

Carta Arcanum

The Living Map of Hynafol
Version 2.1.4 , Edited and Styled

Carta Arcanum: The Living Map of Hynafol

In the Shifting Mists, Legends Are Forged...

When you step into the mists of Hynafol, you do more than don a costume or take up a sword. Here, every footfall echoes through myth, and every ambition leaves its mark. Beneath your very feet, hidden to the unworthy and revealed only to those bold enough to claim their fate, lies the Carta Arcanum: the enchanted map that binds the world's story, its wealth, and its wars into one living tapestry.

It is whispered in taverns and sung in sacred halls that the Carta records the struggles of Kingdoms, the rise of unlikely heroes, the secrets of Houses, and the wrath of dragons. This is no passive parchment, it is the beating heart of the Known World, alive with opportunity, danger, and destiny.

What Is the Carta Arcanum?

The Carta Arcanum is Hynafol's metagame, a strategic, hex-based system where every Denizen's actions, from humble farming to high intrigue, shape the very reality in which you play. Your choices in the field, what you build, who you ally with, how you trade, what you conquer, are mirrored on this magical map, forever weaving your story into the legend of Hynafol.

How Does It Shape Hynafol?

The Carta is more than a map, it is the backbone of the world's politics, economy, magic, and war. Through the Carta, Houses and Kingdoms vie for land, construct wonders, summon armies, and cast miracles or curses. Every transaction, every blade drawn, and every secret pact is recorded. The outcome of your ambitions at the feast table, the battlefield, or the counting House will echo through the Carta, altering the fate of nations.

How Do You Play and Succeed?

Claim your place: Form a House, swear loyalty, or strike out as a free agent.

Grow your legacy: Gather resources, construct buildings, recruit peasants, and train specialists, each feeds your ambitions and fortifies your domain.

Trade and negotiate: Build fortunes or forge alliances at the Counting House, or risk everything on a clever trade.

Wage war or weave intrigue: Muster armies, defend what is yours, raid your rivals, or use subterfuge and spellcraft to tip the balance.

Seek renown: Your deeds and daring win you Renown Points, the currency of fame, unlocking unique powers, upgrades, and the chance to shape the world itself.

Adapt and thrive: Success comes not just from strength, but from cunning, diplomacy, ritual, or artistry. Find your path, and make it legendary.

Why Does It Matter?

Every action in the Carta Arcanum has weight; your triumphs or missteps shape the world of Hynafol for all. Build a cathedral, lead a Kingdom, uncover secrets, or burn your enemies' villages to the ground. Each decision etches your legacy into the living history of the game, with stories that will be retold around fires for years to come.

Now, Step Into the World

The mists are parting. The fate of Hynafol lies open before you, waiting for those bold enough to seize it. Will you carve out a new empire, become a renowned merchant, a master of forbidden magics, a legend of the battlefield, or a shadow in the dark?

The Carta Arcanum is your map. The world is your canvas. **Step forward. Claim your place. The story of Hynafol cannot be written without you.**

Building the World

How you grow power: Denizens expand their influence by settling land and constructing buildings.

Building types:

Basic, Advanced, Unique, Trading, Defensive, Mercantilism, and Garrison.

These structures generate resources, produce units, and unlock actions tied to Magic, Military, and Religion.

Peasant System

Construction and production now center on **Peasant Units**, created from **Citizen Cards**. Peasants power your economy, staff your buildings, and can be trained into specialists such as **Mercenary**, **Fidelis**, **Arcanist**, or **Reeve**, depending on your domain focus and infrastructure.

Warfare and Military Play

Armies are trained through your buildings and deployed to **Warposts** in defensive or offensive positions. Battles let Houses seize land, complete missions, or shift the political landscape. Combat happens both through live skirmishes and through system resolution, using **Military Units** and **terrain bonuses**.

Commander bonuses apply only to the units in that specific Warpost. If multiple Warposts converge narratively, each Warpost's Commander only affects its own units. No cross-Warpost stacking.

Renown and Domain Actions

Turn legend into leverage. As your House or religion acts across Hynafol, you earn **Renown Points** for meaningful deeds on the field and in the story. Renown is not just reputation. It is power you can spend to shape the world through **Domain Actions**.

What Domain Actions are: Powerful, once-per-event style effects that change economies, battles, politics, voyages, and more.

Economy of Hynafol

Overview

The Known World runs on commodities, goods, services, and war. Barter is common in daily life, and knowing the relative value of one commodity against another is a prized skill.

Coins are rare and valuable. With coin minting by the **Three Crowns Counting House**, a unique form of commerce has opened to the world.

Houses, Kingdoms, Religions

The organizing forces of Hynafol are **Houses**, **Kingdoms**, and **Religions**. All three are player created and player led organizations. They shape economic, military, and political life within the Carta Arcanum.

Denizens

Denizens are those who have crossed the mists to Hynafol, carrying the hopes, dreams, and futures of the Known World.

Rights, privileges, and responsibilities:

1. Any Denizen may open an account at the **Counting House** to store resources.
2. A Denizen may only form or belong to **one house at a time**.
3. A Denizen may **change House affiliation once per year** at the **Grand Gathering**.
- 4.

The Three Crowns Counting House

The Three Crowns Counting House is where all deposits and withdrawal of all resources and coins will be made. At the start of each event each individual owning an account where they store their coins and cards within the game will be responsible for making a withdrawal from the Counting House. Whereas, Treasurers of Houses and Kingdoms are responsible for withdrawing the production made by the buildings on their lands. The Counting House will have set hours each day. During these hours you may make several different kinds of transactions.

Withdrawals

Individuals are invited to make one withdrawal per event of all of their holdings at the Counting House. The Counting House is unable to make partial withdrawals. Withdrawals are unable to be made by anyone other than the account holder. The exception to this is House held resources.

Please note: In order to make a withdrawal you may be asked to show your real life photo ID to the Counting House attendant.

Deposits

All individuals may make one deposit during any event. You may only make one withdrawal and one deposit during any event. You may make as many transactions to purchase buildings, shops or ships or convert currency to gold (and vice versa) as necessary. Deposits into a player's or House's holdings may be made by any player into another's.

Payments

All payments for upkeep of lands, buildings, shops, etc. can be made to the Counting House during their open hours. These payments may only be completed by the treasurer of the House or Kingdom the land or building is on. They must be paid in full by the end of the Grand Gathering. Upkeep can be paid at any event and marked on the House's treasurer's spreadsheet.

Purchases

All payments for the purchases and upgrades of land, buildings, shops, ships, etc. can be made to the Counting House during their open hours. Payments must be made in full and can only be paid by the person who will own the purchase, or the appropriate treasurer.

Resources & Currency

Overview

All resources within Hynafol and The Known World are coins minted by The Three Crowns Counting House, Resource Cards and specialty items that are easily identifiable with the Hynafol Three Crown symbol embossed or molded into the item. These items make up the economy that powers Hynafol and The Known World. Each item is highly sought after and extremely valuable.

All other items circulating in the game are player created and have no value to the Counting House. Players may assign value to them, but they carry no weight in the rules outlined here.

Please note: Any attempts at counterfeiting any of these items will be investigated thoroughly and will result in the immediate and permanent removal of the member(s) involved.

Currency

Hynafol currently has six types of coins in circulation:

Three gold coins, Gold Bar, Crown, and Bit.

Two silver coins: Piece and Tower.

One copper coin: Copper.

The Crown is the main currency used for large purchases in the Known World. It is about equal to the average annual income for a peasant.

Currency Conversion Table

Conversion Rate	Gold Bar	Crown	Bit	Piece	Tower	Copper
One Gold Bar	1	3	18	54	324	972
One Crown	1/3	1	6	18	108	324
One Bit	1/18	1/6	1	3	18	54
One Piece	1/54	1/18	1/3	1	6	18
One Tower	1/324	1/54	1/18	1/6	1	3
One Copper	1/972	1/324	1/54	1/18	1/3	1

Resources

Basic

There are 10 categories of basic resources to harvest:

Lumber, Stone, Metal, Crops, Livestock, Furs, Rarities, Piety, Fish, and Arcana.

These are essential to developing The Known World and bending it to one's will. Most can be generated by homesteading, mercantilism, trading, questing and winning tournaments or battles at Hynafol events. Merchants

and tradespeople are known to wander Hynafol. Interacting with them may gain you the occasional card. Additionally, the Counting House has most resources available for purchase with coins, for a significant upcharge..

Peasants

These foundational units embody the backbone of labor in Hynafol. They are versatile, serving as the cost for constructing most buildings (basic, advanced, and unique) and as the raw material for creating nearly all entry-level basic units. Peasants can also be spent at buildings to boost production or transformed into various specialized roles across the realms.

1 Citizen produces 5 Peasants when put into a Farm

Citizen cards can only be earned by attending a game in person.

Gold

The Gold resource card acts as a 'wild' card, filling in for any 1 other resource for any purchase except peasants, citizens, and upgraded Military Units.

Trading

Trading of resources and currency between individuals and Houses may happen whenever they like and without a GM present. All trades must be made by consenting parties, theft of resources from one player to another is forbidden without prior consent for this type of role play. Ownership transfer of lands, buildings, shops, or ships requires paperwork transfer completed at the Three Crowns Counting House.

Counting House Trades

The counting house is willing to trade with adventurers and has plenty of resources available to purchase. Prices and trade values are set by demand daily, but the counting house imposes exorbitant fees on its trades. In addition to any trade agreed upon by the counting house, they charge 1 bit for their services. An example trade made at the counting house would involve a patron giving them 5 livestock in exchange for 1 army. This trade would cost a bit. Additionally, you may find that the counting house always has resources to be bought. However, the cost of these is usually outrageous, sometimes reaching well over a crown for a single plank of lumber. Houses may find that trading amongst themselves and their allies is far more beneficial, but the counting house doors are always open for those with money to burn.

Settlements & Homesteading

Overview

The Known World has endured centuries of ruin and uncertainty since the Cataclysm. When the mists parted and Hynafol reopened, dragons swept across the land, and the old world collapsed. In the chaos, the wild reclaimed everything. In time, Denizens rose to bring order back to the world. Houses joined together to form new Kingdoms, appointing monarchs and staking their claim across the continent. Through strength, diplomacy, and ambition, they began the work of rebuilding civilization from the ashes.

At the most recent Grand Gathering, the world changed once again. The remaining Wild Land was completely seized by powerful new factions. No unclaimed land remains. The Known World is now entirely made up of Claimed Land and Settled Land, and every expansion must come at the cost of another's Domain. There is no longer untouched territory. Every move forward requires strategy, conquest, and negotiation. This is no longer a game of claiming empty land, it is a world of shifting borders, contested holdings, and rising powers.

Types of Land

Claimed Land

Territories officially claimed by a Kingdom or House. Claimed land cannot yet be developed, but it marks control and intent. These hexes are subject to calamities and may be targeted in battle. Claiming land is the Transport Mitigation: You can avoid the damage if you have an amount of defense on your transport equal to or greater than the calamity level; however you must discard that many Military Units.

first step toward settlement, but every claim risks conflict with neighbors.

Settlements

Once a hex has been developed and paid for, it becomes Settled Land. Ownership is confirmed through physical deeds, and the land may now be built upon, upgraded, and harvested for its resources. All Settled Land is tracked at the Three Crowns Counting House.

Settlements begin as Homesteads and may grow into Shires, Villages, or Cities. Advancement requires the development of surrounding hexes. Coastal hexes have special exceptions for expansion along water.

Kingdom Lands

When in a Kingdom all claimed land is owned by the Kingdom as its domain, vs by the individual Houses within the Kingdom, all settled lands within the Kingdom's borders are considered within a Kingdom's Domain.

Kingdom Pay System

To represent the wealth generated through taxation, protection, and governance of claimed and settled lands, Kingdoms receive payment from the Counting House each Grand Gathering based on the land they control. This payment is made to the Kingdom Treasurer or designated proxy during open Counting House hours. Each Kingdom earns two forms of income:

Claimed Land Tax – 2 Pieces for every floret (cluster of 7 claimed hexes, rounded up) within the kingdom's borders.

Settlement Tax – 2 Bits for every settled hex within the Kingdom's borders, regardless of the owning House .

Kingdom Treasury Chest – Once per Grand Gathering, each Kingdom receives a **Kingdom Treasury Chest**. This is a dividend from The Three Crowns Counting House and is based on a variety of economic factors.

Land Development

In order to increase the number of buildings on your lands you will be required to develop the land from one stage to another. This will require an investment in infrastructure.

Development Level	Buildings	Upgrade Cost
Claimed Land	0	n/a
Homestead	1 - 6	3 Wood, 3 Fur, 3 Livestock, 4 Peasants, 1 Bit, Claimed Land
Shire	7-12	12 Wood, 6 Stone, 12 Peasants, 1 Crown, Homestead
Village	13-30	12 Wood, 24 Stone, 18 Peasants, 2 Crown, Shire
City	30-80	24 Wood, 24 Stone, 12 Metal, 24 Peasants, 1 Gold Bar , Village

Expansion Prerequisites

To upgrade any settlement tier, certain surrounding land conditions must be met. These changes ensure regional development and prevent isolated overbuilding.

Homestead to Shire:

1. All 6 surrounding hexes must be Settled and developed to Homestead level.

Shire to Village:

All 6 surrounding hexes must be Shires.

The 12 hexes beyond them must be at least Homesteads

Village to City:

All 6 surrounding hexes must be Villages.

The 12 hexes beyond them must be at least Shires.

The 18 hexes beyond those must be at least Homesteads

Coastal Exception

- Settlements built adjacent to water hexes are exempt from upgrade requirements on those water-adjacent sides.
- Only the land-connected surrounding hexes must meet the upgrade requirements as full water hexes cannot become settled lands.

Border Exception

Borders of House/Kingdom claimed land act in a similar way as a coastal border, you do not need to upgrade enemy land outside of your borders in order to continue upgrading your own settlements.

Land Maintenance

All deed lands in the known world require yearly upkeep to continue operation and ownership. Holders of land deeds must maintain the well being of the population in order to keep them safe, happy, and flourishing. Therefore, depending on the level of development, every land will need a minimum investment per year to maintain. Investments in buildings that produce adequate resources will make this an easy job for most landowning Denizens.

Level	Buildings	Upkeep
Homestead	1-6	2 Peasants, 2 Crops, 1 Piece
Shire	7-12	5 Peasants, 5 Crops, 2 Livestock, 1 Bit
Village	13-30	9 Peasants, 9 Crops, 12 Livestock, 3 Bits
City	30-80	18 Peasants, 18 Crops, 24 Livestock, 1 Crown

Taxes

Building owners on House owned settlements, or Houses that are a part of Kingdoms, may be required to pay 'taxes' to their leaders or monarchs. This is up to the individual Kingdom or House to place on their lands. This is not determined by the Counting House or by Hynafol and is up to the Kingdoms and the Houses to create. The Counting House will not aid in the collection or enforcement of taxes except to aid in creation of skirmishes.

