements: Curtain Wall & River or Lake

Investment: 5 Defense

Time: 6+2d6 Months

Bonus: Units defending the wall receive a +2 bonus to defense in addition to **Curtain Wall** bonus.

Description: A deep ditch filled to the brim with water against the Curtain Wall, typically sourced from a local water source such as a River. While a dry moat can be breached at its base the wet moat curtails close range siege machines, ladders, and sapping attempts.

### **Sally Port** *Night's Watch supplement*

Requirements: Curtain Wall or Small Castle or larger Defensive Holding

Investment: 5 Defense

Time: 6+2d6 Months

Bonus: A single unit during the Unit Placement phase may roll for concealment with a +3 bonus to **Stealth**. During the Orders phase this unit may 'sally' using the advanced order Ambush with a +1 to damage.

Description:

### **Stockade** *Night's Watch supplement*

Requirements: Tower or larger Defensive Holding, or Hamlet or larger Community & Light or Heavy Forests.

Investment: 5 Defense

Time: 1d6 Months

Bonus: Units defending a stockade gain a +1 bonus to their defense. Can house up to 1 unit.

Description: A wall of wood or earth near two meters tall built around a settlement to provide, an albeit weak, first line of defense.

### **Watchtower** *Night's Watch supplement*

Requirements: Tower or larger Defensive Holding, or Hamlet or larger Community.

Investment: 3 Defense

Time: 1d6 Months

Bonus: Any commander in a Watchtower gains a +1 bonus to his **Warfare (Command)** tests to give units orders and to **Warfare (Strategy)** tests to determine initiative. Can house up to 1 unit.

Description: A forward tower that is often no more than a raised wooden platform. They do little in the way of defense and are more often employed by battlefield commanders to survey the battlefield and as forward outposts to warn of enemy attacks.

### **Wooden Wall R&G**

Requirements: Tower or larger Defensive Holding, or Hamlet or larger Community & Heavy Forests.

Investment: 10 Defense

Time: 12+2d6 Months

Bonus: Units defending the wall receive a +2 bonus to defense. Can house up to 2 units.

Description: Far more impressive than a stockade but still a far cry from the Curtain Wall, the Wooden Wall is an intermediate often employed by Landed Knights, Lords with more forest than influence, or most predominately Northern Lords. Usually containing at least a few ‘towers’ more akin to platforms with roofs, and a single gate, the structure provides ample defense against ground troops, but will crumble quickly when faced with siege equipment or fire.

### Power Holdings

Many of the units detailed below are direct results of Lord Brynden Malroy’s travels in Essos or are derivatives of predefined units with small variances and special rules that define the unit. Not all units need be applied during *A Song of Revenge and Gold: House Malroy Quest* but other Houses may use them.

### **Hierarchy of Westerosi Houses**

STATUS RANKS	
RANK	DESCRIPTION
0	Slave
1	Common smallfolk, Initiate of the Faith, standard Man of the Night's Watch, most squires, low-born foreigner
2	House retainer, lesser merchant, acolyte maester, hedge knight, foreign merchant prince, established Man of the Night's Watch
3	Landed knight, Merchant, sworn sword, veteran member of the Night's Watch, member of a minor house
4	Lord of a minor house, maester of a minor house, junior member of the Faith, member of a noble house, heir to a minor house, important foreign dignitary, officers of the Night's Watch
5	Lord of a powerful minor house (often one with banner-men), Merchant Prince, maester in a great house, Castle Commanders and Firsts of the Night's Watch, member of a great house, heir to a house, foreign noble
6	Lord of a major house, officer of the Faith, archmaester, Lord Commander of the Night's Watch, heir to a great house
7	Lord of a great house, member of the Small Council, Lord Commander of the Kingsguard, Grand Maester, High Septon
8	Member of the royal family, Warden of the East, North, South, or West
9	Queen, Crown Prince, King's Hand
10	King of the Seven Kingdoms

*A Song of Ice and Fire Roleplaying: Game of Thrones Edition, Page: 67*

### **Banner Lord**

Investment: 30 Power for First House, 20 Power for the Second, and 15 Power for each additional House.

