

What Is An Estate Position?

In an Estate Position the player takes control of a landholder in the Kingdom Of Bereny, either a Petty Lord, A Baron, an Abbott, or (more rarely) a Common Lord. The landholder owns a parcel of land gifted to him by the King of Bereny, in return for which he pays a levy of taxes and guarantees support of the Crown (as considered necessary by the Crown, but usually military and political.)

In this position type the player controls many aspects of his Estate. It is the players duty to protect the area from monsters and mauraunders and to see to the welfare of the folk who live in area. It is also the players duty to ensure the health, and growth (in monetary terms, usually) of the Estate.

The Structure Of The Kingdom

The Kingdom of Bereny is owned by the Crown. By law, every sector of land, every tree, every bush, is owned by the current regent. Things built 'on' that land are owned by whoever built them, as long as they had appropriate permission to build them on the King's land. However, the King could at any time ask them to 'remove their goods from his land', if he so chose. The King is the ultimate law in the Kingdom.

In turn, the King grants 'lordship' of parcels of land to Barons and Petty Lords, and occasionally to those common folk wealthy enough to afford a special fee for a land title. In any instance of the King granting such land, the new landowner swears their life (and the lives of their family) and their swords to the King. This is a more powerful and binding oath than that normally associated with a vassal and King and takes place in an official ceremony, called the 'gathering of fealty'. Any player's lead character controlling an estate position is assumed to have already experienced the ceremony.

Once in control of an estate, the Lord pays taxes to the Crown according to the current levels in the Kingdom. This gold, which becomes a part of the royal treasury, is used to fund the works of the King and the livelihood of the Kingdom, in particular the Royal Army.

The landowner must also be prepared to offer military and political support to the king as deemed necessary. In times of war the King can (if he chooses) 'Call In His Banners', at which time the Lord must send forth a sizeable host of his own militia to support the Royal Armies. The lord also agrees to act under the King's edicts and to abide by and enforce his laws.

The Lord of an estate must tax the population of his land to fill his own coffers. These taxes come in two forms. 'Civic' Taxes are amounts levied from the folk living in villages and towns, homesteads and hamlets within the Barony. 'Rural' Taxes are amounts paid by farmers and small landholders in the Barony; who are called 'tenant' landsmen, renting land from the Lord for their own use.

The Lord's Castle

The Lord's Castle is the heart of an Estate position. It is represented on your turnsheet in the same way as a 'character' normally would be, although it is obviously not a real person. In DungeonWorld terms it is a new thing, being both a character and a place.

Many of the castle staff are not named, but are merely treated as 'commodities' of the castle, their presence affecting the day to day business of the estate and allowing certain special orders to be issued. Some characters, however, are represented individually on the turn, particularly if their jobs involve the need to 'move' around the estate. Finally, some characters exist as a commodity, but can be turned into an actual character if the need arises.

The Demesne Lands

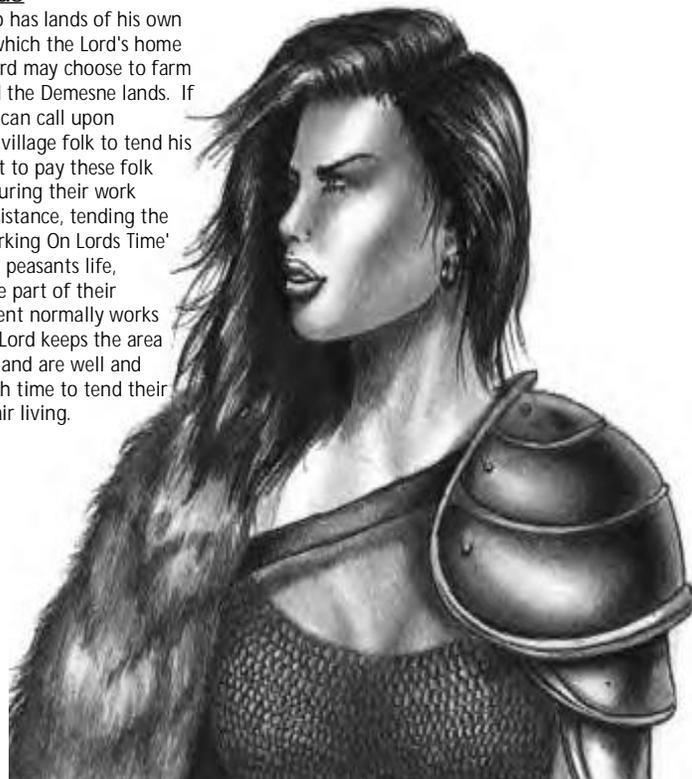
The Lord of the Land also has lands of his own within the estate upon which the Lord's home resides and which the Lord may choose to farm himself. These are called the Demesne lands. If this is the case, the Lord can call upon the 'tenant' farmers and village folk to tend his land, and it is normal not to pay these folk (although they are fed during their work periods). This unpaid assistance, tending the lords lands, is called 'Working On Lords Time' and is a normal part of a peasants life, considered by them to be part of their taxation. This arrangement normally works very well, as long as the Lord keeps the area safe and the folk of the land are well and healthy, and have enough time to tend their own lands and make a fair living.