Settlement Upkeep

If, for any reason, upkeep on a settlement isn't paid by the end of the Grand Gathering, the land goes into a state of Secessio Plebis, or revolt. A skirmish or expedition will be created to be fulfilled as soon as possible. The House who has a desire to take control of the settlement must display the ability to pay for the upkeep of the settlement. The House who has a stake in the settlement (such as individually owned buildings) must only pay the upkeep. Any House who does not must additionally pay 2 Towers per building.

A skirmish is created. This skirmish may have many sides and the winner will take control of the settlement. The winner must immediately pay for the upkeep of the settlement. If they fail to do so, the team that came second will get an opportunity, and so on and so forth until the settlement is upkept. The House that pays for upkeep immediately takes control of the settlement and any touching claimed lands.

Counting House Annual Auction

If, for any reason, an owned deed such as a building, caravan, or ship isn't upkept by the end of the Grand Gathering, these deeds do not go into a state of Secessio Plebis. Instead, the Counting House takes control of the deed.

The original owner has until the close of the Counting House of the first day of the next Grand Gathering to pay for the upkeep and a fine (outlined under Failed Upkeep Fines). If they do not successfully pay by the close of business on day 1 of the following Grand Gathering, that deed will go to sale at the Annual Auction.

The Counting House's Annual Auction occurs on the second day of the Grand Gathering. All deeds that did not get their upkeep and fine paid will be open to auction. For each deed, there is a first bid opportunity open to only the members who belong to the original House of the owner. There is then a second bid opportunity open to only the members who belonged to the same Kingdom as the original owner. Then, if the deed is still not won, it goes to the highest bidder.

If the auction winner is in the same House or same Kingdom as the original owner, a transfer premium equal to 50 percent of the starting bid is also due at the auction.

The starting bid is always the cost of annual upkeep & the fine. It is in this fashion that you can own buildings in your enemies' territory without their express permission or overtake entire civilizations that would crumble without your coin purse. If nobody pays the annual upkeep & the fine, the deed is considered destroyed by time.

Failed Upkeep Fines

Basic Buildings, Shop, Harbor, Haven	1 Piece
Roads	2 Towers
Advanced Buildings, Walls, Emporiums, Port, Plaza, Carriage, Knull	2 Pieces
Unique & Defensive Buildings, Cortege, Hulk	1 Bit

Eviction and Expulsion

If for any reason, a settlement has a building on it that is no longer desired there, there are several options to get rid of it or its owner. They must all be taken by the treasurer of the House who owns that settlement or the individual who owns that settlement.

Firstly, there is a transfer of ownership option. Any deed can be transferred from one party to another with both party's consent. How a House receives that consent is up to them and a transfer form must be filled out. If a treasurer of a House or the individual who owns a settlement wishes to evict any tenants, they may do so by paying for the full cost to build a new building of the same type and the fee of 1 Bit. The deed will be transferred to the treasurer of the House or the settlement owner to be transferred again as they choose and the resources to build a new building of the same type and the 1 Bit will be given to the original owner.

Additionally, there are destructive options. A House may choose to 'raid' their own lands. If they do, they ignore any defenses and may 'raze' the building. Any priest may also perform divine demolition, destroying any building with piety.

Lastly, there is the skirmish option. A House may choose to skirmish with any individual over building ownership, destruction of a building, etc. The GM of Hynafol will help set the stakes, but there is always an opportunity for things to go very wrong for the evicting party.

Carta Arcanum Map Changes

Action	Cost
Change House/Kingdom Color	5 Crowns, 10 Rarities
Rename a Settlement*	2 Crowns, 6 Stone
Rename a House or Kingdom*	10 Crowns, 10 Livestock
Transfer Deed of Land	3 Crowns, 1 Rarity + Deed Transfer Form
Transfer Deed of Building	1 Piece, 1 Rarity + Deed Transfer Form

*Must be approved by The Archives

Timeline

Any actions taken in the Carta Arcanum take place in the Known World. Therefore, there is time that must be accounted for. Nothing in the Carta Arcanum will happen immediately unless otherwise stated. Every action will take effect at the next event.

Ownership and Upkeep

The Carta Arcanum is intended to be played by all. Thus, there are some limits to what an individual, a House, or a Kingdom may own.

An individual may own any building, any transport, and any settlement, but cannot claim land in their name. A House may own any advanced, defense, or unique building, and any claimed land but cannot own basic buildings, transports, or settled lands. A Kingdom may own claimed land, and defensive buildings, but may not own any other buildings or settlements.

Entity	Allowed	Not Allowed
Individual	All Buildings, Settlements, Transports	Claim Land (Action)
House	Advanced, Defensive & Unique Buildings, Claimed Land	Basic Buildings, Transports, Settlements
Kingdom	Claimed Land, Defensive Buildings	Own Unique, Trading, Advanced or Basic Buildings, Transports, Settlements

The only person who may pay upkeep on any deed is the treasurer of the House the buildings or land is on. A Kingdom's treasurer may pay upkeep on any settlements and buildings within the Kingdom.

If a House treasurer is attending an event, they will collect all resources produced by buildings on their House's land, including personally owned buildings or those owned by other Houses. In this case, they will collect the resources, and the owners of those buildings must report to the treasurer to receive their Resources.

If a House treasurer is not in attendance, they may elect an acting treasurer that is attending the event to collect resources in their place. To do this, they must email Carta@Hynafol.com with the name of their approved representative for pickup.

It is up to the Kingdom or House to determine how to best support their members. Some Houses may choose to spread their buildings and resources to everyone so that all feel important and can participate. Others may choose to hoard the resources in the hands of a few dedicated individuals to ensure the largest possible return.

The Counting House and Hynafol proper will not maintain any recommended practices and look forward to the solutions Houses and Kingdoms create.

Buildings

Constructing Buildings

Constructing buildings will begin to settle the claimed land and will create resource generation. Each hex of land can be upgraded with many buildings. Some buildings can only be constructed under a certain set of circumstances. While others are limited due to population density or other factors.

You may build buildings and receive benefits from them on other people's settled land. In order to do this, you must have consent to build upon their land. They may require a certain percentage of yield as taxes, to be determined by the House or Kingdom who owns the land.

All buildings must be constructed and up-kept for a variable fee.

Building Categories

Buildings are categorized into Basic, Advanced, Unique, Trade, Defense, Mercantilism, and Garrison Buildings. Most Buildings must be built on Settlements of at least 'Homestead' level. Docks and Ports must be built on coastal land. Not every piece of land can hold every building. Talk to the Counting House to figure out which buildings are available on any hex.

Basic buildings create resources and produce basic units. Their production is as follows:

Produce 3 resources at the Grand Gathering and 1 resource at any additional event.

Train entry-level units from peasants

Advanced buildings give a bonus to all Basic Buildings in the same hex of the same type. The bonus is to produce +1 resource. Additionally, they train advanced units.

Enable domain actions in their category in arts, religion, magic, military, and maritime.

Each hex can only have 1 of each type of advanced building

Unique buildings are rare edifices that provide specialized effects, from research and domain unlocks to alchemy and defense. Limited to one per type per hex (unless noted), they often require advanced units or rarities and enable high-level domain actions like scholarly, nefarious, commerce, exploration, alchemical, and political.

Defensive Structures: Roads and Walls. These are infrastructure, not buildings. They do not take up a building slot, but they do add defense.

Defensive Buildings: Watchtowers, Castles, Palaces, and Cathedrals. These do take up building slots and provide defense or strategic value.

Most Defensive Structures and Buildings are visible on the world map, representing key military strongholds and routes of significance.

Additional Building Categories

Garrison Buildings are required to field Defense Warposts on settled land. These buildings provide the infrastructure needed to station and maintain Military Units on a hex. Only one Garrison Building may be placed per hex, and it determines how many Military Units can be held there. Garrison Buildings can be upgraded as the settlement grows, allowing for larger defensive forces and more strategic placement of military power.

Mercantilism Buildings include: Shops and Emporiums, and represent centers of local trade, artisan goods, and a coin-based economy. These buildings do not produce physical resources, but instead generate coin income. They are critical for wealth-building and are tracked individually for title eligibility and Renown recognition. Emporiums function as upgraded shops and offer greater payouts and influence.

Trade Buildings include: Harbors, Ports, Havens, and Plazas, and are essential for establishing caravan and ship routes. These structures do not generate resources, but instead allow Houses to trade excess resources for coin based on current market rates from the Counting House. Each trade building supports specific types of transport: ships for Harbors and Ports (coastal only), and caravans for Havens and Plazas. Only one Trade Building per type (for Ships or Caravans) may be constructed per hex, and the presence of roads or coastal access may be required.

Building Upkeep

All buildings require a minimum level of resource investment each year to remain operational. This is called upkeep, and it must be fully paid by the end of the Grand Gathering each year to avoid penalties.

Upkeep can be paid during any Expedition or Grand Gathering, and may be paid in advance. It is the responsibility of the House or Kingdom treasurer to ensure that all buildings, lands, and ships under their care are kept up. All payments must be recorded in the House's official treasury spreadsheet.

If upkeep is not paid by the close of the Grand Gathering, the structure is flagged as delinquent, and the following occurs:

The building becomes inactive and ineligible for use.

The building will be scheduled for auction at the start of the next season.

A Secession Plebis may be triggered, this represents the local citizenry revolting due to neglect.

To prevent loss of the building, the owner must pay the full overdue upkeep plus a Failed Upkeep

Fee penalty as described in the Secession Plebis rules (see page 11), by the end of the first day of the next Grand Gathering

If the penalty is not paid in time, the building is auctioned publicly and may be claimed by another House or individual.

Note: This process applies to buildings, shops, and ships. All are subject to auction if left unpaid past the yearly deadline

Building Production

Basic	Advanced	Resource
Orchard	Lumber Mill	Wood
Quarry	Masonry	Stone
Mine	Smithy	Metal
Farm	Estate	Crops
Stable	Butcher	Livestock
Camp	Tanner	Furs
Market	Theater	Rarities
Shrine	Temple	Piety
Arcane Circle	Mage Tower	Arcana

Building Construction Cost

Building	Type	Resource Cost	Peasant Cost	Coin Cost
Orchard	Basic	2 Crop, 3 Wood	1 Peasant	2 Towers
Quarry	Basic	3 Wood, 2 stone	1 Peasant	2 Towers
Mine	Basic	3 Wood, 2 Metal	1 Peasant	2 Towers
Farm	Basic	4 Livestock, 1 Crop	0 Peasant	2 Towers
Stable	Basic	3 Wood, 2 Livestock	1 Peasant	2 Towers
Camp	Basic	3 Fur, 2 Livestock	1 Peasant	2 Towers
Market	Basic	2 Rarities, 3 Fur	1 Peasant	2 Towers
Shrine	Basic	3 Rarities, 3 Fur, 3 Stone	1 Peasant	3 Towers
Arcane Circle	Basic	5 Rarities, 5 Livestock, 5 Stone	4 Peasant	3 Towers
Lumber Mill	Advanced	9 Wood, 6 Metal	8 Peasant	3 Bits
Masonry	Advanced	9 Stone, 6 Metal	8 Peasant	3 Bits
Smithy	Advanced	9 Metal, 6 Stone	8 Peasant	3 Bits
Estate	Advanced	9 Stone, 6 Wood	8 Peasant	3 Bits
Butcher	Advanced	9 Metal, 6 Fur	8 Peasant	3 Bits
Tanner	Advanced	9 Fur, 6 Metal	8 Peasant	3 Bits
Theater	Advanced	9 Rarities, 6 Stone	8 Peasant	3 Bits
Mage Tower	Advanced	5 Arcana, 10 Livestock, 15 Stone, 15 Rarities	12 Peasant	3 Bits

Building Upkeep

Building	Upkeep Cost
Orchard	1 Wood, 1 Tower
Quarry	1 Stone, 1 Tower
Mine	1 Metal, 1 Tower
Farm	1 Crop, 1 Tower
Stable	1 Livestock, 1 Tower
Camp	1 Fur, 1 Tower
Market	1 Rarity, 1 Tower
Shrine	1 Piety, 2 Tower
Arcane Circle	2 Arcana, 3 Tower
Lumber Mill	3 Wood, 2 Pieces, 1 Peasant
Masonry	3 Stone, 2 Pieces, 1 Peasant
Smithy	3 Metal, 2 Pieces, 1 Peasant
Estate	3 Crop, 2 Pieces, 1 Peasant
Butcher	3 Livestock, 2 Pieces, 1 Peasant
Tanner	3 Fur, 2 Pieces, 1 Peasant
Theater	3 Rarities, 2 Pieces, 1 Peasant
Temple	3 Piety, 4 Pieces, 1 Peasant
Mage Tower	5 Arcana, 2 Bit, 1 Peasant

Building Production

Building	Cost	Output
Orchard	1 Peasant, 2 Copper	Lumberjack
Quarry	1 Peasant, 2 Copper	Mason
Mine	1 Peasant, 2 Copper	Miner
Farm	1 Citizen, 2 Copper	5 Peasant
Farm	1 Crop, 1 Livestock or 1 Fish, 1 Copper	Victual
Stable	1 Peasant, 2 Copper	Farrier
Camp	1 Peasant, 2 Copper	Pelter
Market	1 Peasant, 2 Copper	Mercator
Shrine	1 Peasant, 2 Copper	Fidelis
Arcane Circle	1 Peasant, 2 Copper	Arcanist
Lumber Mill	2 Lumberjack, 2 Wood, 1 Tower	Carpenter
Masonry	2 Mason, 2 Stone, 1 Tower	Master Mason
Smithy	2 Miner, 2 Metal, 1 Tower	Blacksmith
Estate	2 Peasant, 1 Victual, 1 Tower	Reeve
Butcher	2 Farrier, 2 Livestock, 1 Tower	Master Butcher
Tanner	2 Pelter, 2 Fur, 1 Tower	Master Tanner
Theater	2 Reeve, 1 Tower	Auctor
Temple	2 Fidelis, 2 Piety, 1 Tower	Pontifex
Mage Tower	2 Arcanist, 2 Arcana, 1 Tower	Artifex

Building Special Outputs

Building	Cost	Output
Smithy	1 Metal, 1 Wood, 1 Tower	Weaponswork
Tanner	1 Metal, 1 Fur, 1 Tower	Armor
Haven	1 Crop, 1 Livestock, 1 Copper	Victual
Plaza	1 Crop, 1 Fish, 1 Copper	Victual

Unique Buildings

University

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	20 Stone, 15 Metal, 10 Rarities	5 Crowns	4 Peasant	Constructed
Upkeep		3 Crowns	2 Peasant	Paid
Unit	4 Rarities	3 Towers	4 Reeve	Scholar

Description & Special Actions:

Once per event, submit a singular research question to The Archives. An answer will be provided at the following event via a Scroll. This Scroll will contain an answer, a difficulty level and a reliability footnote. As a result, sometimes your research may prove fruitful and sometimes your research may prove to be like most academic research and a lot of effort for little knowledge gained.

Bazaar

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	15 Stone, 12 Rarities, 5 Wood	1 Crown	2 Peasant	Constructed
Upkeep	5 Stone, 3 Rarities	3 Bit		Paid
Unit	4 Rarities	3 Towers	4 Peasant	Master Merchant

Description & Effects:

Requirement: A Bazaar must be built in a settlement of at least 'Shire' size.