Description: Not every bannerman of a House is a Landed Knight off protecting his square of land from a tiny tower. Nay, rather there are an abundance of minor and petty Lords that are bannered to one of the Major or Great Houses. Unlike the Landed Knight with his titles of 'Ser' or 'The Knight of...' these petty and minor Lords are referred to as simply Lord, with all other titles applying as one would expect of a true and proper Lord. Oftentimes smaller and less influential than their Major liegelords, there come times when they may outstrip their lieges, whether it be through advantageous marriage, victory in a great battle or betrayal.

The relationship between you and your vassal is much the same as your relationship between you and your liege, meaning that as you are sworn to provide military and financial support to your lord, so, too, is your Banner Lord. The benefit of the Banner Lord is that it can be called to lend military assistance when in need, grant you +2B on your **Status Tests** for House Fortunes (for each Banner Lord) and can even receive a House Fortune result once every three months if desired. However, they are not blindly obedient, and though they are sworn to you, their interests usually come first. Compared to the Landed Knights of a Banner House even more so. Furthermore, if you want to keep the loyalty of a Banner Lord, you must also support them and their conflicts, even if doing so would interfere with your own plans.

Your Banner Lord (or Lords) begins loyal to your family, and their dispositions start at Friendly. As with all Narrator characters, developments in the campaign, you and your family's choices, and reputation can improve or worsen a Banner Lord's disposition toward you. Should a Banner's disposition ever fall to Malicious, you lose them and the points you invested into this House.

Ultimately, the Narrator controls the Banner Lord. The members of the Banner Lord's House are usually Narrator characters as well; although, to reinforce the bonds of loyalty, players may play characters who are members of these smaller Houses.

### Creating Banner Lords

You create Banner Lords much in the same way as you create your own house, following the same procedures with the following exceptions:

- **Realm:** The Banner Lord's realm must be the same as your own.
- **Starting Resources:** Roll 6 dice for each resource instead of 7. Your Banner Lord's starting *Influence* cannot exceed 10 points of your own House.
- **First Founding:** Your Banner Lord's first founding must be at least one "Era" more recent than your House's first founding.
- **House Fortunes:** Your Banner Lord rolls for House Fortunes once every three months. Alternatively, you may spend a *Destiny Point* once every three months to deflect a House Fortune onto any one of your Banner Lords instead of your own House.

TRAINING	BASE POWER COST	DISCIPLINE	EXPERIENCE
Green	1	CHALLENGING (9)	20
Trained	3	ROUTINE (6)	60
Veteran	5	EASY (3)	100
Elite	7	AUTOMATIC (0)	140

### **Arbalesters (Myrish Crossbowmen) R&G**

Investment: 5 Power

Discipline Modifier: -3 in Fortified Position, +3 in the field

Key Abilities: Agility, Awareness, Marksmanship

#### Starting Equipment/Upgraded Equipment:

Armor Rating: 4/6

Armor Penalty: -2/-3

Bulk: 1/2

Fighting Damage: Athletics -1/Athletics

Marksmanship Damage: Agility +3 Long Range/Agility +4 Long Range

Special Rules: Require **Artisan Craftsman (Myrish Weaponsmith)** to raise. Come in units of 50.

Description:

### **Crossbowmen R&G**

Investment: 3 Power

Discipline Modifier: 0 in Fortified Position, +3 in the field

Key Abilities: Agility, Awareness, Marksmanship

#### Starting Equipment/Upgraded Equipment:

Armor Rating: 3/5

Armor Penalty: -2/-3

Bulk: 0/2

Fighting Damage: Athletics -1/Athletics

Marksmanship Damage: Agility +2, Long Range/Agility +3 Long Range

Description:



### **Heavy Infantry** *R&G*

Investment: 5 Power

Discipline Modifier: 0

Key Abilities: Athletics, Endurance, Fighting

#### Starting Equipment/Upgraded Equipment:

Armor Rating: 5/8

Armor Penalty: -2/-4

Bulk: 3/3

Fighting Damage: Athletics +3/Athletics +4

Special Rules: Heavy Infantry is unable to form the **Battle Formation**, **Phalanx**, or **Square Formation**. Come in units of 50.