The Lord's Household Staff

The Lords servants who work in the castle are not represented as actual moveable characters in an Estate position. They are 'commodities' on the Castle 'character'. In the same way that an adventurer might carry items, a castle carries 'household staff'. They never get to issue orders of their own, but are part of the castle and their presence effects what the estate player can do elsewhere and how effective those actions are. These staff can be hired at various levels of skill; the higher the level the better they are at their job. Estate positions start with a standard low level of staff which can be improved upon as the estate grows. Examples of these commodity characters are Steward, Treasurer, Accountant, Reeve, Captain of the Guard, Chaplain, Sherriff, Estate Ranger and Chamberlain.

The Lord's Active Staff

Certain important members of the Lord's Staff, and the Lord himself, are actual characters which are controlled by the estate player and can be moved around the map and issue orders. Examples of these characters are Knights, Supply Wagons, Military Units and the Lord's family members or adventuring servants. A lords military staff are known as his 'Mesnie'.



Servants In The Castle

The Lord's household staff are not real individual controllable characters, they are resources that exist with the castle itself (although players should feel free to roleplay them with names and characters as they choose in diplomacy with other players, of course.) Some of the household staff are vital to the smooth running of a castle and each position starts with these necessary fellows (at the lowest skill level.)

Others are not actually vital, but may be useful, and these are not included in the starting position but can be recruited later if the player chooses. The advantage of doing many of the characters this way is that it allows for depth and interest in the castle without forcing the players to pay real money for lots of additional characters, thus keeping the estate positions at a lower price per turn.

Vital Staff

The characters you begin with in your castle consist of staff without whom a castle cannot function successfully.

The Steward

The Lord's right hand man, who handles all the business of the castle and oversees all the other staff. In the absence of a specialist the Steward handles the castles finances. When the Lord is absent, the Steward controls the castle and speaks with the Lord's voice on any urgent matters that present themselves.

The Reeve

The Lord's direct contact with the villages, towns, farms and homesteads of the estate. The Reeve handles the collection of taxes and the licensing and management of the Lord's affairs beyond the castle walls in connection with the folk of the estate. In the absence of a specialist the Reeve also handles minor local disputes and justice in the estate; and the policing of the town and village areas.

The Guard Captain

Directly in charge of the protection of the Castle, the supervision of the armoury, the management of the militia and knights, and (in the absence of a specialist) the training of the squires.

Other Staff

Beyond the vital and necessary staff there are many other types of servant who can be hired to assist in the running of your castle (and consequently your estate.) These folk travel around from court to keep, looking for work. They will, occasionally, present themselves to the castle, explain how they can be of service to

you and ask for a job, at which point you can hire them or not.

Keeping Additional Staff

Good staff are a valuable commodity for an estate. They can be traded with another estate in certain circumstances, for gold or in exchange for a type of servant you are lacking. Also, since servants occasionally die, retire or leave your service, it is sometimes useful to have a backup.