Special Action: Once per event, exchange any 3 of the same basic resource for 3 of a different basic resource at the Three Crowns Counting House.

Lighthouse

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	4 Stone, 1 Piety	1 Piece		Constructed
Upkeep	2 Piety, 1 Stone	2 Tower		Paid
Unit	4 Rarities	3 Towers	4 Peasant	Ignifer

Description & Effects:

Requirement: Must be built in a settlement with a harbor or a port.

Effect: Ships traveling to or from the settlement with a lighthouse have a -2 to their rolls for maritime calamities.

Inn

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	4 Stone, 1 Piety	1 Piece		Constructed
Upkeep	2 Piety, 1 Stone	2 Tower		Paid
Unit	4 Rarities	3 Towers	4 Peasant	Innkeeper

Description & Effects:

Requirement: Must be built in a settlement with a haven or plaza.

Effect: Caravans traveling to or from the settlement with an Inn have a -2 to their rolls for calamities.

Noble Keep

Description & Effects:

Effect: Once per turn, expand the surrounding 'claimed land' boundary by one hex in total, including into other House's claimed land. Cannot cross bodies of water, including rivers. Land is selected randomly.

Requirement: This building must be owned by an individual.

- If the target hex is claimed by another House ownership of the hex is automatically turned over to the owner of the Noble Keep.

- If the target hex is unclaimed: it becomes claimed by the Keep's owner.

Expansion Rule: Once per turn, roll randomly among the up to six adjacent hexes that are not water and are not owned by the Keep's owner.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	6 Metal, 3 Stone, 3 Rarity	3 Crowns	2 Peasant	Constructed
Upkeep	2 Metal, 2 Piety	1 Crown	1 Peasant	Paid
Unit	2 Weaponworks	3 Towers	4 Fyrd	Archer

Botanical Garden

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	3 Livestock, 3 Crop	1 Bit		Constructed
Upkeep	2 Livestock, 3 Crop	1 Piece		Paid
Unit	4 Rarities	3 Towers	4 Peasant	Herberist

Description & Effects:

Gain alchemy herb ingredient cards. 6 at Grand Gathering, 2 at expeditions.

Gemstone Mine

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	3 Stone, 3 Metal, 3 Rarities	1 Bit		Constructed
Upkeep	2 Stone, 3 Metal	1 Piece		Paid

Description & Effects:

Gain alchemy Gem ingredient cards. 6 at Grand Gathering, 2 at expeditions.

Monument

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	15 Stone, 15 Metal, 15 Rarity	10 Crown	5 Peasant	Constructed

Description & Effects:

Requirement: Must submit a by-hand drawing or painting of the proposed monument.

Result: Shows on the Carta Arcanum Map for all to see!

Dungeon

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	2 Stone, 2 Wood, 2 Metal, 2 Rarity, 1 Piety	1 Crown	2 Peasant	Constructed
Upkeep	1 Stone, 1 Rarity	1 Bit		Paid
Unit	4 Rarities	1 Tower	2 Peasant	Malefactor
Unit	2 Rarities	1 Tower	2 Peasant	Spy
Unit		1 Tower	1 Malefactor, 1 Mariner	Pirate
Unit		1 Tower	1 Scout, 1 Malefactor	Bandit

Description & Effects:

Description: A hidden, fortified chamber used for prisoners and dark dealings.

Effect: The Dungeon enables the creation of Malefactors.

Effect: Enables the use of Nefarious Domain Actions.

Fort

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	3 Metal, 3 Wood, 3 Stone	4 Towers	4 Peasant	Constructed
Upkeep	1 Fyrd	2 Tower		Paid
Unit	1 Fur, 1 Wood	1 Tower	1 Peasant	Ward
Unit	1 Weaponworks	1 Tower	1 Fyrd	Man-At-Arms

Description & Effects: A fortified military structure where Peasants and Fynds are first drafted into service.

Barracks

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	6 Livestock, 15 Stone, 9 Metal	3 Bits	10 Peasant	Constructed
Upkeep	3 Fyrd	4 Piece	2 Peasant	Paid
Unit	2 Weaponworks, 2 Armor	3 Tower	2 Wards	Knight

Map-Visible Buildings

Some structures in the Known World are so significant that their presence is reflected directly on the world map. These buildings are either centers of power, places of learning, or monuments of historical weight.

The following buildings and structures are map-visible and will be marked clearly when constructed:

Castle	Plaza	Motte-And-Bailey	Cathedral	Monument
Attack Warpost	Palace	Road	Wall	University
Port	Watchtower			

These structures are known across the land and become permanent fixtures in diplomatic, religious, and strategic planning. Their placement should be made with care, as all factions will see them.

Defensive Structures

Road

Description: For each settlement connected by a road in the same House or Kingdom that settlement gains 1 defense per connected settlement. Roads can be built on claimed and settled lands. This reflects the limit of how quickly reinforcements can realistically reach a location via roadways, simulating travel time across vast terrain.

Defense: Grants +1 Defense

Maximum: +6 Defense per hex (regardless of network size)

Other Effects:

- Roads reduce the spawn rate of monstrous calamities on claimed land.
- Roads enable faster, cheaper movement for armies across the map.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	1 Livestock, 1 Stone, 1 Metal	1 Tower		Constructed
Upkeep	1 Stone			Paid
Unit	1 Fur, 1 Metal	1 Tower	1 Peasant	Mercenary

Road Per-Hex Upkeep : At yearly upkeep, each hex that has one or more Road segments pays 1 Tower total.

Wall

Description: Vertical defensive fortifications.

Defense: Grants +1 Defense per Wall

Maximum: Up to 6 Walls may be placed around a hex (one per side) for a total of +6 Defense

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	4 Stone, 1 Metal	2 Towers		Constructed
Upkeep	1 Stone			Paid
Unit		2 Copper	1 Peasant	2 Fyrd

Wall Per-Hex Upkeep : At yearly upkeep, each hex that has one or more Walls pays 1 Piece total.

Defensive Buildings

Watchtower

Description: A tall structure to keep watch over far-a-field lands.

Defense: Grants +1 Defense

Maximum: 1 Watchtower per Settlement

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	4 Stone	1 Piece		Constructed
Upkeep	1 Stone	1 Tower		Paid
Unit		1 Tower	2 Peasant	1 Scout

Motte-and-Bailey

Description: Raised earth mound with a wooden tower.

Defense: Grants +1 Defense

Maximum: 1 Motte-and-Bailey per Settlement

Effect: Fynds in a garrison on a hex with a Motte-and-Bailey are worth double attack and defense stats.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	3 Stone, 2 Wood, 1 Metal	3 Bits	2 Peasant	Constructed
Upkeep	1 Stone, 1 Wood	2 Tower		Paid
Unit	2 Weaponworks, 2 Fur	1 Tower	2 Man-At-Arms	Thegn

Cathedral

Description: A tall stone basilica serving as the nexus for a religion.

Defense: Grants +1 Defense

Maximum: 1 Cathedral per Settlement

Religion Note: There may be only one Cathedral Per Religion

Effect: The Peasant upkeep for this settlement is lowered by 5.

Ownership: The Cathedral must be owned by an individual, the High Priest of the religion.

Defensive Effect: If the Settlement of this building is invaded by an enemy this building remains owned by the High Priest currently in possession of the building. This building can only be claimed by another High Priest with a **Level 5 or higher Avatar Action.**

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	15 Piety, 15 Furs, 15 Metal, 15 Rarities, 15 Stone, 15 Wood, 6 Crops, 6 Livestock	10 Crown	6 Peasant	Constructed
Upkeep	6 Fur, 10 Stone, 6 Piety, 5 Rarities	2 Crown		Paid

High Priest Avatar Status: Required to unlock Avatar Level 6

Castle

Description: An utterly behemoth stone structure that seems impenetrable.

Defense: Grants +1 Defense

Maximum: 1 Castle per Settlement; 1 Castle Per House

Effect: The Peasant upkeep for this settlement is lowered by 6.

Ownership: This building must be owned by an individual that is a **House Leader**.

Restriction: Cannot be built in a settlement with a palace.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	15 Fur, 15 Metal, 15 Stone, 15 Wood, 15 Rarities, 6 Crops	10 Crown	6 Peasant,	Constructed
Upkeep	6 Fur, 10 Stone, 5 Rarity	2 Crown		Paid
Unit	2 Weaponworks, 2 Fur	1 Crown	2 Knight	Cataphract

Palace

Description: A truly huge defensive structure that boggles the imagination with its splendor. Surely, a magnificent Monarch must reside within.

Defense: Grants +5 Defense

Maximum: 1 Palace per Settlement; 1 Palace per Kingdom

Effect: The Peasant upkeep for this settlement is lowered by 8.

Ownership: This building must be owned by an individual that is a **Monarch**.

Restriction: Cannot be built in a settlement with a castle.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	30 Fur, 30 Metal, 30 Stone, 30 Wood, 30 Rarity, 30 Crops, 30 Livestock	30 Crown	20 Peasant,	Constructed
Upkeep	10 Fur, 10 Rarity, 20 stone	6 Crown		Paid
Unit	4 Weaponworks, 2 Fur, 2 Victual	2 Crown	2 Cataphract	Paragon

Alternate Effect: If this building is created by an individual in land not owned by a Kingdom, all territory bordering that individual's claimed land, automatically incorporates any Kingdomless lands and forms a new Kingdom by force.

Garrison Buildings

To hold settlements in the world of Hynafol, you must defend it. Garrison Buildings are essential military structures that allow you to station Military Units on the map, forming the backbone of your Defense Warposts.

Each Garrison allows you to store a limited number of Military Units and one Commander, scaling with the size of your settlement. As your settlement grows, so too can your garrison, ensuring you can protect your holdings from enemy invasions. These buildings do not contribute to production, but instead represent the logistical and structural readiness of a territory to House soldiers, hold the line, and respond when the call to arms is sounded.

Strategic Note: The ongoing upkeep of a Garrison Building is cheaper than paying the full movement cost to deploy armies from your House holdings in the event of an attack. Keeping troops stationed in a Garrison is not only safer, it's more cost-efficient.

Tier	Building	Maximum Military Units
Homestead	Watch Post	3
Shire	Garrison Hall	6
Village	Bastion Hold	9
City	Citadel Keep	12

Building & Upgrade Rules:

Only one Garrison building per hex.

Additional to the Military Units Stored you get 1 Commander slot

Must match the settlement's development level.

Upgrades replace the previous deed and increase capacity.

Construction & Upkeep:

Tier	Build Cost	Upkeep	Upgrade Cost
Watch Post	1 Wood, 1 Stone, 1 Crop, 1 Peasant, 1 Piece	1 Victual, 1 Tower	1 Wood, 1 Stone, 1 Rarity, 1 Metal, 2 Peasant, 1 Piece
Garrison Hall	3 Wood, 2 Stone, 2 Crop, 1 Metal, 2 Peasant, 1 Bit	2 Victual, 2 Tower	1 Wood, 1 Stone, 1 Rarity, 1 Metal, 2 Peasant, 2 Piece
Bastion Hold	4 Wood, 3 Stone, 3 Crop, 2 Metal, 1 Rarity, 4 Peasant, 2 Bits	4 Victual, 3 Tower	1 Wood, 1 Stone, 1 Rarity, 1 Metal, 2 Peasant, 2 Piece
Citadel Keep	6 Wood, 4 Stone, 4 Crop, 3 Metal, 3 Rarity, 4 Peasant, 3 Bit	5 Victual, 4 Tower	Maximum

Note: Build Cost is for hexes that do not currently have a Defensive Warpost Structure. The Upgrade cost is for hexes that already have the preceding Defensive Warpost structure that wish to move to the next.

Mercantilism

Shops and Emporiums

Mercantilism Buildings that generate coin-based income and serve as vital markers of economic influence within the Known World. They do not produce physical resources but are essential for wealth-building, title eligibility, and trade-based prestige.

Requirements to Build:

Shops may be constructed in any hex that contains at least 1 Market building.

Emporiums are advanced Shops and may only be opened in hexes that:

Have reached Village size or greater

Contain at least 1 Theater

Both take a building slot on the hex.

Shop

Description: A mercantile building selling wares if you've got coin. Produces Coin.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	Mix of 12 Resources (Wood, Stone, Fur, Metal), 3 Rarity	1 Bit		Constructed
Upkeep	2 Rarities	1 Tower		Paid

Income Generation

Event	Shop Income Production
Grand Gathering	1d4 Bits (Dice Roll)
Expeditions	1d4 Pieces (Dice Roll)

Emporium

Description: A large mercantile building selling many wares if you've got many coins. Produces many Coins.

Requirement: Must be built on a Settlement of Village size or higher.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	Mix of 24 Resources (Wood, Stone, Fur, Metal), 3 Rarity	1 Bit		Constructed
Upkeep	4 Rarities	1 Piece		Paid

Income Generation

Event	Shop Income Production
Grand Gathering	1d4 Bits + 4 Bits (Dice Roll)
Expeditions	1d4 Pieces + 4 Pieces (Dice Roll)

Trading Buildings

There may only be 1 trading building of each type (Caravan or Ships) in a settlement.

Harbor

Effect: Allows for docking 2 small ships or 1 medium ship.

Produces: 3 Fish at the Grand Gathering, 1 Fish at other events

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	4 Wood, 2 Metal	1 Bit	2 Peasant	Constructed
Upkeep	1 Wood	1 Piece		Paid
Unit	2 fish	1 Tower	1 Peasant	Mariner

Upgrade: Harbor to Port: 2 Wood, 1 Metal, 2 Peasants, 2 Bits

Port

Effect: Allows for docking 4 small ships, 2 medium ships.

Produce: 6 Fish at the Grand Gathering, 2 Fish at other events

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	6 Wood, 3 Metal	3 Bit	4 Peasant	Constructed
Upkeep	1 Wood, 1 Metal	1 Bit		Paid
Unit	4 Fish	3 Tower	4 Mariner	Ship Master

Haven

Effect: Each allows for housing 2 Simple Caravans or 1 Extravagant Caravan.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	4 Stone, 2 Metal	1 Bit	2 Peasant	Constructed
Upkeep	1 Stone	2 Piece		Paid
Unit	1 Crop, 1 Livestock	1 Copper		Victual
Unit	4 Rarity	3 Towers	4 Peasant	Burgess

Upgrade: To Upgrade from Haven to Plaza: 2 Stone, 1 Metal, 2 Peasants, 2 Bits.

Plaza

Effect: Each allows for housing 4 Simple Caravans or 2 Extravagant Caravans.

Action	Resource Cost	Coin Cost	Peasant Cost	Result
Build	6 Stone, 3 Metal	3 Bit	4 Peasant	Constructed
Upkeep	1 Stone, 1 Metal	1 Bit		Paid
Unit	1 Crop, 1 Fish	1 Copper		Victual
Unit		1 Piece	2 Peasant, 1 Scholar, 1 Scout	Tinkerer

Caravans

Each caravan must have a home Haven or Plaza. A caravan's home Haven or Plaza need not be in their house's owned lands or Kingdom. All homed caravans will be listed at the Counting House with their banner color, owner, home Haven or Plaza, and House association.