Description:

### **Light Cavalry** *R&G*

Investment: 4 Power

Discipline Modifier: 0

Key Abilities: Animal Handling, Fighting, Marksmanship

#### Starting Equipment/Upgraded Equipment:

Armor Rating: 3/4

Armor Penalty: -2/-2

Bulk: 0/1

Fighting Damage: Animal Handling +2/Animal Handling +3

Marksmanship Damage: Agility +1, Close Range/Agility +2, Close Range

Description:

### **Pikemen** *R&G*

Investment: 3 Power

Discipline Modifier: 0

Key Abilities: Athletics, Endurance, Fighting

#### Starting Equipment/Upgraded Equipment:

Armor Rating: 3/4

Armor Penalty: -2/-2

Bulk: 0/1

Fighting Damage: Athletics +1/Athletics +2

Special Rules: When in **Battle Formation**, **Phalanx**, or **Square Formation**, negate the effects of a hostile **Charge** from a mounted unit in head to head combat. If this unit is flanked or attacked from the rear add +3 to its Discipline Modifier.

Description:

### Wealth Holdings

Below are detailed an expanded listing of Wealth Holdings that draw influence far beyond the scope of *A Song of Revenge and Gold: House Malroy Quest*. Namely among them *A Song of Iron and Hate Quest*, *A Song of Gold and Sand: House Brachen Quest* and *Game of Thrones Quest (House Karban)* and are designated as such in their titles.

### Estate Wealth Holdings

#### **Glass Industry G&S**

Requirements: Small Town or larger community. & Coast.

Investment: 10 Wealth

Time: 2d6 Months

Bonus: House Fortune +1, Wealth +1

Description: Your community is home to industrial glassmakers. Large panes of architectural glass are their main commodity, with trade they are able to produce stained glass of various colors.

#### **Horse Husbandry>Exotic Herd R&G**

Requirements: Horse Husbandry for 5+ Years, Quality: **Worldly**

Investment: 5 Wealth

Time: 6+6d6 Months

Bonus: Influence +1, Access to: **Zorses** or **Dothraki Horses**

Description:

#### **Horse Husbandry>Workhorse Herd R&G**

Requirements: Horse Husbandry

Investment: 5 Wealth

Time: 2d6 Months

Bonus: Population Loss Mitigation +1

Description: Your lands are home to a hardy breed of horse accustomed to labor in the fields, long treks through treacherous terrain and pulling wagons; mostly commonly known as a dray. The smallfolk make extensive use of these horses in aid of working their lands and bringing their products to larger communities.

### **Peat Gatherers** *R&G*

Requirements: Wetlands, No community larger than a Hamlet.

Investment: 5 Wealth

Time: 2d6 Months

Bonus: House Fortune +1, Reduce cost of **Artisan Craftsman** by 2 Wealth. This applies only to Artisans who would rely on easy access to very hot fires, like smiths, glaziers and the like.

Description: Buried under the bogs and mires is the carbon rich peat that your smallfolk gathers by systematically draining sections, collecting the decayed plant mass and drying them in towers on higher ground. Though often considered a pauper Lord's industry, peat is prized by smiths for its high temperature flame and long burning nature.

### **Vineyards** *KAR, Chronicle Starter supplement*

Requirements: Realm (The Riverlands, The Reach or Dorne)

Investment: 10 Wealth

Time: 6+3d6 Months (May not be begun in Winter)

Bonus: House Fortune +1, Wealth +1, Reduce cost of **Artisan Craftsmen (Vintner)** by 2 Wealth.

Description:

### Lifestyle Holdings

#### Limits:

Tower - 1

Hall - 2

Small Castle - 3

Castle - 4

Superior Castle - 5

### **Dragonfire Forge** *I&H*

Requirements: Castle or larger Defensive Holding, **Lordly Library** or **Kingly Library**

Investment: 5 Defense, 10 Wealth

Time: 18+2d6 Months

Bonus: House Fortune +3, Wealth +2, Influence +1 With **Artisan Craftsmen (Mastersmith)** ability to reforge Valyrian Steel

Description: The space in which your smith occupies and works is no standard run-of-the-mill smithy. Your House is in possession of texts from ages past thought to be lost to time. The forge itself burns with the flame of dragons themselves. A Mastersmith with the knowledge and resources may even be able to reforge Valyrian Steel into any number of weapons.