Staff Upkeep

All main staff in the castle must be paid 'upkeep', every turn. This includes the wages they earn for themselves and the cost to the castle for keeping them. Different staff have different upkeeps. Staff who are 'real characters' do still cost upkeep in the same way, although some of them are paid from the Lords own pocket rather than the castle's treasury. The only character in the estate position which does not cost upkeep is the Lord himself.

How Staff Can Die

Staff which are part of the castle are destroyed if the castle is ever defeated (its structure reduced to zero or lower.) Any staff who are 'real characters' will also leave if the castle is destroyed. The only characters who will remain are the Lord, the Lord's direct family and those staff paid directly from the Lord's pocket. If the Lord himself is ever killed those characters will also leave and the position will be dead. In this instance, a player can still start a new estate position, but must essentially do so from scratch (and will not necessarily be placed in the same estate.)

Mesnie - Knights & Militia

Knights are different again to normal staff. They are stored on your castle position purely as a number. (You may have 3 knights and thirty militia, for instance.) To be used on the field they must be 'activated'. Activating knights and militia turns them into actual moveable characters on the map which can be sent on missions and errands, to protect the estate.

Once their tasks are done they can be deactivated again and brought back into the castle. Activated knights and militia cost real money per turn (they are sub-characters and cost the usual small sub-character fee) whereas deactivated knights cost nothing. Knights always have a horse (which also costs upkeep per turn as a sub-character.) Once again, this is done in this manner to keep the normal cost per turn down and more accessible to everybody.

Knights

Knights are individual characters, just like an adventurer. They would usually be used to deal with a monster in the area, or to settle a dispute. They are also an important 'prestige' item for an estate who wants to look good at court.

Militia

Militia are groups of footmen who are formed into 'units' when they become active. They are a powerful and effective defence against more dangerous threats to the estate, particularly in conjunction with a knight to lead them.

Generic Domestic Staff

Domestic staff include maids, basic cooks, groundsmen (who keep the castle gardens and land), and caretakers (carpenters and stonemasons who mend and fix the castle and the things in it). None of these staff are individually noted, but are assumed to be doing their jobs 'in the background'. Quite often, specialists in any of these fields can be recruited to improve certain areas of the castles management.

Terrain

When you take control of a new estate the lands available will be generated randomly from an area template. Depending on where you are in the Kingdom, the terrain may vary slightly, but the core terrain will consist of a combination of the following types:- Rough Land (open terrain), Pond, Gentle Hills, Steep Hills, Light Woods and Deep Woods. Each estate will start with one Castle and one settlement. This is an open template for you to exert your will upon as the new lord of the estate! Each of the terrain types has various possibilities.

Open Terrain

Open terrain is the generic name for flat, grassy areas. When travelling the overland this is kept generic, but in the estates it gets a bit more specific. There are seven different types of open land. On your first new estate turn, all the terrain will be 'rough land', which simply means it is a nature grassy area, full of weeds, insects and potential! Your castle will begin with three farmers which you can move around working the land. More farmers can be hired, but the more you employ the more wages you pay!

Farmers issue orders to work the open land in various ways. For instance, farmers use Oxen or Draft Horses to plough the land, which converts it to 'Fertile Land'. Then the farmers use different types of seed to plant a crop in the fertile land, converting it to 'Farm Land'. The farmer then waits until alerted that the crop is ready (a '+' symbol appears after the terrain name on the terrain chart) and then he can harvest it! All these things take time, and are the result of orders issued by a farmer on open terrain. After harvest, the land becomes 'fallow' for a few turns, until it will automatically become rough land again when it is once more ready to be worked.

Three special types of open land are Public Farmland, Parkland and Foundations. Public Farmland is an area that has been given over to the inhabitants of the estate for their own farming. Usually, there is quite a lot of this (the common folk don't appreciate the Lords hogging all the land to themselves.) Parkland is an area that has been cleared and prepared purely as a pleasant place to visit and view, with all farming banned. Foundations is the name for a cleared area of land ready to have a settlement or other construction built upon it.