When you build a caravan, you must decide on a banner color between the following: Black, Red, Yellow, Blue, Green, Purple, Gold, Orange, Brown, Silver. Your banner may have any design on it, but for the purposes of trading, hijacking and raiding, only the color matters. Caravans always display their banner color. You can change a banner color once a year at a Grand Gathering or upon transfer of the deed. Changing a banner color costs 1 Piece.

At each event, you may set up your caravan to act as one of three types of caravan:

1. First, they can engage in land based hijacking.
2. Second, they can become raiders.
3. Third, they can become merchant traders.

All caravans are available for each, and their purpose can be exchanged freely at events.

Caravan Types

'Hub Health' indicates damage a caravan can take before it falls apart and needs to be fully rebuilt. All caravans have a natural maximum of 6 Hub Health. Hub health can be repaired at plazas and havens between journeys. Healing Hub Health costs 1 Wood and 1 Metal to repair to full.

Storage Space indicates the number of resource cards that the caravan can gather for its owner. You cannot hold more than the total allowed regardless of length of journey. Coins, however, are not held to this limit.

Army Quarters indicate the number of Military Units that can be staffed on the caravan. They act as an additional buffer for Hub Health and prevent your caravan from falling apart quickly

Type	Health	Storage Space	Army Quarters
Carriage	6	6	3
Cortege	6	9	5

Building & Upkeep of a Caravan

A caravan requires a few wagons to carry supplies, animals to carry them, and tents to camp in on the long, cold nights. The haven or plaza in which the caravan is placed is its home base until changed.

Type	Resource Cost	Peasant Cost	Coin	Result
Carriage	4 Wood, 2 Metal, 4 Livestock, 4 Fur	2 Peasant	1 Piece	Constructed
Carriage	1 Wood, 1 Crop, 1 Livestock	1 Peasant	1 Tower	Upkeep Paid
Cortege	6 Wood, 4 Metal, 6 Livestock, 8 Fur	4 Peasant	2 Piece	Constructed
Cortege	2 Wood, 2 Crop, 2 Livestock	2 Peasant	2 Tower	Upkeep Paid

Caravan Trading

Directions: Once per event, visit the Counting House to set a Caravan route for your expedition. Your trading caravan will travel between settlements that hold either a Plaza or Haven from one event to the next.

Limitations: Caravans cannot cross water .

Protection: When setting the caravan's route, you can load Military Units, onto the Caravan, to act as 'protection'. These cards can prevent damage, safeguard goods, or potentially save the wagon train from destruction.

Note: Military Units loaded onto Caravans are considered spent after the Caravan route is complete. These units are not recoverable.

Calamities on the Road: Traveling between settlements carries inherent danger, increasing with each additional settlement visited. More stops increase the likelihood of facing calamities. (Outlined in transport calamities.)

Production: Each stop at a settlement grants 1 random resource produced by the settlement. A caravan may make as many stops as they like, but cannot gain any more resource cards once their storage space is full.

Action: Fur Trading

Directions: Once per event, visit the Counting House to determine that you are trading in furs and set a route for your caravan. You will fill your wagons with furs.

Protection: When setting the caravan's route, you can load Military Units, onto the Caravan, to act as 'protection'. These cards can prevent damage, safeguard goods, or potentially save the wagon train from destruction.

Note: Military Units loaded onto Caravans are considered spent after the Caravan route is complete. These units are not recoverable.

Calamities on the road: Traveling between settlements carries inherent danger, increasing with each additional settlement visited. More stops increase the likelihood of facing calamities. (Outlined in transport calamities.)

Production: Each stop at a settlement, you will offload one fur and gain 2 Pieces.

Action: Plunder* (Caravan)

Directions: Once per event, visit the Counting House to set up your caravan for Plundering. Plunderers position their caravan in front of a settlement.

Attack: Military Units 'quartered' in the Caravan using the Plunder action determine the Caravan's attack strength.

Quartered Military Units: Any quartered Military Units are returned -1 Unit per Caravan encountered.

Targeting: Plunderers can specify which caravans (identified by their banner color) they **will not** attack. Attacked Caravans report to their owners the banner of any Plunderers that stole from them.

Production: Any caravan arriving at the targeted settlement with defense lower than the bandit's attack strength is susceptible to being Plundered. For each caravan vulnerable to the Plunderer's attack, two resource cards or one bit is stolen. The Plunderer gains one resource card per caravan until their storage is full or until the next event, whichever comes first.

Note: This action continues until the caravan storage is full or until the next event the Plunderers attend.

*This action was previously named "Hijack" but has been renamed for clarity.

Action: Hijack* (Caravan)

Directions: Once per event, visit the Counting House to set up your caravan for Hijacking. You must pick the color or colors of the banner you will attack with the intention of Hijacking, and therefore, claiming their caravan.

Attack: If any caravan arrives at that settlement with those specifications you will 'attack' using your Quartered Military Units within the Caravan and their total Quartered Military Units as Defense to create a skirmish. There is the potential to attack many caravans under these conditions. This skirmish will be played out as per the rules outlined in the Skirmish rules.

Quartered Military Units: If the Hijack action is successful, the military units fate will be decided according to the Skirmish rules.

Targeting: You must pick the color or colors of the banner you will attack with the intention of Hijacking.

Results:

If the attacking caravan wins: Pay the caravan maintenance for the defending caravan to claim it at 1 Health. If not paid, the caravan is destroyed. Attacking caravan incurs damage equal to the excess of defending caravan's attack over attacking caravan's defense.

If the defending caravan wins: Both caravans incur damage of the opposite caravan's attack over their defense. This cannot cause the defending caravan to be destroyed.

*Note: This action was previously under the title "Steal" and has been renamed for clarity.

Action: Attack (Caravan)

Directions: Once per event, visit the Counting House to set up your caravan Attacking. You must pick the color or colors of the banner you will attack with the intention of Attacking, and therefore, Destroying the opposing caravan.

Attack: If any caravan arrives at that settlement with those specifications you will 'attack' using your Quartered Military Units within the Caravan and their total Quartered Military Units as Defense to create a skirmish. There is the potential to attack many caravans under these conditions. This skirmish will be played out as per the rules outlined in the Skirmish rules.

Quartered Military Units: If the Attack action is successful, the military units fate will be decided according to the Skirmish rules.

Targeting: You must pick the color or colors of the banner you will attack with the intention of Destroying.

Results:

If the attacking caravan wins: The defending caravan is destroyed.

If the defending caravan wins: Both caravans incur damage of the opposing caravan's attack over their defense. This cannot cause the defending caravan to be destroyed.

*Note: This action was previously titled "Destroy" but has been updated to Attack for simplicity and clarity.

Action: Raid Settlement (Caravan)

Directions: Once per event, visit the Counting House to set up your caravan Raiding. The Caravan will be directed to an available Settlement and will perform the Raid action.

Settlement Limits: Caravans may not cross through Settled Land without permission.

Attack: Raid Attacks follow the Raid Actions rules under "Raiding Land".

Quartered Military Units: If the Raid action is successful, the military units fate will be decided according to the Raid rules.

Targeting: You must pick the Settled Land that your Caravan will target.

Results: Variable under the Raiding Land rules.

Ships

Navigate the high seas of the Known World by building and setting sail on your very own ship!

Definitions

Home Port: Each ship must have a Harbor or Port that it calls home.

A ship's home port does not have to be connected to lands held by their House or Kingdom.

Flag Color: Each ship must display a colored flag as it sails the high seas. Ships always display their flag color.

- Colors: Black, Red, Yellow, Blue, Green, Purple, Gold, Orange, Brown, Silver.

Naval Posture: At each event, you may set your ship's Naval Posture to one of the following types:

Piracy

Raiding

Mercantilism

All ships may engage in any kind of operations.

Registration: All ships must be registered at the Three Crowns Counting House with:

Flag Color, Owner, Home Port and House Association.

Hull Health: The amount of hitpoints a ship can receive before being out of commission and needing repairs.

Repair Hull: The amount of resources required to repair the Hull. Hull Health can be repaired with **1 Wood, 1 Metal**.

Storage Space: Indicates the maximum amount of resource cards that the ship can contain.

Quarters: Indicates the amount of Military Units that can be housed on board the ship for defense and attack.

Ownership: All ships must be owned by individuals.

Ship Types:

Type	Hull Health	Storage	Quarters
Knull	6	6	3
Hulk	6	9	5

Building a Ship

Type	Resources	Peasant	Coin
Knull	7 Wood, 3 Metal, 3 Fur, 1 Livestock	2 Peasant	1 Piece
Hulk	10 Wood, 6 Metal, 6 Fur, 2 Livestock	4 Peasant	2 Piece

Ship Upkeep

Due Date: Annually at The Grand Gathering.

Failure to pay: Results in your ship being inoperable. If inoperable for one year it will go to Auction.

Type	Resources	Peasant	Coin
Knoll	1 Wood, 1 Metal, 1 Crop		1 Tower
Hulk	1 Wood, 1 Metal, 1 Crop		2 Tower

Ship Actions

Maritime Trading

Directions: Once per event, visit the Counting House to set a naval route for your Ship. Your ship will travel between ports from one event to the next.

Limitations: Ships may not cross land..

Protection: When setting the Ships route, you can load Military Units, onto the Ship, to act as 'protection'. These cards can prevent damage, safeguard goods, or potentially save the Ship from destruction.

Note: Military Units loaded onto ships are considered spent after the route is complete. These units are not recoverable.

Calamities on the seas: Traveling between ports carries inherent danger, increasing with each additional port visited. More stops increase the likelihood of facing calamities. (Outlined in transport calamities.)

Production: Each stop at a port grants 1 random resource produced by the settlement. A ship may make as many stops as they like, but cannot gain any more resource cards once their storage space is full.

Rarity Trading

Directions: Once per event, visit the Counting House to set a naval route for your Ship and indicate that you are trading in Rarities. Your ship will travel between ports from one event to the next selling rarities.

Limitations: Ships may not cross land.

Protection: When setting the Ships route, you can load Military Units, onto the Ship, to act as 'protection'. These cards can prevent damage, safeguard goods, or potentially save the Ship from destruction.

Note: Military Units loaded onto ships are considered spent after the route is complete. These units are not recoverable.

Calamities on the Seas: Traveling between ports carries inherent danger, increasing with each additional port visited. More stops increase the likelihood of facing calamities. (Outlined in transport calamities.)

Production: For each stop at a harbor or port, you will offload one rarity and gain 2 Pieces. You cannot sell more rarities than you load onto your Ship.

Piracy

Directions: Once per event, visit the Counting House to set up your ship for Pirating. Pirates position their ship in front of a port or harbor.

Attack: Military Units 'quartered' in the Ship using the Pirate action determine the Ship's attack strength.

Quartered Military Units: Any quartered Military Units are returned -1 Unit per Pirate encountered.

Targeting: Pirates can specify which ships (identified by their banner color) they **will not** attack. Attacked Ships report to their owners the banner of any Pirates that stole from them.

Production: Any Ship arriving at the targeted Port with defense lower than the Pirate's attack strength is susceptible to being Pirated. For each ship vulnerable to the Pirate's attack, two resource cards or one bit is stolen. The Pirates gain one resource card per ship until their storage is full or until the next event, whichever comes first.

Note: This action continues until the ship's storage is full or until the next event the Pirates attend.

Commandeer

Directions: Once per event, visit the Counting House to set up your Ship for Commandeering. You must pick the color, or colors, of the banner you will attack with the intention of Commandeering, and therefore, claiming their Ship.

Attack: If any ship arrives at that port with those specifications you will 'attack' using your Quartered Military Units within the Ship and their total Quartered Military Units as Defense to create a skirmish. There is the potential to attack many Ships under these conditions. This skirmish will be played out as per the rules outlined in the Skirmish rules.

Quartered Military Units: If the Commandeering action is successful, the military units fate will be decided according to the Skirmish rules.

Targeting: You must pick the color or colors of the banner you will attack with the intention of Commandeering.

Results:

If the attacking ship wins: Pay the Ship maintenance for the defending Ship to claim it at 1 Health. If not paid, the ship is destroyed. Attacking ship incurs damage equal to the excess of defending ship's attack over attacking ship's defense.

If the defending ship wins: Both ships incur damage of the opposite ship's attack over their defense. This cannot cause the defending ship to be destroyed.

Sink

Directions: Once per event, visit the Counting House to set up your ship for Attacking. You must pick the color or colors of the banner you will attack with the intention of Attacking, and therefore, Destroying the opposing ship.

Attack: If any ship arrives at that port with those specifications you will 'attack' using your Quartered Military Units within the ship and their total Quartered Military Units as Defense to create a skirmish. There is the potential to attack many ships under these conditions. This skirmish will be played out as per the rules outlined in the Skirmish rules.

Quartered Military Units: If the Attack action is successful, the military units fate will be decided according to the Skirmish rules.

Targeting: You must pick the color or colors of the banner you will attack with the intention of Destroying.

Results:

If the attacking ship wins: The defending ship is destroyed.

If the defending ship wins: Both ships incur damage of the opposing ship's attack over their defense. This cannot cause the defending ship to be destroyed.

Raiding

Directions: Once per event, visit the Counting House to set up your ship for Raiding. The ship will be directed to an available Settlement and will perform the Raid action.

Settlement Limits: Ships may only target settled land with a shoreline.

Attack: Raid Attacks follow the Raid Actions rules under "Raiding Land".

Quartered Military Units: If the Raid action is successful, the military units fate will be decided according to the Raid rules.

Targeting: You must pick the Settled Land that your Ship will target.

Results: Variable under the Raiding Land rules.

Peasants in the Carta Arcanum

With the Peasant Update, the Known World changes forever. You may now place Peasant and other basic unit cards into buildings across your lands to unlock a new generation of specialized units. These upgraded roles enhance production, power domain actions, and shape your House's economic, political, and magical influence. Through training, labor, and advancement, your people become more than tools of survival, they become artisans, priests, scholars, commanders, and legends. From humble fields to hallowed halls, a well-run settlement can now transform citizens into the true driving force of your rise to power.

Citizen to Peasant:

At Farms, 1 Citizen produces 5 Peasants (Max 5 Citizen cards put in per Farm per period.)

Peasants to Basic Units:

Peasants may be placed into Basic Buildings to produce a resource and train a foundational unit (e.g., Miner, Mason, Lumberjack).

These basic units improve economic output and serve as the prerequisite for advanced upgrades.

Basic to Advanced Units:

Basic units can be upgraded at Advanced Buildings to create specialized roles that empower your economy, warfare, or domain actions.

These units may be spent to reduce build costs, enable domain effects, or enhance production.

Production Specialists

Trained from resource-gathering units (e.g., Mason, Miner). These specialists are vital for construction and boosting production at advanced buildings. Some reduce build costs or are required for certain structures.

Domain Units

These represent the highest tier of trained individuals in Hynafol's society. Domain units are required to perform Domain Actions, such as spells, miracles, commerce, political maneuvers, or exploration.

Each domain unit must be created from specific base units and are tied to a Unique or Advanced building. These actions shape the strategic and magical tides of the Known World.

Support Units

Special units such as the Innkeeper and Reeve assist with resource transformation, army provisioning, or governance. Some may be prerequisites for other advanced units or systems.