### **Heirloom** *R&G*

Requirements: Influence 40+

Investment: 5 Wealth

Time: 12+5d6 Months

Bonus: Influence +1, Access to an **Extraordinary Weapon** (i.e. Valyrian Steel Weapon, Dragonbone Bow, etc.) of your choice *or* an item of equal rarity and worth (i.e. Dragon Egg, famous books/scrolls, a valyrian artifact, etc.)

Description: Your House has an item of great worth and historical value to the family. Often times this is the fabled and rare Valyrian Steel sword, occasionally an item of Dragonbone or an incredibly rare item such as a fossilized dragon egg. Does not count against your total allowance of Lifestyle Holdings.

### **Kennels** *I&H*

Requirements: Hall or larger Defensive Holding

Investment: 1 Defense, 4 Wealth

Time: 6+1d6 Months

Bonus: House Fortune +1, Reduce cost of **Dog Kennels>Rare Bloodline** by 2 Wealth

Description: Your kennels are well-kept and impressive, in turning leading to healthier and happier dogs.

### **Map Chamber** *I&H*

Requirements: Hall or larger Defensive Holding

Investment: 2 Defense, 3 Wealth

Time: 12+1d6 Months

Bonus: Defense +1, Any commander in a Map Chamber gains a +1 bonus to his Warfare (Command) tests to give units orders and to Warfare (Strategy) tests to determine initiative.

Description: This room contains a large table, and many old maps. From it, you can more accurately judge the scope of large-scale conflicts, as well as keep a more informed understanding of borders, territories, and geography.

### Personage Wealth Holdings

#### **Artisan Craftsman (Bonus Breakdown)**

Master Armorer: Wealth +1, All Steel Armor produced by the House are of Superior Quality

Master Craftsman: Wealth +1, All Leather Armor produced by the House are of Superior Quality

Bowyer: Power +1, All Bows produced by the House are of Superior Quality

Jeweler: Influence +1, Wealth +1

Mastersmith: Power +1, All Steel Weapons produced by the House are of Superior Quality

Shipwright: Power +1, Reduce the cost to purchase Warships by 2 Power.

#### **Artisan Craftsman (Architect) *KAR***

Requirements: Hall or larger Defensive Holding, or Small Town or larger Community.

Investment: 10 Wealth

Time: 2d6 Months

Bonus: Defense +1, Reduce the build time for Defensive Holdings by 20%, and the Warfare bonuses for Communities and Defensive Holdings in the House's domains are increased by +1.

Description: Your House gains the services of an Architect, considered an artisan craftsman amongst his peers. The Architect in opposition to the Engineer is a man of finesse and beautification with a focus of form over function. Though no less versed in the finer points of proper construction and erection of walls, castles and cities they will provide a tone of sophistication and class to the building.

#### **Artisan Craftsman (Glassmith) *G&S***

Requirements: Hall or larger Defensive Holding, or Small Town or larger Community.

Investment: 10 Wealth

Time: 2d6 Months

Bonus: Wealth +1, Reduce cost of **Glass Industry** Estate Holding by 2

Description: Your House gains the services of a master Glassmith. They create beautiful works of art with glass, ranging from stained glass portraits, to sculptures, and with knowledge from across the Narrow Sea, Myrish Eyes.

#### **Artisan Craftsman (Myrish Weaponsmith) R&G**

Requirements: Hall or larger Defensive Holding, or Small Town or larger Community. Quality: **Worldly**.

Investment: 10 Wealth

Time: 2d6 Months

Bonus: Power +1, Gain access to **Arbalesters**, All Crossbows produced by the House are of Superior Quality

Description: Your House gains the services of a weaponsmith from the Free City of Myr across the Narrow Sea. Their secrets are often closely guarded and rare in Westeros and any Lord or Knight so lucky would have a leg up on his enemies.

#### **Artisan Craftsman (Vintner) KAR**

Requirements: Hall or larger Defensive Holding, or Small Town or larger Community. **Vineyard**

Investment: 10 Wealth

Time: 2d6 Months

Bonus: Influence +1, Wealth +1

Description: Your House gains the services of a professional Vintner. Their knowledge of both wine production of and knowledge of finer vintages, from those common to Westeros and the exotic Essos, lends credence to your hall's feasts and banquets giving your Household an air of distinction among your peers.