There are four main crops which can be planted in fertile land: Corn (which is a generic name for Rye and Wheat 'cereal' crops), Barley, Oats and Millet. The seeds for these are readily available for purchase by farmers at a settlement or market. Other crops may be

discovered through gameplay. Once a crop is harvested it must be packed onto a Wagon and carried to town (for sale), or to whatever other destination is required.

Ponds

Ponds are small bodies of water in an estate. They are necessary for keeping certain animals and are also well-liked by the common folk merely as a nice place to visit and enjoy. The main problem with ponds is that they do need upkeep if they are to stay clean. Ponds steadily deteriorate and must be cleaned occasionally for reasons of health. The cleaning can be done by any druid automatically, or by using an Alchemists potion which can be purchased readily in most towns.

Hills

Gentle Hills are used for pasturing certain herd animals; Goats and sheep. Beyond this, they are not used for much at all, but they are pleasant to look upon! Steep Hills have no direct use, but can be an impressive place to build a watchtower.

Woods

Woods is the name for the very light forest which exists in an estate area. Woods squares comes in three forms:- Copse, Light Woods, Deep Woods. Any of these squares can be chopped down to gain wood that can be used for various purposes. They can also be used for hunting. When the Castle folk go hunting this is a 'Lords Hunt' and the best game can be found. It is illegal for common folk to hunt the Lords Game, but they are allowed to use the woods for lesser hunting and scavenging.

Left to their own devices, all forms of woodland steadily grow. A Copse may become Light Woodland, Light Woodland may become Deep Woodland. When the trees are cut down, they descend one band at a time in the same way. Occasionally, woodland can become 'sickened'. This can be due to a natural problem, or evil spirits and monsters. Sickened Woodland cannot be cut down (it resists!) A Druid can repair the damage to these areas. If a druid is not available, the forest must be 'razed', which turns it to 'Rough Land' and destroys all the wood in the square.

Mines

Three types of Open Land (Rough, Fertile and Fallow) can be mined. A Master Miner must be recruited to begin any mining project. The big problem with mining is that you have no idea if there is actually anything down there until you dig and have a look. Once a Mine has been dug, that land is pretty much ruined, so you better hope you find something!

On the plus side, Mining is one of the most profitable forms of business for an estate when it is successful. Once a Mine is activated they produce their product every turn to some degree, depending on how good a mine they are. The product appears on the mine square, so it is important that the mine is guarded to prevent theft. Wagons must be used to transport the goods, in crates, to be sold (or whatever else you may be doing with them.)



Food In The Estate

People need to eat. Although commoners own animals of their own, as well as farming their own food, the lord is expected to provide a proportion of the food needed for his people to survive, in return for the work they do on his own lands.

It is therefore important for a Lord to watch his estates 'Fare', which is the stat which indicates how well fed the region is. In times of plenty, the people will feed themselves and the Lord will be free to use the food farmed from his lands as he chooses. However, it is also quite common for the Lord to have to subsidise the commoners with food from his own stores.

Animals

Besides being one of the primary forms of food available to an estate, animals are very useful in other ways too. Estate owners can keep many different animals for many different purposes. Animals get very few, or sometimes no orders at all. They are moved around by farmers (who target them with orders that cause them to move, 'herding' them where they want them to go.) The normal procedure is for the animals to be bought, herded to wherever they are going to be kept, then left there to be used as the need arises.

A single animal 'character' may quite probably comprise of multiple animals. We call this a 'group'. You can see how many are in the group by looking at the character on your turn. Animals are bought by a farmer from the town or a market in one of two forms; individual and founder group. When buying animals individually you pay the current rate for the animals individually. A Founder Group is available on certain animals which are usually kept in groups, and will allow an estate to buy multiple animals (usually at slightly discounted prices) to start a new group of those animals. These two variations are handled different. Buying an individual will be represented by the farmer being given an animal token (which means he has the animal in his possession). When the farmer reaches an animal group, he can issue an order to use the token to increase the group by one (he adds the animal to that herd.) When buying a Founder Group, this appears as a whole new animal character on the map and must be herded to wherever it is going to be kept by the farmer.

