

THE HOUSE IN ACTION

A created house is not frozen in time; rather, the process of house creation is a moment in its life, defining it as it stands at the beginning of your campaign. As you undertake adventures, navigate the perils of intrigue, fight battles, wage wars, and more, your house will blossom and grow or wither and die. Your actions and choices determine the fate of your house. If you exploit its resources, wringing your holdings for every resource to increase your Wealth or Power, your lands will suffer and eventually die. On the other hand, if you have care and cultivate your holdings, you can grow them through alliances, battles you win, and the acclaim your family wins.

However, your house is a vehicle to creating adventures, a place to call home, and the inspiration that drives you to reach for greatness, but it should not define the play experience, for *SIFRP* is a game about characters and not governance and shrewd accounting of one's resources. Thus, most of the house rules that follow are necessary abstractions designed to reflect change and to create consequences and rewards for your actions.

MONTHS & ACTIONS

Time is measured for the purposes of using your house in months. Each month is about four weeks long, and during that time, your house has one House Fortune roll and one House Action.

HOUSE FORTUNES

A House Fortune is an event that affects your lands, either improving or diminishing one or more resources, revealing a complication or disaster or awarding a greater turn of events or a boon. A house must roll for a House Fortune at least one month of every three, but no more than one House Fortune roll can take place for each month. You must decide at the start of each month. If you choose not to roll for a House Fortune, you may instead increase any resource by 1. Otherwise, the steward or acting steward must roll a Status test (bonus dice from Stewardship

TABLE 6-18: HOUSE FORTUNES

TEST RESULT	HOUSE FORTUNE	TEST RESULT	HOUSE FORTUNE	TEST RESULT	HOUSE FORTUNE
2 or less	DISASTER	13	DECLINE	26-27	BLESSING
3	CURSE	14	BLESSING	28	BOON
4	DECLINE	15	GROWTH	29	CURSE
5	DISASTER	16	CURSE	30	BLESSING
6	GROWTH	17	DECLINE	31-34	GROWTH
7	DECLINE	18	BLESSING	35	BLESSING
8	GROWTH	19	CURSE	36	BOON
9	CURSE	20	BLESSING	37-41	GROWTH
10	DECLINE	21-22	GROWTH	42 or more	BOON
11	GROWTH	23	CURSE		
12	BOON	24-25	GROWTH		

apply, plus modifiers from holdings) and compare the result to TABLE 6-18: HOUSE FORTUNES. The table describes the nature of the fortune. The Narrator determines the specific outcomes of these fortunes, which will manifest themselves sometime during the four weeks of the month. For details on these results, consult CHAPTER 11: THE NARRATOR.

ADVENTURING

The easiest way to improve a house's holdings is through adventuring. By undertaking missions, engaging in intrigues, and cementing alliances, you and your fellows earn rewards. Experience is most common, and it provides an immediate benefit of being able to improve your personal character. Coin, similarly, provides increased spending power, but of the three, Glory is the one that improves your house the most.

DONATING COIN

For every 200 gold dragons you donate, you can increase your house's Wealth resource by +1.

DONATING GLORY

Unlike Experience, which is given to individual characters, Glory is awarded to the group. Glory serves two purposes. First, each point of Glory spent grants +1B on a single test. Bonus dice gained from spent Glory can exceed the limits on bonus dice. Second, your group can donate Glory earned to their house, increasing any resource by 1 for each point of Glory invested.

HOUSE ACTIONS

Once per turn, the lord may take a single action. The possible actions listed here describe the most basic choices. You can expand these as desired to provide even more detail to your house and lands.