#### **Maester>Archmaster R&G**

Requirements: Maester, Influence: 40+

Investment: 5 Wealth

Time: 6+2d6 Months

Bonus: House Fortune +1, Influence +1, Receive +1D to rolls relating to the Maester's specialty. Each year he will need to spend 1d3 Months at the Citadel.

Description: Your House is blessed with the service of a master of a field of study amongst his brethren. He will be given a mask, ring and rod of the corresponding metal to his field of study, a prestigious honor. Though he will have more commitments with the Citadel his attendance of your House is still his priority and for most of the year he will attend your House. While he is

away you will receive a temporary replacement, likely a student of his own and far less experienced as would be expected.

### Settlement Wealth Holdings

#### Limits:

Outpost - 0

Tower/Hamlet - 1

Hall/Small Town - 2

Motte-and-Bailey/Small Castle/Large Town - 3

Castle/Small City - 4

Superior Castle/Large City - 5

Grand Castle - 6

#### **Aqueducts R&G**

Requirements: Plains, Hill, or Mountains. Lake or Coastline.

Investment: 5 Lands, 5 Wealth

Time: 12+1d6 Months

Bonus: House Fortunes +1, The Aqueduct can be considered a Stream or River for the purpose of purchasing and placing other Wealth Holdings within the domain.

Description: Not all Lords and Knights of the realm are so blessed by a river flowing through their domain. Those with the wealth and manpower instead commission aqueducts to service their needs.

#### *Improvements*

#### **Irrigation R&G**

Requirements: **Aqueducts** or **River, Pond, or Lake**

Investment: 5 Wealth

Time: 6+1d6 Months

Bonus: Population +1, Terrain can be considered **Wetlands** for the purpose of purchasing Holdings

Description: An organized series of man-made streams feeds to your fields and smallfolk. Having such easy access to water improves living conditions and crop yields.

#### **Cathedral KAR**

Requirements: Small City or larger community & Influence 50+

Investment: 35 Wealth, 10 Influence

Time: 48+6d6 Months

Bonus: House Fortunes +12

Description: A Cathedral is a beating heart of the Faith in Westeros. While many communities might have a Sept, those are simple houses of prayer and ministry. A Cathedral is the glory and might of the Seven made manifest.

### **Equestrian Arena** *R&G*

Requirements: Small Town or larger community

Investment: 3 Lands, 5 Wealth

Time: 6+1d6 Months

Bonus: House Fortunes +1, Influence +1, Access to **Eventing/Horse Trials** addition to Tourneys

Description:

### **Flat Racing Circuit** *R&G*

Requirements: Large Town or larger community

Investment: 4 Lands, 10 Wealth

Time: 12+2d12 Months

Bonus: House Fortunes +2, Wealth +1, Access to **Flat Races** addition to Tourneys

Description:

### **Lavish Sept** *KAR*

Requirements: Large Town or larger community

Investment: 25 Wealth

Time: 24+4d6 Months

Bonus: House Fortunes +6

Description: While a Sept is little more than a prayer space, nave, and set of living quarters, a Lavish Sept is a much grander affair. Columns of marble and granite, gilded pews, stained glass windows, mirrors of silver and copper, chandeliers of gold and glass and crystal... It defines beautiful.

### **Marketplace>Bustling Marketplace** *KAR*

Requirements: **Marketplace, Port,** & Small City or larger community

Investment: 15 Wealth

Time: 6+2d6 Months



Bonus: Influence +1, Double Wealth Bonus from **Marketplace** & its *Improvements*

Description: A Bustling Marketplace is the economic center of an entire region.

### **Marketplace>Monthly Trade Fair** *KAR*

Requirements: **Marketplace** & Influence: 35+

Investment: 10 Wealth

Time: 2d6 Months

Bonus: Wealth +1, Re-roll all Wealth Rolls that result in a natural 1.

Description: A Monthly Trade Fair will bring outside merchants into a market once every moon, the villages and small communities sending produce, homemade goods, and rarities.

### **Marketplace>Fishmonger's Wharf** *KAR*

Requirements: **Marketplace** & **Port**

Investment: 10 Wealth

Time: 2d6 Months

Bonus: Wealth +1, Population +1, Reduce cost of **Fishery>Fishing Fleet** by 2 Wealth.

Description: A Fishmonger's Wharf is a place where the daily catch of the local fishermen, crabbers, and anglers can be sold easily and quickly to residents and visitors alike.