Animal Husbandry

Breeding animals is quite easy for a farmer. Leave the group together, make sure there is a male and numerous females, and it happens! However, the process can be assured or sped up by the presence of an expert (if the Estate has

managed to find and recruit one.)

Animal Groups usually have one male and a lot of females. Adding more than one male cannot be done in most cases because a good stud male can be extremely expensive to replace if the two kill one another!

Butchering

A farmer has different options with different animals, but any animal can be butchered. This will have different results for different animals. Butchering herd animals will usually result in some meat, and possibly some other products (depending on the animal.)

Byproducts

Some animals are more useful alive than dead for reasons other than breeding. Chickens, Geese and Ducks all lay eggs. Sheep can be sheared for wool. Bees make honey. Obviously animals do not have constant endless resources which can be used in this way. Instead, where the product is a gradual one (honey and wool) they have a stat called 'Product Ready' that gradually increases. When it reaches '10', the product can be removed by a farmer. Animals that lay eggs simply do so, leaving the egg on the ground for retrieval by the Lords staff.

Work Animals

Many animals produce little in the way of useful byproducts but are kept purely to do specific jobs. These are called 'work' animals and include Oxen, Dogs, Horses, and Cats. Oxen and Shire Horses are vital for the harvest, by pulling the plough around. This can be done without animals, but it is far slower and less productive. Dogs come in various types; Guard Dogs, Wolfhounds and Foxhounds. Each of these is used for a different purpose as their name suggests. Other than Shire Horses, other horses are used for riding or carrying around goods (and are seldom owned by commoners.) Cats are excellent for keeping down the mouse and rat populations and protecting the food stores from their incursions.

Using The Produce

Produce gained from animals appears either as individual items (a farmer may be carrying 32 eggs for instance), or as 'units' (a farmer may shear a sheep and gain 3 wool units.) Either way, they can be sold at town or market for whatever the going rate is. Products that are food can be converted to 'food units' at the castle (which means they are stored for consumption later). There are other possibilities too, which can be discovered through play as your position expands. For instance, if your estate managed to hire a Master Tailor, then you could consider setting up a Clothing

business, which would produce garments from the wool units you had gained. This sort of advanced trade takes time to set up and needs specialist personnel which you will not control in the early stages of an estate position.

Animals Eat Too!

All animals have an upkeep cost, which is a cost in gold to keep them. This is paid by the farmer who controls that particular animal. Farmers have no money of their own, so they must periodically go to the castle and be given funds to go about their business on behalf of the lord who employs them. This is not wages, but business expenses, and must be handled by using the special 'expenses order' to transfer funds from the castle to the farmer.

IMPORTANT NOTE: Animal Upkeep is paid at the beginning of the turn, before phase 1. If the farmer DOES NOT have the funds needed, the entire animal group will die, immediately and permanently. So be careful to make sure the farmer always has enough funds to meet his bills at the end of any given turn. Never leave it to the last minute to have a farmer get more funds, or you'll find cause to regret it when all your valuable livestock begins to die!

Terrain

Most of the animals you can keep have a 'terrain' which they need to be placed upon if they are to make their produce, or to breed effectively. Until the animals are in the right place they will not meet expectations. Goats and sheep are set to pasture on light hills. Chickens and Geese need a coop. Bees need a hive. And so on.

Predators & Thieves

Predators are a danger to any animals you keep. Farmers can deal with some predators, while others may require the militia, knights or estate owners themselves to deal with the menace to the herd. Thieves of the humanoid variety are also a potential problem, which must be watched for and dealt with by the forces of the estate owner.

Disease And Sickness

Maladies of any form are a problem for an estate. The threat could be a sickness which strikes a particular type of animal (called a 'Pestilence'), spreading like wildfire. Or it may be a plant disease which targets crops of a specific kind (called a 'blight'.) Perhaps the most frightening of all is a disease which strikes the human population of an estate (called a 'plague'). These dangerous events must be dealt with when they arise, by experimentation and exploration of the game.