MANAGE RESOURCES

One of the easiest actions a lord can take is the management of resources. Essentially, managing resources allows you to convert one type of resource for another, such as investing Wealth into Law or investing Lands into Defense. There are limitations on what resources can be converted, as shown on TABLE 6-19: RESOURCE MANAGEMENT. During a turn, you

TABLE 6-19: RESOURCE MANAGEMENT

RESOURCE	EXCHANGE	RATE	RUSHED
DEFENSE	—	—	—
INFLUENCE	LAW	1:1	2:1
LANDS	DEFENSE	1:1	2:1
LAW	—	—	—
POPULATION	POWER	1:1	2:1
POWER	INFLUENCE, LAW, POPULATION	1:1	2:1
WEALTH	ALL	2:1	3:1

can only convert resources once, but you can do so of any amount. If a reduction results in an inability to pay for an investment, you lose that investment. If you're desperate, you can convert two resources, but the exchange is worse. Such exchanges are called "rushed" and the conversion is also shown on **TABLE 6-19: RESOURCE MANAGEMENT**.

EXAMPLE

House Orlych decides to exchange Influence for Law. They reduce their Influence by 5 to increase their Law by 5. However, brigands are sweeping through their lands, so they also decide to round up smallfolk to fill out their troops on the same turn. Since this is a rushed exchange, they increase their Power by 1 for every 2 points they reduce their Population.

BEGIN PROJECTS

Another way to improve your holdings and resources is to begin a project, an investment of existing resources into an improvement, such as a castle, a guild, or even just the acquisition of more domains. *SIFRP* hides the income and expenditures inside the resources, so the only funding you need to supply is through the resource that governs the investment and the time to complete the project. Once you begin a project (such as building a castle), initiating the project starts on the month, and you make progress each month that follows. You must invest the requisite amount of resources into the project and keep them invested even though you derive no benefit until the project is complete. When your house begins a project, it counts as your house's action for the month.

WAGE WARS

The realm of the Seven Kingdoms is no stranger to warfare, and small battles erupt constantly. Most conflicts are skirmishes, localized engagements between two houses whose dispute proves impossible to solve through peaceful means. Full details on mass combat rules can be found in **CHAPTER 10: WARFARE**, including what results from a successful or failed skirmish or battle, as well as how those results affect your house and its resources.

HOST TOURNAMENTS

The greatest pastime in the Seven Kingdoms is the tournament. Ranging from small, localized affairs to larger events filled with pomp and ceremony and overseen by the king, the tournament is a spectacle, an opportunity to win glory, to exchange news, forge alliances, engage in intrigues, and more. The tournament is a valuable event for the knights who participate, giving them the chance to win fame and gold. More importantly, though, it's a great event for the sponsoring family, as a tournament helps establish one's presence as a significant house, gain the attention of the great houses, advertise daughters and sons for good marriages, and, above all, grow the house's renown and magnanimity.

SIZE

Generally, there are three sizes of tournaments in the Seven Kingdoms. The tournament's size determines the sorts of participants it will draw and the value of the prize offered. Larger tournaments are far more



expensive than the smaller ones but can also win more acclaim and generate more Influence.

SIZE	DESCRIPTION
LOCAL	A local tournament usually costs 2 Wealth to sponsor and 2 Wealth as the prize. You can substitute the hand of a lesser daughter for the prize if desired. Local tournaments are small, drawing no more than 100 knights from lands around your own and hedge knights in the area. Most local tournaments feature a joust and may include a grand melee and archery contest. Each additional contest beyond the joust requires an additional loss of 1 Wealth.
REGIONAL	A regional tournament encompasses the entire realm (all of the westerlands for example) and may draw upwards of 500 knights. Putting on a regional contest costs 5 Wealth plus 2 Wealth for each contest featured at the tournament.
GRAND	A grand tournament is an enormous event that encompasses much if not all of the Seven Kingdoms. These events draw thousands of knights and their entourages and are a great place to encounter the lords and ladies of the most powerful houses in the Seven Kingdoms. A grand tournament costs 10 Wealth, plus an additional 5 Wealth as a prize for each contest featured.

INFLUENCE

A tournament offers a great deal to the sponsor house, even though it can break the house's finances to host one of significance. Once the tournament is finished, prizes awarded, and knights, ladies, and the rest depart, the sponsoring house gains +1d6 Influence, +0 for local tournaments, +3 for regional tournaments, and +6 for grand tournaments.