Building Limits

Each building may only produce one unit at a time when creating or upgrading units, unless otherwise specified in that building's description.

For example, a Farm may hold up to five Citizens to produce a maximum of 25 Peasants, while most other buildings can train only one unit per event period.

Production Units

Peasant

Created at: Farm

Cost: 2 Copper, 1 Citizen Card = 5 Peasants

Uses:

- Can be spent at a Farm to increase production by +1
- Required to create nearly all other unit types.
- Foundation of your workforce, military, and domain systems.

Limit: Max 5 Citizen cards put in per Farm per period.

Lumberjack

Created at: Orchard

Cost: 2 Copper, 1 Peasant

Use: Spend at an Orchard to increase production by

+1.

Pelter

Created at: Camp

Cost: 2 Copper, 1 Peasant

Use: Spend at a Camp to increase production by +1.

Mason

Created at: Quarry

Cost: 2 Copper, 1 Peasant

Use: Spend at a Quarry to increase production by +1.

Mercator

Created at: Market

Cost: 2 Copper, 1 Peasant

Use: Spend at a Market to increase production by +1.

Miner

Created at: Mine

Cost: 2 Copper, 1 Peasant

Use: Spend at a Mine to increase production by +1.

Farrier

Created at: Stable

Cost: 2 Copper, 1 Peasant

Use: Spend at a Stable to increase production by +1.

Carpenter

Created at: Lumber Mill

Cost: 1 Tower, 2 Lumberjacks, 2 Wood

Effects:

- Spend at Lumber Mill to grant +1 production to all Orchards on the hex.
- Halve wood cost for a single construction.

Master Mason

Created at: Masonry

Cost: 1 Tower, 2 Masons, 2 Stone

Effects:

- Spend at Masonry to grant +1 production to all Quarries on the hex.
- Halve stone cost for a single construction.

Blacksmith

Created at: Smithy

Cost: 1 Tower, 2 Miners, 2 Metal

Effects:

- Spend at Smithy to grant +1 production to all Mines on the hex.
- Halve Metal cost for a single construction.

Master Butcher

Created at: Butcher

Cost: 1 Tower, 2 Farriers, 2 Livestock

Effects:

- Spend at Butcher to grant +1 production to all Stables on the hex.
- Spend on Army Movement to halve Victuals Cost

Religious Units

Fidelis

Created at: Shrine

Cost: 2 Copper, 1 Peasant

Use: Spend at a Shrine to increase production by +1.

Magic Units

Arcanist

Created at: Arcane Circle

Cost: 2 Copper, 1 Peasant

Use: Spend at an Arcane Circle to increase production by +1.

Master Tanner

Created at: Tanner

Cost: 1 Tower, 2 Pelters, 2 Fur

Effects:

- Spend at Tanner to grant +1 production to all Camps on the hex.
- Spend on Army Formation to halve Armor Cost

Reeve

Created at: Estate

Cost: 1 Tower, 2 Peasants, 1 Victual

Effects:

- Spend at Estate to grant +1 production to all Crops on the hex.

Innkeeper

Created at: Inn

Cost: 3 Towers, 4 Peasants, 4 Rarities

Effects:

- Spend at Inn to increase Victual production by +1.
- Spend on Offensive Warpost to reduce victual consumption by 25%

Tinkerer

Created at: Plaza

Cost: 1 Piece, 2 Peasant, 1 Scholar, 1 Scout

Requirement: Must be placed in a Caravan

Effects:

- Unique Card for One Unique Caravan Action
- The Tinkerer is sent out in a Caravan for an undetermined amount of time. The longer the Tinkerer wanders the Known World the higher the likelihood that he returns with just what you need.

Pontifex

Created at: Temple

Cost: 1 Tower, 2 Fidelis + 2 Piety

Effects:

- Spend at Temple to grant +1 production to all Shrines on the hex.
- Required for Religious Domain Actions

Artifex

Created at: Mage Tower

Cost: 1 Tower, 2 Arcanist + 2 Arcana

Effects:

- Spend at Mage Tower to grant +1 production to all Arcane Circles on the hex.
- Required for Magic Domain Actions

Military Units

Fyrd

Created at: Wall

Cost: 2 Copper, 1 Peasant = 2 Fynds

Attack: 1 **Defense:** 1

Scout

Created at: Watchtower

Cost: 1 Tower, 2 Peasants

Attack: 1 **Defense:** 1

Effects:

- Used to identify unknown Calamities
- Double attack on claimed land

Mariner

Created at: Harbor

Cost: 1 Tower, 1 Peasant, 1 Fish

Attack: 1 **Defense:** 1

Effects:

- 2 Attack and 2 defense on a ship

Mercenary

Created at: Road

Cost: 1 Tower, 1 Peasant, 1 Fur, 1 Metal.

Attack: 2 **Defense:** 2

Effects:

- **Strength in Freedom:** If fielded by an Independent House, Mercenaries gain +1 Attack.
- **Divided Loyalties:** If fielded by a House in a Kingdom, Mercenaries suffer -1 Defense.
- **Mask Allegiance:** If the entire Host consists of Mercenary units, your House/Kingdom is hidden from public battle reports for that action.
- **Double-Dealing:** For every Mercenary card included in your Host, there is a 5% chance per card that those mercenaries will attack a settlement controlled by your House/Kingdom as NPC bandits or saboteurs after the skirmish.

Ship Master

Created at: Port

Cost: 3 Towers, 4 Mariners, 4 Fish

Attack: 3 **Defense:** 3

Effects:

- 6 Attack and 6 defense on a ship
- Required for Maritime Domain Actions

Ward

Created at: Fort

Cost: 1 Tower, 1 Peasant, 1 Fur, 1 Wood

Attack: 1 **Defense:** 2

Man-At-Arms

Created at: Fort

Cost: 1 Tower, 1 Fyrd, 1 Weaponworks, 1 Armor

Attack: 2 **Defense:** 2

Archer

Created at: Noble Keep

Cost: 3 Towers, 2 Fynds, 1 Weaponworks

Attack: 3 **Defense:** 1

Thegn

Created at: Motte-and-Bailey

Cost: 1 Tower, 2 Wards, 2 Weaponworks, 2 Fur

Attack: 3 **Defense:** 5

Effects:

- As Commander of a Host +1 Defense to all units in the Host.

Knight

Created at: Barracks

Cost: 3 Towers, 2 Wards, 2 Weaponworks, 2 Armor

Attack: 5 **Defense:** 5

Effects:

- Required for Military Domain Actions
- As Commander of a Host +1 Attack to all units in the Host.

Cataphract

Created at: Castle

Cost: 1 Piece, 2 Knights, 4 Weaponworks, 4 Armor,

2 Fur

Attack: 10 **Defense:** 10

Paragon

Created at: Palace

Cost: 2 Pieces, 2 Cataphract, 8 Weaponworks, 8

Armor, 2 Fur, 2 Victuals

Attack: 25 **Defense:** 15

Effects:

- As Commander of a Host +1 Attack and Defense to all units in the Host

Nefarious Units

<p>Malefactor Created at: Dungeon Cost: 3 Towers, 4 Peasants + 4 Rarities Effects: • Required for Nefarious Domain Actions</p>	<p>Pirate Created at: Dungeon Cost: 1 Tower, 1 Mariner, 1 Malefactor Attack: 2 Defense: 2 Effects: • Double attack and defense if used in the 'Piracy' Action</p>
<p>Spy Created at: Dungeon Cost: 1 Tower, 2 Peasants, 2 Rarities Attack: 0 Defense: 0 Effects: • Discard to reveal all buildings, total defense stat, and ongoing effects for one target settlement. • 25% chance of being caught, if so, the settlement's owner is notified of the spy's presence, but not the sender's identity.</p>	<p>Bandit Created at: Dungeon Cost: 1 Tower, 1 Scout, 1 Malefactor Attack: 2 Defense: 2 Effects: • Double attack and defense if used in the 'Hijack' Action</p>

Other Units

<p><i>Alchemical:</i> Herberist Created at: Botanical Garden Cost: 3 Towers, 4 Peasants + 4 Rarities Effects:<ul style="list-style-type: none">• Required for Alchemical Domain Actions.</p>	<p><i>Arts:</i> Auctor Created at: Theater Cost: 1 Tower, 2 Reeves Effects:<ul style="list-style-type: none">• Required for Arts Domain Actions.</p>
<p><i>Commerce:</i> Master Merchant Created at: Bazaar Cost: 3 Towers, 4 Peasants, 4 Rarities Effects:<ul style="list-style-type: none">• Required for Commerce Domain Actions</p>	<p><i>Exploration:</i> Ignifer Created at: Lighthouse Cost: 3 Towers, 4 Peasants, 4 Rarities Effects:<ul style="list-style-type: none">• Required for Exploration Domain Actions</p>
<p><i>Political:</i> Burgess Created at: Haven Cost: 3 Towers, 4 Peasants, 4 Rarities Effects:<ul style="list-style-type: none">• Required for Political Domain Actions</p>	<p><i>Scholarly:</i> Scholar Created at: University Cost: 3 Towers, 4 Reeves, 4 Rarities Effects:<ul style="list-style-type: none">• Required for Scholarly Domain Actions</p>

Invading Land

How to Launch an Invasion

All invasions begin by assembling a Host, an Attack Warpost representing the total army being sent. This Host must be physically declared at the Counting House, including all Military Units, commander (optional), and the movement costs paid according to the Host's size.

When launching an invasion, the attacking House must:

- Choose between targeting Claimed or Settled land.
- Submit the Military Units to form a Host, which is physically placed on the map by the Archives.
- Pay the movement cost based on the Host's size (Small, Medium, Large, Epic).
- Clearly declare the hex(es) being targeted
- Up to 7 contiguous claimed hexes from the same House
- 1 Single Settled hex
- A Host may only target land it can legally reach through:
 - Connected by claimed land belonging to their own House or Kingdom, or
 - Accessible by sea using ships from a coastal hex.
 - Other magical means of transportation

How to Respond to an Invasion

When your land is attacked, your House will be notified by the Archives of the Host size (Small, Medium, Large, or Epic) but not the exact Attack Power of the invading force.

Defenders have until the end of the second open Counting House hours to respond to the attack once notified.

The defending House then:

- Declare Military Units to use as your defense.
- These units must already exist within your holdings.
- No new army cards may be upgraded, created, or purchased once an invasion has been announced.
- Pay Victual Costs for mobilization.
 - You must pay 1 Victual for every 2 Army Unit Cards added to the defense (rounded up). Units already stationed inside the Defense Warpost's Garrison do not pay this mobilization cost; it applies only to one-time reinforcements.
 - You must pay 1 Victual for every 2 Army Unit Cards added to the defense (rounded up).
- Submit Your Defense to the Counting House or Archives before the deadline.
- Once submitted, your response is locked in.

Important Defense Rules

- Your army cannot exceed the Host Size Cap of the invading force (Small, Medium, Large, Epic).
- Additional army cards must come from the defending House's holdings for that settlement; they do not go into the Defense Warpost and cannot benefit from any Commander's effects. Reinforcements still count against the invading Host size cap and pay the mobilization Victual if used.
- Once both the attack and defense are submitted, the final values determine the ratio of real fighters per side in the upcoming skirmish. The Archives will then oversee the setup and scheduling of the engagement.

Stronghold Bonuses

While defenders may not exceed the invading Host's army size, the land itself may contribute to its defense.

The total defensive strength of a hex includes the combined Defense bonuses from its structures and terrain, such as Walls, Watchtowers, Garrisons, Roads, Forts, Keeps, Palaces, or Cathedrals.

These bonuses reflect the protection of strong walls, fortified ground, and entrenched positions, ensuring that a well-developed settlement stands firmer than open land even when army sizes are matched.

Attack Size and Skirmish Rules

Invasions are grouped into four categories based on Attack Power (AP) submitted in the Host:

Attack Size	Attack Power Range	Max Defense Power
Small	4-12 AP	12 DP
Medium	13-26 AP	26 DP
Large	27-81 AP	81 DP
Epic	82+ AP	No Cap

Auto-Win Threshold (3:1 Ratio): If the submitted values favor one side at a 3:1 or higher ratio, the higher side automatically wins, and no skirmish is held.

Winning a Skirmish

Invading Claimed Land:

- If the attacker wins the skirmish, they gain ownership of the hex.
- Any Roads are immediately destroyed unless per-hex upkeep is immediately paid upon transfer by the new controlling House.

Invading Settled Land:

If a settled hex is successfully invaded, the following changes take place:

New Governance

- The settlement now falls under the control of the General of the victorious army's House or Kingdom.
- The General of the Host becomes the appointed deed holder of the land.

Buildings & Ownership

- Buildings do not change ownership automatically. They remain with their current owners (players or Houses).
- However, the victorious House's treasurer becomes the new point of contact for resource output, upkeep collection, and building coordination.
- The former landowner's House is no longer responsible for paying upkeep or protecting the settlement. Grace Period
- A grace period is granted until the end of that Grand Gathering to allow:
 - Free transfer of deeds and buildings to other individuals or Houses.
 - Reassignment of any shops, emporiums, or religious claims.

After the Grace Period

- If ownership of buildings is not transferred, they remain in place, but their output and taxes are now subject to the laws and control of the new ruling House.

Raiding Land

Not all warfare is about seizing land. Sometimes, a strike force is sent not to conquer, but to cripple, disrupt, or demoralize. Raiding allows a House to send a Host to any legal target and spend their Attack Power on specific destructive effects.

What is a Raid?

A Raid is an offensive Host deployment intended to harass or weaken enemy infrastructure rather than claim land. It uses the same rules for sending a Host (Warpost, commander slot, Military Units, movement and cost), but the goal is not to conquer, it's to perform one or more of the raid actions below.

- Raids must originate from:
 - Connected by claimed land belonging to their own House or Kingdom, or
 - Accessible by sea using ships from a coastal hex.
 - Other magical means of transportation
- Raids must be declared at the Counting House using the normal Host and Warpost system.
- All movement and resource costs for Hosts still apply.
- A Raid does not initiate a skirmish unless the defending House chooses to escalate.
- Only one raid can be happening on a land per event.

Raiding Defense

To successfully raid a hex, the attacking Host must first overcome the total defensive value of that hex.

This includes:

- All Military Units assigned to the Defense Warpost
- Defensive Buildings (e.g., Watchtower, Cathedral, Palace)

- Defensive Structures (e.g., Walls, Roads)

Each of these adds to the hex's Defense Power, which must be exceeded by the attacking Host's Attack Power (AP) in order to proceed with the raid.

If the defense is not beaten:

- The raid fails, and all attacking Military Units are discarded.
- The defenders retain all buildings and Warpost armies.

If the defense is beaten:

- All chosen raid actions automatically succeed. No further rolls or approvals are required.
- The entire Defense Warpost is emptied, all Military Units inside are considered spent attempting to repel the raid.
- The attackers may then spend any remaining AP on raid actions (Plunder, Pillage, Raze, etc.).

Note: Raid attacks never result in land capture, but can significantly damage a House's infrastructure and military presence.

Raid Actions

Once the defense is overcome, the Raiding Host may perform any of the following actions, spending their remaining Attack Power (AP) as listed. You may repeat actions as long as you have remaining AP.