Staff

On a castles printout you will see that the usual area of 'equipped items' and 'backpack' are replaced by 'Active Staff' and 'Standby Staff'. This is because castles do not have items and backpacks, they have personnel active within them. The Active Staff column shows characters who you have currently in certain positions in the castle. The Standby Staff are other staff who are in the castle but have not been put on active duty.

You can make staff active, inactive, or switch them around (if you have multiples of a certain type of staff) using the E and R orders, in exactly the same way you do with items on an adventuring character. However, you cannot use the 'drop' order. To get rid of a character you must sack them, or transfer their contracts to another estate. Whenever you get a new character type you should use the Investigate order to find out all about them and any special options that may be open to you because you are employing them.

Standby staff do nothing for you whatsoever except eat your food. However, it isn't uncommon for additional staff to be kept in case something happens to your active character, or for use in trade with other estates.

Information

The information section of your Castle printout shows various things.

'Gold' represents how much Gold the castle has in its treasury. It's important to note that a castle cannot use the 'G' order at all. It can only transfer gold by use of the special 'expenses' order. However, the Castle can buy new staff (when they have been offered), castle upgrades and the like from its treasury.

'Alignment', as will adventurers, will read 'good'. The possibility of evil monster 'estates' at some time in the future remains open.

'Hostility', 'Move Rate', 'Fear Factor', 'Attack' and 'Vision' work in exactly the same way as they do for adventurers. Castles have a high vision, representing their regular information and scouting of their estate.

Castles can earn 'experience' points. While they obviously cannot learn skills in the same way adventurers can, they can develop "specialities" at later stages which are a bit like skills for castles. More information on specialities can be discovered as you explore the game.

'Defensive Potential' represents how much damage an attack from one of the castles auto-

defenders will presently do. Most castles start with 4 Level 1 archers, who will usually each do 1-3 in this statistic. This means that for each attack the archers do they will actually do 4 attacks (because there are four archers), and that each successful hit will result in 1-3 damage.

'Last Inventory' and 'Last Festival' are the castles equivalents of 'Last Eaten' and 'Last Slept'. They work in exactly the same way, too, except that you do not issue 'Y' orders to deal with them. By Royal Command, all estates must regularly have a festival and a full inventory. Failure to do so will cause the King to close your estate (represented by damage being done each turn after the tenth that you have not had a festival or inventory.) Festivals and Inventories are both quite easy to arrange, though.

Statistics

A castles statistics are rather different to an adventurers', and they have quite different game effects too.

'Morale' represents how happy and content the commoners and folk of your estate are. Anything above 100 is good. Anything below 50 is bad.

'Population' shows exactly how many common folk you have living in your estate. (Castle staff are excluded from this total.)

'Wear & Tear' shows how much maintenance needs doing around your castle within its current 'Repair' band. Maintenance can happen as the result of battle, hard use, or just time and the elements. Wear and Tear starts at zero.

'Tax Counter' shows how long it is until you must pay Estate Tax to the Crown. (Estate Tax is the tax you pay in order to remain in charge of the estate.) The number counts down until it reaches zero, at which time you must pay the current tax level as decreed by the Crown. You can pay tax in advance at any time to set your Tax Counter higher and so always be in advance of your taxes, if you wish.

'Health' shows the general health level of the common folk in your estate. Anything above 100 is good. Anything below 50 is bad.

'Popularity' shows how popular the current Lord of the estate is with the common folk of the estate. Anything above 100 is good. Anything below 50 is bad.

Fare

This is a graded condition which shows how well fed the population are. Extremes of high

and low in this condition can result in various effects upon your estate.

Neighbourhood

This is a graded condition guide to show you how safe your estate is generally considered to be and how law-abiding your commoners are.

Repair

This graded condition concerns the outward appearance of your Castle and its general state of repair. Failure to keep up to date with maintenance can result in a drop in Repair.

Civil Order

In the form of a graded condition, this stat shows how much control you have over the commoners of your estate: whether due to fear, respect or strength of arms.

Morale

This graded condition shows the general morale of the common folk on the estate. This is not quite the same as the 'Morale' statistic discussed earlier. The Morale statistic is quick to change and easily affected, while the Morale graded condition is much slower to move and represents more permanent and serious changes in the estates morale.