### **Quarter Racing Track** *R&G*

Requirements: None

Investment: 2 Lands, 5 Wealth

Time: 1d6 Months

Bonus: House Fortune +1, Access to **Quarter Races** addition to Tourneys

Description:

### **Sept>Lychyard** *KAR*

Requirements: **Sept** or **Temple**.

Investment: 2 Lands, 5 Wealth

Time: 2d6 Months

Bonus: Population Loss Mitigation -2

Description: A lychyard is a common sight around the older Septs. This is a gated-off yard that is used for the burial of the dead so that they may be near the holy site. People rally around the Faith and find solace and comfort near the graves of the lost and departed.

## **Training Yard** *I&H*

Requirements: Power 21+

Investment: 1 Lands, 5 Wealth

Time: 1d6 Months

Bonus: Power +1, Training a Fighting or Marksmanship Ability or Specialization takes -1d3 weeks

Description: This space signifies an extensive armory and space for the training of your squire, household guard, and even units either from you personally or your master of arms.

## House Actions

### **Weddings** *R&G, A Blog of Games*

Marriage in Westeros is more than just a man and woman finding one another and starting a life together. Much more. In many ways, it is how alliances are cemented between the Houses. As a result, the children of the nobility often have less say in their futures than do the meanest of the smallfolk they rule. Marriage is a pact between Houses, a way of creating allies for the future, and the whims of impressionable young men and women aren't allowed to have any play in that.

Of course, the laws of the land say that no one can be married against their will. Ultimately, they themselves must speak the words that create the bonds of matrimony. The flip side of this, of course, is that there are many ways to force one's children to agree to such a union.

Though small weddings that are not major affairs are certainly known, most of the Houses choose to make a major affair of their unions. At the very least, there is a grand feast where the two families may be in one another's' company. Many Houses go further, throwing great fairs, domain-wide celebrations (including a processional of the newly-married couple so the smallfolk can see them) or even sponsoring a tourney.

Weddings are also a great opportunity for intrigue, as it's one of the few instances when nobles of different Houses meet together and have plenty of opportunity to pursue their own ambitions and desires.

### Arrangements

- **Betrothal Negotiations (Complex Intrigue):** Arranging marriages is a long process, filled with courtesies, negotiations and compromises. This is a **Complex Intrigue**, with one victory point required per individual in the other House who has a say. Frequently,

this is a mother and a father, but sometimes other relatives or advisors must be convinced of the wisdom of the arrangement. If the Houses are from different realms, and thus serve different Lords Paramount, sometimes even their liege must be convinced to the union as well.

- **Wedding Preparation (House Action):** During the month in which a wedding occurs, it is usually the major concern of the House. Accommodations for myriad guests must be arranged, lavish feasts planned and prepared, entertainment of all kinds must be secured and a household must be presentable before guests. All of these things take effort and coin. Part of this process are the invitations to one's guests, as well, convincing them to attend. The roll for this Action is a **Status (Steward)** test, with a **Routine (6)** test for **Minor Houses**, **Challenging (9)** test for **Major Houses** and a **Formidable (12)** test for **Great Houses**.

#### Costs & Rewards

- **Player House Investment & Gain:** A successful wedding costs **1 Wealth** for **Minor Houses**, **3 Wealth** for **Major Houses** and **6 Wealth** for **Great Houses**, but they result in an **Influence** gain for the host equal to **1d3 Influence** for **Minor Houses**, **1d6 Influence** for **Major Houses** and **1d6+3** for **Great Houses**. This is, of course, in addition to the Resource gains that come from the simple act of Houses joining (see below). Additionally, if the daughter comes from a House of higher **Status** than the groom's House, the groom's House gains 1 point of **Influence**.
- **Newly Joined Houses Resources:** Once a wedding has occurred, both the bride's House and the groom's House see a change in their House Resources. The bridal House loses an amount of **Wealth** equal to the bride's **Status**, given over as a dowry. However, they gain a point of **Influence** if their bride joined a House that is equal or lesser in **Status**, or gain one **Influence** plus one point of **Influence** per point of difference in their respective **Status**. So, a Minor House of **Status 4** that marries a daughter into a **Major House (Status 6)** gains 3 points of **Influence** (1 + the difference in their **Status** ratings).