Plunder – 4 AP

- Steal 1 of each basic resource created by a single building type.
- That building creates 1 less of that resource until the next event the treasurer collects production.

Pillage – 2 AP

- Increase the upkeep cost of up to 10 random buildings on the hex by 1 basic resource until the next Grand Gathering.

Raze – Variable AP

Destroy one building completely.

- Basic Building: 6 AP
- Advanced Building: 9 AP
- Unique Building: 12 AP
- (Excluding Castles, Cathedrals, or Palaces)

Disrupt Supply Lines – 1 AP

- Destroy one Road segment in the target hex.
- This possibly breaks road defense bonuses and trade paths.

Raid Retaliation

When a raid is completed, the defending House may retaliate by initiating a Skirmish at the next event.

This represents a narrative or military response to the raid, conducted under standard Skirmish rules.

- The defending House may use extra army cards to form a Host (see: How to Respond to an Invasion).
- They will be told the size of the attacking force (Small, Medium, Large, Epic), though they may also estimate the size based on what damage was done and their own known defenses.
- If the retaliating Host overpowers the attacker at a 3:1 ratio, the raid's effects are reversed.
- Any damaged roads, building effects, or infrastructure are considered restored to normal.
- The attacking vessel (Ship or Caravan) is reduced to 1 HP and cannot be used until repaired.

Raid Limits

To ensure balanced gameplay, the following restrictions apply:

- Each Ship or Caravan may only initiate one raid per event.
- Each Settlement may only be raided once per event.
- If a Ship or Caravan is sent to a location already targeted for a raid that event, it will be turned away and returned to the owning House intact, with all resources refunded.
- Raids are approved on a first-come, first-served basis at the Counting House.
- There is no limit to the number of raids a House may attempt across different Ships or Caravans, only the vessel and target have a one-time restriction per event.

Army Movement & Travel Costs

Sending an army to attack or defend is not free. It requires resources and time, simulating the real cost of moving and feeding troops.

Declaring Movement:

- When launching an invasion or raid, armies must originate from a settled land claimed by your own House or an allied Kingdom.

- The attacking army flies the banner of the settlement it launches from, regardless of which House controls the Host.
- This rule mainly applies to Kingdoms
- Example: Valravn launching from Sellar's Keep would fly Sellar's Keep's banner for that attack.
- This makes it important to build and maintain roads between settlements and boarders to enable easier troop movement.

Movement Costs by Army Size

Army Size	Attack Power Range	Movement Cost
Small	4-12 AP	2 victuals, 2 armor, 1 piece
Medium	13-26 AP	4 victuals, 4 armor, 1 bit
Large	27-81 AP	8 victuals, 8 armor, 1 crown
Epic	82+ AP	12 Victuals, 12 armor, 1 Gold Bar

Moving by Ship:

- Armies must be transported by ships to move across water, and each Military Unit = 1 army quarters space.
- All ships used must be declared during the attack move and have enough space.
- Add +1 Livestock per ship used to feed the crew at sea.

Moving by Land:

- Armies travel through a connected chain of claimed hexes to reach a hostile border.
- If no road path exists, you must pay full movement cost for the Host.
- If using a path of hexes that ALL contain roads to movement cost is reduced by half.
- Roads represent logistical ease, wagons, horses, and scouting trails that simplify the march to war.

Note: This movement happens instantly during the declaration at the Counting House. Armies are not tracked hex by hex; the movement cost simulates the total logistical burden from the starting settlement to the border.

Warposts

To represent stationed military forces, Houses may establish Warposts on the map, physical declarations of gathered troops and their intent to defend or prepare for war.

Warpost Types & Limits

A maximum of two Warposts may exist on any single hex:

Defense Warpost - Represents Defensive Armies

- May only be placed on settled land that has a Garrison Building.
- Contains defensive Military Units and 1 Commander slot.
- Military Units placed in a Defense Warpost cannot be removed or reallocated once placed.
- Armies can be added at any event, up to the warpost's capacity.

Attack Warpost - Represents an attacking Host

- May only be placed on land that is not already targeted by another House's Host.
- Contains offensive Military Units and 1 Commander slot.
- Host armies are used to declare attacks. All cards are consumed during combat resolution.
- Inactivity window: An Attack Warpost must take a movement or attack action within 3 events of its last action. If no action is taken, a penalty of 1 Victual per event since the last action must be paid before a new action can be taken.

Only Attack Warposts are visible on the official map.

Combat Use of Warposts

- When a settlement is attacked, the Defense Warpost is activated.
- All Military Units in the Defense Warpost are added to the land's base defense.
- No new Military Units may be added to the Warpost after the attack is declared.

- Additional unfielded Military Units may be submitted only as a one-time reinforcement. Reinforcements must come from cards held in the defending House's holdings for that settlement; they do not benefit from any Commander's effects, still count against the invading Host size cap, and pay the mobilization Victual if used.
- After a skirmish, all Military Units used in either type of Warpost are discarded, and the Warpost is depleted. Exception: during Raids, if the defense is not beaten, defending Military Units used are not discarded.

Commanders

- Each Warpost (both Defense and Attack) may include one Commander unit, which grants special bonuses or effects to the armies in the Warpost.
- Commanders are not required, but offer significant strategic value.
- Commanders are Military Units. If used in a skirmish, they are discarded according to the same attrition rules as other units.

Commander units provide the following bonuses:

- **Thegn:** +1 Defense to all units in the Host.
- **Knight:** +1 Attack to all units in the Host.
- **Cataphract:** +2 Attack and +2 Defense to all units in the Host
- **Paragon:** +3 Attack and +3 Defense to all units in the Host.

Skirmish

Skirmish & Battle Clarification

Skirmishes are largely waged in Hynafol to settle disputes, where battles are waged to win wars.

A skirmish, for Hynafol's purposes, is defined as 'an episode of irregular or unpremeditated fighting, especially between small or outlying parts of armies or fleets'. Skirmishes may use skirmish upgrades unless otherwise stated and may have weapon or armor restrictions in place. Skirmishes will largely be small-scale and their results and actions will affect a small group. Skirmishes may get upgraded to 'battle' status if the stakes are considered high enough.

A battle, for Hynafol's purposes, is defined as 'a sustained fight between large and organized armed forces'. Battles may not use any skirmish upgrades and will always allow all weapon and armor types.

Battles are typically waged to create large changes to Hynafol or the known world. The stakes for a battle are always high.

Skirmish Hiring Mercenaries

Mercenary Skirmish Policy:

There is no longer any cap, card requirement, or cost for fielding outside fighters in a skirmish. Houses and Kingdoms may bring in any number of outside fighters.

Mercenary cards are now used for unique tactical upgrades in skirmishes: For each Mercenary card you spend before a skirmish, you may field one additional fighter above any normal cap (if such a cap exists).

For each Mercenary card spent, there is a 5% chance that those mercenaries will attack one of your settlements as NPC bandits after the skirmish.

If your entire Host is made up of Mercenary units, your House/Kingdom is hidden from public battle reports for that action.

Mercenary cards may still be used in commerce, questing, or other GM-approved minor actions.

Skirmish Purchases

Skirmishers Skirmish Better

Effect: Everyone wearing no armor on any body part including shields, on both sides, can spawn anywhere they like on their half of the battlefield.

Cost: 6 Peasants, 10 Furs, 5 Livestock, 2 Crowns

Ancestral Homeland

Effect: You may have one person with any armor but no shield and only a dagger spawn in at each clock instead of at the spawn.

Cost: 10 Peasants, 5 Wood, 5 Crops, 5 Livestock, 3 Crowns

Half Fae Tricks

Effect: An extra clock is added to the field. It has no effect on the score. Only your side knows which it is.

Cost: 4 Peasants, 18 Rarities, 6 Piety, 6 Wood, 3 Stone, 3 Crowns

Set an Ambush

Effect: 3 individuals spawn in the center of the fight instead of at the respawn point. No limitations to armor or weapons.

Cost: 6 Peasants, 4 Rarities, 8 Wood, 12 Crops, 3 Crowns

Summon a Monster

Effect: Summon a Monster. A monster is defined as 10 HP, instant kill on touch, takes no damage from ranged weapons. This monster may respawn or be healed by pious means. The monster's costume and weapons must have successfully passed homologation.

Cost: 6 Peasants, 24 Livestock, 3 Crowns

Additional Forces

Effect: Posthumously balance the scales (only applicable to invasion based skirmishes)

Cost: 5 Livestock, 2 times 'attack' or 'defense' needed, can only bring to equal levels

Effect: For each Mercenary card spent before a skirmish, you may field one additional fighter above any cap (if a cap exists).

After Effect: For each Mercenary card spent, there is a 5% chance those mercenaries will attack your settlement as NPCs after the skirmish.

Cost: 1+ Mercenary Unit, 1 Tower

Skirmish Upgrades Clarification

Any skirmish upgrades purchased will apply to all rounds of that skirmish.

Individual Actions

Treasure Map

Costs: 2 Crowns

Real or fake, you'll never know until you send a scout to dig up whatever you think you've found.

An Extra Death

Costs: 2 Crowns, 1 Citizen Card

Hynafol seems to have set everyone on their toes. Their names are going in a book of death... Erase one of your deaths, allowing you to live just a little longer. This is dark magic and may only be performed once.

Memory

Costs: 1 Crown, 1 Citizen Card

Hynafol seems to have set everyone on their toes. Death removes memory, but not if you're willing to sacrifice someone else. Must be turned in when reporting death. This is dark magic.

Send a Letter

Send Arthur a Letter

Costs: Free if Knight of the Round Table last Grand Gathering.

Otherwise: 1 Fur, 3 Piety, 1 Bit.

Attach a letter to a wild stag and pray that it reaches King Arthur.

Send Mordred a Letter

Costs: 1 Fur, 1 Piety, 3 Bits

Attach a letter to a wild eagle with enough coin, and Mordred will find it.

Send Merlin a Letter

Costs: 1 rarity, 2 metal, 1 bit

Alive or dead, none could truly say for this enigmatic wizard. But, perhaps with enough luck and faith, your message could reach them should you leave it under something interesting or shiny in the mists.

Send the Lady of the Lake a Letter

Costs: 2 Rarities, 1 Piety, 2 Bits

Cast your letter upon still waters under the moonlight, sealed with silver wax or a reflection of your own face. If the Lady deems your intent pure, or powerful enough, it will sink beneath the surface and drift into her keeping.

Send Morgana la Fae a Letter

Costs: 1 Rarity, 1 Shadow Card or Secret, 3 Bits

Burn your letter in green flame or leave it at a crossroads between light and shadow. If your words carry defiance, passion, or madness, the smoke will twist into her realm.

Send an NPC a Letter

Costs: 1 bit, 3 resources of any kind

Sending a letter to a character not on the list above? As long as they are an Archive's created Character you may send them a letter with the above cost. Pick resources based off of what you believe that Character would like to receive.

Submitting a Letter

- All letters must be physically presented in full, sealed with wax and intent, to be accepted by the Archives.

- In addition, a digital copy must be sent to gm@hynafol.com for record and review.

- No IOUs, drafts, or verbal promises will be honored, only sealed letters delivered in character at the event in which they are to be sent.

- Letters unprepared by that time are considered unsent and must wait for the next event.

Calamities

Calamities represent magical, monstrous, or disastrous forces that appear across the Known World. These may be summoned by powerful arcane actions, or may manifest as chaotic forces of nature. Each one must be identified, and if possible, eliminated before its effects cripple the land.

Investigating a Calamity

When a Calamity appears on the map, its Level and Type are initially unknown. You must first explore it before taking action.

To Explore a Calamity:

- You must send a Scout unit.
- If the Calamity is something the Scout can destroy (e.g., a low-level or weak encounter), the Scout is discarded and the Calamity is removed.
- If it is too powerful, the Scout may escape:
 - 75% chance to return safely
 - 25% chance the Scout is consumed
- Once explored, the Type and Level of the Calamity are revealed to those that sent the scout by the Archives.

Monstrous Calamities

Monstrous Calamity:

- Requires a force of military units equal to or exceeding the Calamity's level.
- Send Military Units to meet or beat the level.
- All cards used are discarded.
- Calamity is then removed from the map.
- You may use any type of unit, including Scouted and Advanced Military Units.
- Can also be removed by specialized Domain and Mage actions

Monstrous Calamity Effects

- Monstrous Calamities target a specific basic resource type (e.g., Metal, Wood, Crops).
- While active, they reduce the productivity of all buildings that generate that resource.

Calamity Level	Radius	Impact
Level 1	1 hex	-1 resource from each building of that type
Level 2	2 hexes	Same effect
Level 3	3 hexes	Same effect
Level 4	4 hexes	Same effect
Level 5	5 hexes	Same effect
Level 6	6 hexes	Same effect

- Affected hexes must be counted outward from the Calamity's current location.
- Only buildings that produce the affected resource are penalized

Transport Calamities

For each leg of any journey, the risk of encountering a calamity increases with the distance traveled. Assign a "Risk Factor" equal to the number of stops you've made without going back home.

Roll a 1d10 and add the Risk Factor to determine the potential calamity:

- 1-5: Clear Skies - No calamity occurs.
- 6-8: Minor Trouble – Encounter lvl 1 Calamity, that causes minimal damage (1 HP).
- 9-10: Moderate Challenge – Encounter lvl 2 Calamity, that causes moderate damage (2 HP) and causing one random resource previously collected to be lost, preventing the collection of it.
- 11+: Severe Calamity – Encounter lvl 3 Calamity, causing substantial damage (3 HP) and causing one random resource previously collected to be lost, preventing the collection of it.

Increase the Risk Factor by +1 for each consecutive leg without a calamity. Reset the Risk Factor to its base value whenever a calamity occurs. You can avoid the damage if you have an amount of defense on your ship equal to or greater than the calamity level, however it will use up those Military Units.

Forging Renown

Pathways to Glory

Renown Points are earned through acts of great effort, devotion, and creativity. These points are earned for exceptional contributions to Hynafol. Only Houses, Kingdoms, and religious orders may earn Renown, and each method is judged on immersion, impact, and intention.

Renown is not easily won, but for those who seek greatness, these are the paths:

Skirmishes (Houses Only):

Victory on the battlefield brings glory.

- +1 RP for participating in an official skirmish.
- +1 RP if your House wins the skirmish.

Skirmishes represent minor conflicts with localized stakes and lasting political effects.

Skirmishes must be organized through the Counting House to be eligible.

House Camp Renown Points:

Your camp is your House's banner made real.

- Up to 3 RP may be awarded by a wandering Steward at a random time.

- Non-decorum items (e.g., real-world packaging, exposed gear bins, etc.) will result in a 0 RP score.
Keep your camp ready at all times!

Kingdom Court Renown Points:

Noble display and political presence on the field.

- Up to 3 RP may be awarded by a wandering Steward at an unannounced time.

- Just like House camps, courts must maintain high standards throughout the event to be rewarded.

Religious Site Renown Points:

Temples, shrines, and sacred spaces that inspire devotion.

- Up to 3 RP may be awarded by a wandering Steward at a random time.

- Sites must remain thematic and immersive; stray modern items or out-of-character use will forfeit all RP.