Recruitment

This is a simple flag which shows whether you are, or are not, looking for staff at any given time. If you are looking for staff you will be given a list of any that have presented themselves for potential employment. However, setting this flag so that you are looking for staff costs 20 GPs per turn (representing advertising costs.)

Farmers

Farmers are vital characters to most estates. They can use the following orders:-

'U' '1' 'target self' plough 'Rough Land' by hand (ie. with no animal assistance.) This order has a 20% chance per attempt to successfully complete the task. The farmer must be in the square to be ploughed and must target their own character ID in the third order column. Once ploughed the land becomes 'Fertile Land' at the beginning of the following turn.

'U' '1' 'target animal' plough 'Rough Land' using an animal. This order has a 50% chance per attempt to successfully complete the task if an Oxen is targetted, an 80% chance per attempt if a Shire Horse is targetted. Both the farmer and the targetted animal must be in the square to be ploughed. Once ploughed the land becomes 'Fertile Land' at the beginning of the following turn.

'U' '2' 'crop type' plant 'Fertile Land' with a selected crop type. A Farmer must have the appropriate seeds to plant a crop. The number which is put in the 'crop type' third column can be found by investigating the seeds after they are purchased. The basic types are Corn (1), Barley (2), Oats (3) and Millet (4), although more unusual crops can be found sometimes. Seeds are purchased from any local settlement.

'U' '3' harvest a ready crop (a '+' symbol appears after the terrain name to show the crop is ready to harvest). The farmer must be standing in the square to be harvested. Harvested Crop turns into crop units on the ground in the square that has been harvested. The units must then be collected by wagon (they are too heavy for characters to carry) and sold or used as you see fit. The land then becomes fallow and cannot be worked again until it returns to a fertile state.

'U' '4' 'direction' herds animals. This order is used when a farmer has purchased a 'Founder Group' of animals. The farmer must be in the same square as the animals. He targets the animals and chooses a direction. This causes both the animals to move in that direction. The farmer must then issue a normal move order to move himself. Farmers use this order to herd animals to a location where they can be kept, or pastured.

'U' '5' hunt in woodland. To do this order the farmer must be standing in some form of woodland. They will then scavenge and hunt in the area. Knights or members of the royal family can also use this order.

'U' '6' Gather Wattle and Daub units from woodlands. (Any character can issue this order, but farmers commonly do so.)

'U' '7' Cut down wood in woodland. This creates wood units on the ground which must be collected by wagon and taken to wherever they are going to be sold or used. Each time this order is done there is a 50% chance the woods 'level' will decrease.

'U' '8' 'target animal herd or individual animal' butcher animals. This order is used to kill one animal in a herd, or a single animal. The farmer gains the products of the butchering as applicable to the animal type.

'U' '9' salt meat. Farmers can use this order to salt one unit of meat, preserving it from decay. 1 unit of salt and 1 unit of meat is used for each order, to create 1 unit of preserved meat.

'U' '10' 'target herd or individual animal' claim byproducts. The farmer issues this order when a herd or single animal has the 'produce ready' item at '10'. This will claim whatever product the animal produces. The more animals in the herd, the more is claimed. When animals are added to a herd, the product ready stat is reset to '1', so its a good idea to only add animals after produce has been claimed.

'L' '200' A farmer can find out what seeds are available by issuing the 'L 200' order on any settlement or market square.

'L' '300' A farmer can find out what animals are available and at what prices by issuing the 'L 300' order on any settlement or market square.

'L' '400' A farmer can find out what other items are available and at what prices by issuing the 'L 400' order on any settlement or market square.

The Castle

The Order "L 100" will give a list of the services available to the castle at any given time. Generally this will include current prices for castle repairs, castle upgrades and other special services. These lists can change and so a castle should regularly check what is available.

