

Mechanical ACs

- Give sellswords or spies a benefit in plots over normal levies but make them cost more.
- Allow sellswords to switch sides if another PC outbids the buyer.
- Allow players to pay their AC as much as they want over a base cost
- Possible ACS
 - Spies
 - Sellswords
 - Tutors
 - Courtiers from outside your land like special handmaidens from KL or Essos

Building extensions to a castle

- Similar to the cost of Summer Hall or the Osgrey castle depending on the size
- These don't have to have a mechanical benefit but will still be appealing for people who have canonically smaller holds.
- Make it required to raise someone from a landed knight to a lord since they would technically have different holds.

Bridges/Roads

- Not needed, but it's been talked about a lot. Allow people to build bridges and roads where there aren't any to make travel more convenient. Personally I'm against this for the record.

Clothes

- Expensive fabrics that allow characters to show how rich they are.

Make manses tiered

- Make an option to buy better manses than those that are normally bought

Essosi Villas

- Should be more expensive than a current KL manse or even an estate, like 4000 gold

Create a price for a hex of land that will incentivize people to sell their land off to NACs or weaker characters

- Selling a hex would also transfer a small amount of levies

- Would also incentivize clearly defined borders which can lead to interregional border disputes

Books

- Books are a lot rarer than they are IRL because they need to be handwritten. A bookish character should have a price to buy rare books that aren't in their looted collection.

Carriages that go just as fast as mechanic troops

- This would be different than a wheelhouse which are canonically slow
- They should also limit the amount of guards that are able to attend the character using the carriage.

Price for an acre of land between PCs

- Each 900 'sq' mile hex would have about 575987 acres within it so that could be kept in mind if a price was created.
- Should also be less than the price of an estate that had the same amount of land since players are buying the material to build the estate as well. So, if an estate costs 3000 gold that covers 10 acres 10 acres should cost 2000 gold or something like that.

Weirwood seeds

- Allow people to buy 'exceptionally rare' weirwood seeds so they can have religious trees in some place.