Facilitating Quests:

Adventuring Houses and storytellers are encouraged to craft their own quests for others to experience.

- 0 RP for single-day quests. These still yield coin rewards and are encouraged as valuable gameplay.

- +1 RP for each additional day of a multi-day quest, starting from the second day onward.

- +1 RP if the quest features an influential recurring NPC designed and played by the facilitating House.

- Up to 3 RP total may be awarded for exceptional impact, narrative depth, or integration into world events (subject to GM approval).

Quests must be built and run by players, outside game staff ran quests. Renown rewards are granted for immersive, meaningful, and well-executed experiences that engage others and enrich the world of Hynafol.

Quests must be submitted in advance to the GM team and registered with the Archives to ensure Steward scheduling.

Events:

Social gatherings are judged based on turnout, theming, and content quality.

- +1 RP for Attendance (crowd participation).

- +1 RP for Decorum (costuming, immersion, theme).

- +1 RP for Performance (engagement, narrative, or execution).

- Maximum: 3 RP

Events must be submitted and registered with the Archives before the Grand Gathering to schedule a Steward for judging.

Religious Rituals:

These are live, immersive roleplay experiences that deepen Hynafol's spiritual world.

- +1 RP for Attendance (visible devotion).

- +1 RP for Decorum (thematic, reverent design and conduct).

- +1 RP for Performance (meaningful, immersive ritual).

- Maximum: 3 RP

Rituals must be registered with the Archives in advance of the Grand Gathering so that a Steward can attend and grade.

Important Renown Logistics

- House Camps, Courts, and Religious Sites are judged randomly by wandering Stewards. They will not be scheduled, and sites must remain in decorum at all times.

- Quests, Events, and Religious Rituals must be submitted for GM approval and Steward scheduling before the Grand Gathering. Late or unregistered submissions cannot earn RP.

- All activities are still eligible for other rewards, regardless of RP status.

Final Note

Renown is meant to reflect world-shaping effort, not casual participation. It is rare, precious, and grants power beyond coin. The methods above may be updated or refined each year, but the pursuit remains the same: leave your mark on Hynafol.

Domain Actions

Renown is not merely reputation, it is power. Every battle won, ritual performed, and legacy forged echoes through the mists of Hynafol. Renown Points (RP) are earned through great deeds and may be spent by Houses, Kingdoms, or religious orders to enact Domain Actions that shift the fate of the Known World.

Each Domain reflects an area of influence. To perform a Domain Action, the following are required:

- The appropriate specialist units (e.g. Knight, Pontifex, Master Merchant).
- All listed resource costs.
- The required Renown Points, which are permanently spent.
- An in-character scroll or letter submitted to the Game Masters, explaining what your House is doing, how it's happening, and the flavor behind it. These actions are roleplay opportunities, not just mechanics. Some effects are immediate. Others may take time or involve additional consequences.

Military Domain Actions

Scouting Mission

A lone detachment moves under cover of night, spying on enemy forces, noting every banner, steed, and secret maneuver before slipping back unseen.

- **Cost:** 1 RP, 1 Rarity, 1 Knight
- **Effect:** Reveals the exact composition of an enemy Host before declaring a defense move.

Tactical Maneuver

Your forces prepare with discipline and foresight, digging trenches, raising barricades, or enacting clever formations to harden your lines before a clash.

- **Cost:** 2 RP, 2 Bits, 1 Knight
- **Effect:** +1 Defense to all units in a Host for one battle.

Siege Preparation

Your forces toil under moonlight, erecting siege towers, boring tunnels, or undermining the foundations of enemy walls in anticipation of battle.

- **Cost:** 3 RP, 3 Metal, 1 Knight
- **Effect:** Reduces defending Defense Power of a target hex by 3 for this attack.

Flanking Assault

Your forces chart unseen paths as your soldiers sweep in from unexpected angles, catching the enemy off-guard in a calculated and ruthless ambush.

- **Cost:** 3 RP, 3 Bits, 1 Knight
- **Effect:** +2 Attack to all units in a Host for one battle.

Edict of Iron Discipline

An edict enforcing strict military law, driving the troops to exceptional discipline and unyielding defense.

Cost: 5 RP, 10 Bits, 2 Knights

Effect: All defending Hosts of the House or Kingdom this event gains +2 Defense, and may not be affected by negative morale or panic effects (such as those from enemy Domain Actions).

Restriction: Kingdom Only

Religious Domain Actions

Only a High-Priest of a religion may enact these Domain actions using renown points rewarded to their religion.

Divine Blessing

With incense, prayer, ritual, or chant, a priesthood anoints warriors or blesses arms, imbuing the Host with divine favor before battle.

- **Cost:** 2 RP, 3 Piety, 1 Pontifex
- **Effect:** +1 Attack and +1 Defense to all units in a Host for one battle.

Excommunication

A ritual of banishment is held under sacred rites, severing a rival faith from the gods and barring their voice from divine communion

- **Cost:** 2 RP, 5 Piety, 1 Pontifex
- **Effect:** Blocks a rival religion from using Religious Domain Actions for one event.

Pilgrimage

Devout followers march across the land in reverence, sanctifying a hex in the name of their deity and ensuring protection from worldly disruption.

- **Cost:** 3 RP, 2 Crowns, 5 Fidelis, 1 Scout, 1 Pontifex
- **Effect:** Blesses a hex; resource production in that hex is protected for 1 event.

Inquisition

Through confession, dream-walk, or divine omen, heresies are uncovered, and plans of the wicked are brought into the light.

- **Cost:** 2 RP, 3 Piety, 1 Pontifex
- **Effect:** Reveals one Nefarious Domain Action that will be used next event.

Martyr's Blessing

The faith exalts sacrifice; the death of a follower inspires the masses.

Cost: 2 RP, 1 Citizen Card, 1 Pontifex

Effect: The next time your House or religion loses units in a Host, 50% of all units in the host will be returned.

Scholarly Domain Actions

Espionage

Disguised as wandering academics, informants infiltrate settlements and compile precise records of the buildings and forces within.

- **Cost:** 1 RP, 2 Bits, 1 Scholar
- **Effect:** Reveals all buildings or units in a target hex, their condition, owners, any attacking calamities, cannot be caught like a spy card.

Historical Insight

A recovered item or long-lost scroll yields knowledge that allows you to rapidly acquire resources or deploy advanced techniques.

- **Cost:** 2 RP, 1 Bit, 1 Scholar
- **Effect:** Instantly gain 10 resources of your choice.

Education

A training regimen is launched, turning commonfolk into experts, builders, sages, warriors, through study, discipline, and gold.

- **Cost:** 2 RP, 2 Peasants, 1 Crown, 1 Scholar
- **Effect:** Converts 2 Peasants into 1 Advanced Unit (non-military).

Research Breakthrough

Scholars huddle over dusty tomes and ancient relics, and after nights of sleepless study, a revelation alters the path of history.

- **Cost:** 6 RP, 3 Rarities, 1 Scholar
- **Effect:** Unlocks a new invention or advanced relic.

Grand Symposium

Your Kingdom convenes scholars from many lands, seeding new ideas and alliances.

- **Cost:** 6 RP, 2 Crowns, 2 Scholars, 2 Rarities
- **Effect:** For the next two events, all Domain Actions performed by your Kingdom cost 1 less resource, and you may gain +1 Renown for any major discovery or invention you share publicly. Inventions must have already been discovered.

Restriction: Kingdom Only

Economic Domain Actions

Market Surge

A booming season of trade floods the stalls with customers; goods fly off carts as coins clink and profits soar for a short but golden time.

- **Cost:** 1 RP, 2 Bit, 1 Master Merchant
- **Effect:** Doubles the output of one basic building type on a hex for the next event.

Trade Agreement

Two powers seal a contract with seal and wax, ensuring caravans are unhindered and overstocked through the next journey.

- **Cost:** 2 RP, 3 Rarities, 1 Master Merchant
- **Effect:** Doubles caravan output for one route this event. For resource gains, total cards received cannot exceed 2× the caravan's Storage. Coins ignore storage as normal.

Monopoly

Through cunning, gold, or force, your House seizes control of a particular good, saturating the market with your wares alone.

- **Cost:** 2 RP, 1 Crown, 1 Master Merchant
- **Effect:** Select a single resource for your caravan to gain and it gains a full storage of that resource regardless of route.

Investment

A chest of coin is lent to the Counting House with calculated risk, expected to return heavier than it left in the next moon.

- **Cost:** 3 RP, 10 Bits+, 1 Master Merchant
- **Effect:** Invests currency into the Counting House for 25% return next event.

Mercantile Expansion

Cost: 4 RP, 2 Crowns, 2 Master Merchants

Effect: For the next two events, each Shop and Emporium inside your Kingdom's borders rolls two additional 1d4 for its coin income at that event. In addition, each Shop gains +1 Bit at a Grand Gathering and +1 Piece at an Expedition, and each Emporium gains the same +1 Bit and +1 Piece at those events.

Restriction: Kingdom Only

Artistic Domain Actions

Raise the Banner *The standard climbs the wind and hearts climb with it.*

Cost: 2 RP, 1 Piece, 1 Auctor.

Effect: Pick one Host you field this event. Choose either +1 Attack to all units in the Host or immunity to the first -1 Defense effect that would apply to that Host this event.

Festival

Music, drink, and revelry fill the streets as denizens celebrate, quelling dissent and staving off unrest for another year.

- **Cost:** 1 RP, 4 Crops, 1 Auctor
- Starts at 1 RP for Homesteads, goes up +1 RP cost for each settlement size.
- **Effect:** Double's unit production one hex for one turn

Traveling Troupe

Torches and fiddles lead the way. Crews keep time, and trouble keeps its distance.

Cost: 2 RP, 1 Piece, 1 Auctor

Effect: For this event, all your caravans and ships take -1 calamity on their routes. This stacks with Lighthouse and Inn effects, to a minimum of -3 total.

Inspirational Ballad

A stirring ballad, performed by your House's artists, spreads through the land, strengthening resolve and unity.

- **Cost:** 1 RP, 1 Rarity, 1 Auctor
- **Effect:** The cost for all trades for resources at the Three Crowns Counting House are cut in half.

Royal Patronage Program

The royal seal kisses parchment and purse alike. Stages bloom in every square and the realm hums in one bright key.

- **Cost:** 3 RP, 1 Bit, 2 Auctors
- **Effect:** For the next event, the first Artistic Domain Action each House performs within your Kingdom's borders has its Auctor requirement waived and is Amplified. Amplified: if it targets a Host or a single hex, choose one additional Host or hex; if it targets a single House, choose one additional House; if it affects an event wide service like the Three Crowns, its duration becomes 2 events.
- **Restrictions:** once per season. Cannot be used in consecutive events. Kingdom Only.

Alchemical Domain Actions

Potion of Strength

Brewed in secrecy, this tonic fortifies the body and sharpens the senses, making one soldier strike with the force of three.

- **Cost:** 1 RP, 3 rare herbal ingredient cards, 1 Herberist
- **Effect:** +2 Attack to one unit for a single attack.

Transmutation

Through a ritual circle and rare reagents, common stone is alchemically altered into gleaming metal for weapons or coin.

- **Cost:** 1 RP, 5 Stone, 1 Herberist
- **Effect:** Converts 5 Stone into 5 Metal.

Aurum Mirabile

Through transmutation, your alchemists convert humble matter to noble gold, dazzling all with your House's wealth and skill.

Cost: 3 RP, 4 Metal, 2 Rarities, 1 Herberist

Effect: Convert up to 6 Metal or Stone into 3 Crowns (2:1 ratio). This action may only be used once per House per event.

Alchemical Bomb

A volatile compound is hurled, or hidden, exploding in dazzling fury to demolish structures or scatter defenders.

- **Cost:** 3 RP, 3 rare Gemstone ingredient cards, 1 Herberist
- **Effect:** Deals 3 attack damage to a Hex land Defense or Warpost.

Elixir of Life*

Distilled from the essence of myth and miracle, this draught restores a fallen warrior to full strength, as if death never came.

- **Cost:** 3 RP, 3 Rarities, 1 Herberist

- **Effect:** Fully restores one unit from a host after skirmish (revives 1 discarded army unit card).

Nefarious Domain Actions

Sabotage

A hidden agent slips into enemy land, damaging tools, salting soil, or poisoning wells to disrupt resource production.

- **Cost:** 2 RP, 2 Rarities, 1 Malefactor

- **Effect:** Removes output of one enemy building for one event.

Little Birds Exchange

Cost: 2 RP, 5 Copper, 1 Malefactor

Effect: Learn one of the following about a targeted House: their planned caravan route, their active Host size, or a Domain Action's target hex.

Theft

Under cover of night, wagons vanish and barns are emptied; your agents make off with a portion of the enemy's spoils.

- **Cost:** 1 RP, 2 Peasants, 1 Malefactor

- **Effect:** Steals 20% of a hex's output from another House.

Shadow Syndicate Monopoly

Cost: 4 RP, 2 Bits, 1 Malefactor

Effect: Choose a settled hex that contains a Port or Harbor to tax ship stops, or a Plaza or Haven to tax caravan stops. For the next 3 events, when any House's ship or caravan stops at that hex, they pay you **1 basic resource card or 1 Bit** per stop. **Max 8 total** collected by this action across its duration. While this effect lasts, any Sabotage, Raid, or Domain Action that targets this hex costs the rival House **+1 RP or +1 resource** in its cost (your choice) the first time they target it each event.

Vig of the Black Ledger

Your proxies change the ledgers before the ink dries. Every tally pays a quiet tithe.

Target: One settled hex

Cost: 6RP, 1 Crown, 1 Malefactor

Duration: Next 3 events

Effect: At end of each event while active, before owners collect production from the target hex, you skim 10 percent of its outputs, with clear rounding and caps:

Basic resources produced by buildings: take 10 percent of each type, rounding down per type.

Coin income from Shops and Emporiums: take 10 percent, rounded down.

Transit drip: the first caravan or ship that stops at that hex this event pays you 1 Bit.

Cap per event: Count each resource card and each Bit as 1 item. You may collect up to 6 total items from this action per event across all categories.

Restriction: Kingdom Only

Maritime Domain Actions

Blockade*

Cost: 2 RP, 3 Fish, 1 Ship Master

Effect: Choose one Port or Harbor on a coastal hex. For this event, trading ships cannot stop there. Ships may still use other ports. This counts as a raid target for limit purposes if you also perform any raid at that hex this event.

Notes: Does not affect caravans. A Naval Escort on a defending ship does not bypass a blockade's denial of the stop, it only protects from piracy.

Naval Escort

Cost: 1 RP, 2 Bits, 1 Ship Master

Effect: Name one ship and its planned route. For this event, that ship cannot be pirated. Any quartered units loaded as protection are not recoverable after the route, per ship rules. Escort does not negate calamities or commandeer/sink skirmishes.

Coastline Raid

Cost: 2 RP, 2 Pirates, 1 Ship Master

Effect: Target a coastal settlement. Steal up to 10 produced resources from that settlement. If production is less than 10, take the total produced. If more than 10, the 10 are chosen at random. This counts as your ship's one raid for the event, and a settlement can only be raided once per event.