The Castle can issue the order 'U' '1' to change its current 'Recruitment Setting', toggling it on or off. When the setting is 'on' you are actively advertising for potential recruits (which costs 20 GPs per turn it is turned on.) Any local talent looking to join a castle's staff will see your advertisements and apply as potential staff members, allowing you to choose whether to recruit them or not. The vast majority of paths, options and directions you can take your estate in will become available by recruiting specialist staff that offer you different orders and ways to spend your money.

'The Castle can issue the order 'U' '2' to pay 100 GPs worth of Estate Tax, which pushes the Tax Counter up one. If the Tax Counter ever reaches zero then a full 1000 GPs estate tax is due (which resets the counter at 8.) As you can see, you will save money by paying your taxes in advance.

'U' '3' 'target character' EXPENSES order. This is a vital order which allows the castle to transfer funds from its treasury to any character on the castle square or in an adjacent square to the castle. This order transfers 10 GPs to the target character (and 10 GPs only). To transfer more you must write additional orders. In certain circumstances it is possible for a castle to transfer more funds, but you can only discover these through play. A castle cannot EVER use the 'G' order, since castles use their gold to fund their estates, not as free handouts in most circumstances.

Castle Characters

Characters should be "Investigated" (Using the I order) for details on how to use them or what services they perform. A few 'key' characters are listed here though:-

The Reeve

The Reeve is a character which is commonly activated to perform tasks around the estate. The Reeve can use the following orders:-

'U' '1' Taxation. The Reeve can use this order when standing on any settlement in the estate to demand taxes of the folk there. Each taxation order represents a demand for taxes. The Reeve can issue multiple taxation orders per turn (representing how much tax he wishes to charge) and each one will levy a random

amount from the town depending on various civil factors. How often a Reeve taxes on behalf of the Lord has various effects upon the estate.

'U' '2' legal services The Reeve can issue a 'U' '2' order on any settlement to represent his willingness to act as a 'judge' in minor local disputes. Serious matters are referred to the Lord, of course.

'U' '3' 'target castle' order a hamlet built 'the Reeve can order a hamlet built (the smallest type of settlement) upon any 'rough' land square. This costs 500 GPs for labour, 100 Units of Wood, 100 Units of Wattle, 100 Units of Daub and 20 Units of Stone. The third column is used to target the castle (where the units of materials are stored). The Reeve must be standing in the square where the hamlet is to be built. After the order is issued, Hamlets take 4 turns to actually be constructed. Until it has been constructed it will be shown as 'Foundations' terrain, while the work of actually constructing the hamlet takes place. You can name a Hamlet by writing a note to your GM. You cannot ask for 'special services' or other special features on a hamlet, so please do not ask. A hamlet is a set structure. To find out how to do more with settlements you must explore the game features and the special staff which can be recruited.

'U' '4' raze woodland. The Reeve can do this order in any area of woodland, most commonly sickening woodland. It causes the area to be utterly burnt and turned into 'rough land'. This costs 50 GPs (for labour) and generates no useful products.

'U' '5' Declare Open Farmland The Reeve can use this order when standing on a 'rough land' terrain to declare the area as Open Farmland. From then on you will not be able to use this farmland yourself, since it will be in general use by the common folk of the estate. Using the same order on Open Farmland will turn it back into rough terrain for the Lords' use.

Other Notes

There are many, many things which an estate can do, and many avenues it can take, but all these things take time and money. They also take investigation. Always remember to 'Investigate' new characters when you recruit them (if they are 'item' type staff) and to 'View' them if they are movable type characters to find out how to use them to the full. Always remember to investigate new items you come across for the same reason.

Starting Off...

Initially, get your farmers to your hamlet where

you can buy a load of seed and some animals, and start ploughing and herding. Keep your land clear of nasties with your knights and Militia. Don't immediately buy every staff member who turns up... think about whether they seem to offer a service which supports the direction you'd like to take your estate in. Estate positions have been created to be a long-term position. You're going to have hard times, there will be events which seem harsh and hard, but that's the life of an Estate Lord. Beyond it all, your common folk look to you to provide them safety and security, the Crown looks to you to provide support and strength, and the Kingdom looks to you to provide a solid backbone to society. But only you know if you have what it takes! Good luck.