Shipbuilding

Cost: 1 RP, 5 Wood, 3 Metal, 1 Ship Master

Effect: Construct a ship at 50 percent materials. Coin and peasant costs, if any, are not discounted. Limit once per House per event.

Grand Convoy Charter

A wall of hulls and disciplined signals. Privateers skulk. Admirals curse. Your trade arrives.

Cost: 5 RP, 3 Bits, 2 Ship Masters

Target: Up to 3 of your trading ships filed on the same route this event with at least two identical consecutive stops

Duration: One ship route

Effect:

Mutual Overwatch. All piracy attempts against any convoyed ship automatically fail.

1. **Screen Against Seizure.** Once this event across the whole convoy, if a convoyed ship would be commandeered or sunk by a naval skirmish, cancel that result. That ship immediately flees to its previous stop, ends its route, and jettisons 1 random resource from its hold.
2. **Income Kicker.** Each convoyed ship that completes its full route gains +1 temporary storage at its final stop only for random resource collection. Apply this at the moment of that final stop, then remove the temporary storage.
3. **Maritime Units Required.** You must quarter a total of 2 Military Units across the convoy as protection. Per ship rules, quartered units are not recoverable after the route.

Limits

4. Once per House per event.
5. Does not stack with Naval Escort or similar effects on any convoyed ship.
6. Does not bypass blockades, storage limits other than the single final-stop kicker, quartering rules, or calamities. Does not reduce any costs, quarters, or stops.

Exploration Domain Actions

Monster Hunt

Your House sets out to slay a known calamity, bearing steel, fire, and resolve; its head will hang from your gates by week's end.

Cost: 2 RP, X Military Units, 1 Ignifer

Effect: Destroys a Calamity of equal or lower Level than X = total Army Attack Power committed. All Military Units used are discarded when the Calamity is destroyed.

Treasure: Gain Calamity Level + 2 random basic resource cards. If the Calamity Level is 4 or higher, also gain 1 Rarity.

Spoils of War

Scouts scavenge a recent battlefield, reclaiming arms, coin, and supplies before rot and looters claim them.

Cost: 1 RP, 2 Scouts, 1 Ignifer

Effect: After a Host has resolved, loot that battlefield for 3 random basic resources per Host size tier (Small 3, Medium 6, Large 9, Epic 12), cap 10. The battlefield can only be looted once per event. You may not loot a battlefield if your House initiated that Host.

Resource Discovery

Explorers return with news of fertile ground, hidden caverns, or mystical wells. New resources await for the taking.

Cost: 3 RP, 1 Rarity, 1 Ignifer

Effect: Identify a buildable deposit site in one target hex. The deposit type is determined by the Game Master. Once this season, your House may build the first basic building that exploits this deposit at minus 1 basic resource cost on that hex. The following event a large deposit of the found resource will result. If the hex cannot host that deposit or is otherwise invalid at resolution, instead gain 6 random basic resource cards immediately.

Viator Maximus

Surveyors and laborers blaze a new road through wood or hill, forging a connection between two vital settlements.

Cost: 2 RP, 1 Scout, 1 Ignifer, plus 1 Wood and 1 Stone per road placed

Effect: Build up to 5 roads between two named settlements. Roads must follow legal contiguous land adjacency and cannot cross water.

Grand Atlas Project

Surveyors, lighthouse keepers, and roadwardens compile a definitive atlas of the realm.

Cost: 7 RP, 2 Crowns, 2 Rarities, 2 Ignifers, 2 Scouts

Duration: Next 3 events

Effect:

Wide reveal. At filing, list up to 5 border or frontier settlements in your Kingdom. At the end of each of the next 3 events, reveal the terrain and visible buildings of all land hexes within 2 hexes of each listed settlement.

Discovery stipend. Each event, gain 1 random basic resource per 3 newly revealed hexes this action uncovers that event, cap 6.

Restriction: Kingdom only.

Political Domain Actions

Royal Proclamation

Description: With a flourish of official seals, your House issues a royal proclamation elevating the chosen resource to top priority. Local officials and stewards scramble to comply, ensuring the granaries, mines, or forests overflow by the next gathering.

Effect: Select one resource produced in a settlement you control. That resource's production is doubled in that settlement for the next event.

Cost: 2 RP, 1 Burgess, 2 Crops

Bureaucratic Delay

Description: A well-timed investigation and endless paperwork mire your rivals in administrative limbo, stalling their ambitions while your agents "review" every request.

Effect: Target a rival House. Any new building construction in a chosen settlement of theirs requires one additional event (gathering) to complete. (Does not affect upgrades or buildings already under construction.)

Cost: 3 RP, 1 Burgess, 1 Crown

Concordat of Faith

Description: Your House forges a celebrated alliance with the local clergy, hosting ceremonies and providing generous patronage. In return, the faithful redouble their devotion, and holy sites flourish with renewed vigor.

Effect: Choose one settlement you control that contains a Shrine or Temple. For the next event, one building in that settlement that produces Piety generates double its normal Piety output.

Cost: 2 RP, 1 Burgess, 2 Piety, 1 Rarity

King's Justice
Description: You establish royal courts and trusted officials to hear disputes and oversee fairness. The people gain trust in your leadership, and disorder fades in the face of impartial rule.

Effect: For one event, choose a settlement you control. That settlement is immune to all Nefarious Domain Actions and unrest effects for the duration.

Cost: 2 RP, 1 Burgess, 1 Crown, 1 Piety

Civic Reform

Description: Your realm launches sweeping reforms, rooting out corruption and streamlining governance. For one cycle, the weight of bureaucracy is lifted, and coffers are spared.

Effect: Reduce the upkeep cost of all buildings in one settlement you control by 25% for the next event.

Restriction: Kingdom Only

Cost: 5 RP, 1 Burgess, 2 Bits

Titles of the Known World

The Known World recognizes numerous tiers of nobility, prestige, and renown. Titles serve both as mechanical status and as powerful tools of roleplay. There are three types of titles in the game:

Feudal Titles: Earned through land, buildings, and peer recognition. No cost, but requires social engagement.

Prestige Titles: Optional titles that represent accomplishments, wealth, or unique roles. These may require payment, resource investment, or significant actions.

Chivalric Titles: Granted by monarchs through formal ceremony. These include the ranks of Squire, Knight, and Knight of the Round Table, and require both social approval and ceremonial participation.

All recognized titles are tracked at the Archives and may be added to the Title Registry. Players who earn titles may display them in-character.

Feudal Titles

These titles are earned by land ownership, building progress, and gathering noble support.

To claim one of these titles, individuals must:

- Meet the listed land and building requirements.
- Acquire a Title Claim Form from the Archives.
- Collect physical signatures from required peers who already hold the appropriate titles.
- Submit the completed form to the Archives for validation.

Feudal Recognition Rules

Noble Titles are not simply earned through conquest or construction, they are upheld by public recognition, loyalty, and the bonds of vassalage. Every noble title above Lord/Lady requires affirmation from peers, and that recognition forms a chain of loyalty. Titles without a solid chain may be revoked.

The Chain of Loyalty

You may only lend your recognition to one noble peer above you.

You are considered part of their noble court and swear your loyalty through them.

Your loyalty flows upward.

If you are a Count who recognizes a Baroness, then you are inherently loyal to whoever she recognizes, be it a Duke, Prince, or Monarch.

You cannot split allegiance by recognizing a different Duke or Monarch unless you first formally withdraw recognition from your Baroness.

This is not to restrict power, but to define clear lines of political allegiance. You may have many nobles beneath you (as a Duke with several Counts, for example), but you may only serve one noble directly above you at a time.

Changing Recognition

Recognition may only be given, changed, or revoked at the official gatherings:

- Courtly Night
- The Grand Gathering

If a noble loses enough support and drops below their required peer count, their title is revoked at the conclusion of the event.

Political Power Cascades

High-ranking nobles (Dukes, Princes, Monarchs) may have an entire hierarchy beneath them, including Lords, Counts, Barons, and other Dukes.

If a high noble changes their allegiance, they may drag their entire court with them. This could:

- Cause massive shifts in land ownership
- Trigger civil unrest among their vassals
- Or even lead to open war if their exit is not handled diplomatically

While a Monarch may appoint as many nobles as they wish (if land and building requirements are met), those nobles and their vassals become part of that Kingdom's political body, until such time as they formally break ties.

Feudal Titles

Title	Requirements
Lord/Lady	Own 6 buildings within a single House or Kingdom's land.
Count/Countess	Own 1 settled hex. Gain recognition from a baron or greater peer, or 2 Lords/Ladies
Baron/Baroness	Own 3 settled hexes. Gain recognition from a Duke/Duchess or greater peer, or 2 Count/Countess
Duke/Duchess	Own 5 settled hexes. Own a Noble Keep. Gain recognition from a Prince/Princess or greater peer or 2 Baron/Baroness
Prince/Princess	Own 7 settled hexes. Own a Castle or Noble Keep. Gain recognition from a Monarch or 2 Duke/Duchess.
King/Queen/Monarch	Own 1 settled hex. Own a Palace or Castle. Gain recognition from 1 Prince/Princess or 2 Dukes/Duchess or 4 Barons/Baroness or 14 Counts/Countess.

Prestige Titles

Prestige Titles represent notoriety, public feats, personal renown, or legendary acts. These do not interfere with noble ranks and may be held alongside a feudal title. These are tracked in the Archives and may be announced publicly.

Each Prestige Title has a unique cost in resources and currency. These costs reflect the ceremonial, political, or infrastructural expenses needed to recognize the accomplishment and inscribe it into the Archive Records.

These resource costs ensure prestige is hard-won and well-earned. All costs must be paid at the time of registration with the Archives along with physical proof of completing the requirements. (For example: Receipts, Physical Deeds, Physical list for us to double check in records, ect)

Commerce & Civic Titles

Title	Requirement	Cost
Lord of Commerce	Own 10+ Shops and 2+ Emporiums	8 Crowns, 4 Rarities, 6 Livestock
Master of Coin	Hold 100+ Crowns in Carta Arcanum Bank	10 Crowns, 5 Rarities
Civic Patron	Fund another House's building with 50+ Resources	5 Crowns, 5 Stone, 5 Lumber
Keeper of the Bazaars	Own 3+ functioning Bazaars	6 Crowns, 3 Rarities, 6 Crops
Dean of Knowledge	Own 1+ University	8 Crowns, 3 Piety, 3 Rarities
Botanica Arcanum	Own 3+ Botanical Gardens	6 Crowns, 4 Rarities, 4 Crops
Architect of the Realm	Construct 10 Unique buildings across 3 or more settlements	10 Crowns, 6 Stone, 6 Lumber
Innkeeper Supreme	Own 3+ Inns	5 Crowns, 3 Livestock, 2 Rarities
Estate Lord	Own 6+ Farms and 3+ Estate	6 Crowns, 4 Livestock, 4 Crops
Industrial Magnate	Own 6+ Mines and 3+ Blacksmiths	6 Crowns, 4 Metal, 4 Stone
Keeper of the Faith	Own 6+ Shrines and 3+ Temples	6 Crowns, 4 Piety, 4 Rarities
Orchardmaster	Own 6+ Orchards and 3+ Lumber Mills	6 Crowns, 4 Crops, 4 Wood
Stonewright Supreme	Own 6+ Quarries and 3+ Masonry	6 Crowns, 4 stone, 4 Wood
Master of the Herd	Own 6+ Stables and 3+ Butchers	6 Crowns, 4 Livestock, 4 Crops
Tanner's Crown , 6 Crowns, 4 Furs, 4 Crops	Own 6+ Camps and 3+ Tanners	6 Crowns, 4 Furs,
Voice of the market	Own 6+ Markets and 3+ Theaters	6 Crowns, 4 Rarities, 4 Furs
Marshal of Shieldwalls	Own 6+ Walls and 3+ Garrison Buildings	6 Crowns, 4 Armor, 4 Metal

Military Titles

Title	Requirement	Cost
Master of War	Win 3 offensive skirmishes as the general of your side in 1 year	7 Crowns, 3 Metal, 3 Fyrd
Warden of the Realm	Control 3 settlements bordering enemy Houses	6 Crowns, 4 Livestock, 2 Stone
Siegebreaker	Defend against 3 skirmishes successfully as a general in 1 Grand Gathering	5 Crowns, 3 Rarities, 3 Piety
General of the March	Lead troops in 5 unique skirmishes	8 Crowns, 4 Stone, 4 Livestock

Religious & Arcane Titles

Title	Requirement	Cost
Sainted Flame	Spend 100+ Piety and do 3 religious wonders	10 Piety, 5 Rarities, 5 Crowns
Mystagogue	Ask 10 University Questions	7 Crowns, 3 Rarities, 2 Citizens
Voice of the Gods	Host a religious ritual with 50+ attendees	5 Crowns, 5 Piety, 3 Livestock

Trade & Travel Titles

Title	Requirement	Cost
Master Pirate	Successfully pirate 5 ships without Retaliation	8 Crowns, 3 Rarities, 3 Metal
Captain of Fortune	Complete 10 ships or caravan trade routes	5 Crowns, 4 Livestock, 4 Lumber
Fleet Marshal	Own and operate 6 ships simultaneously	7 Crowns, 3 Metal, 2 Stone

Cultural & Social Titles

Title	Requirement	Cost
Host of the Grand Ball	Host a 50+ person roleplay scheduled event (Not Expedition)	6 Crowns, 4 Livestock, 2 Rarities
Author of the Known World	Publish 3 entries in the Tome of Notable Deeds	3 Crowns, 3 Piety, 3 Rarities
Archivist	Submit 10 in-character documents to the Archives	5 Crowns, 3 Rarities, 1 Piety

Custom Prestige Title

This is the highest prestige-only vanity title in the Known World. Claimants are added to the High Titles Ledger and may request an entry in the Tome of Notable Deeds.

Title	Requirements	Cost
Custom Title "Title Thyself"	Must be approved by Archives May only be claimed once per in-game lifetime.	Cost: 10 Crowns, 10 Rarities, 3 Piety, and written justification

Chivalric Titles

The path of knighthood is one of honor, loyalty, and personal glory. It is a tradition upheld by monarchs, revered by the people, and recorded in the sacred texts of the Archives. The following titles represent the structured journey of a knightly life.

Knights

Title	Requirements	Cost
Knight of the Round Table	Earn a seat at the Grand Gathering's Round Table Ceremony. Only those seated at the Round Table for the final ritual at the end of the Grand Gathering event may claim this title.	
Knight	To become an official Knight within the Known World, an individual must be publicly knighted by the monarch of a recognized Kingdom. This ceremony must take place at a Grand Gathering or Courtly Nights event, in the presence of Archive Stewards who will record the title and collect any associated costs.	Becoming a Knight: 1 Knight card, 10 Crowns, 3 Rarities A Kingdom may have as many knights as they wish, unlike the round table, the only cap on knights is what a Kingdom can afford.

Edition Note:

Updates since 2.1.3:

- Noble Keep has been updated to its previous incarnation. This was an editing error.
- Palace, Castle and Cathedral peasant reduction for the hex has been correctly formatted to: 8, 6, 5 respectively.
- Victuals are now produced on farms for the same cost as elsewhere.