Information Mechanics & Plots

Rumor Mechanics

	Plot Result	Notable Death	Internal Conflict	External Conflict
Same Location	1 Month	1 Month	Immediate	Immediate
Same Realm	2 Months	2 Months	2 Months	3 Months
Neighboring Realm	3 Months	3 Months	5 Months	4 Months
Two Roads Away	6 Months	6 Months	10 Months	8 Months
Distant Realm	9 Months	9 Months	15 Months	12 Months

Notes:
- For Plot Result after the plot is completely finished and the result known, the mod running it will give a one sentence blurb that summarizes what occurred.
- Notable Death: only know that the character is dead, not how or in what manner
- Conflicts: if Siege/Assault know Attacker and Defender; if Raid then only know Defender
- For Raids if the culprit is not known, then use External Conflict timeframe

- Neighboring Realm: besides realm that neighbor each other, also means cities on the same seaboard so Oldtown-Lannisport and White Harbor-Gulltown-King's Landing
- If there's ever an odd circumstance, the mods can make an exception be known in the thread and ensure it's presented publicly so that users will know about it

Intrigue Mechanics

Basic rules:
- Intrigue is designed for *information gathering* only. If you want a servant, guard, city watchmen, etc. to *do* something, it must be run as a plot.
- You **must** have a PC in the physical location that you wish to gain information from.
- The cost for intrigue is 150 gold per year. All gold is paid upfront.
- You are able to bribe one of the types mentioned below in a location and only able to bribe in one location at any time.
- You can bribe: servants, guards, city watch.

What information can be gotten by different people?
- **Servants:** who speaks with who, who meets with who, and who is sleeping with who
- **Guards:** who arrives at the keep, who is living at the keep, who leaves the keep, and if there's any special plans (a wedding or event upcoming, this would not involve plot information being given)
- **City watch:** who arrives at the city/town/village, who leaves the city/town/village, who owns a manse/property in the city/town village

How does it work?
- After you have a lore post in a location, you can send a modmail, write a lore post where this happens, or start an RP, etc. stating your desire to bribe one of the types of people above. This will be tracked for the time period agreed upon (or possibly shorter). If it's desired to go longer, the spy must be paid again.
- There is a standard loyalty roll for the odds of a guard taking the bribe and various outcomes.
- The loyalty roll is done, and then the results are either posted or modmailed depending on what makes sense.
- The information given will be general information in every instance
- Any information gained through this method needs to be either provided from the mods or requested by the user with the mods confirming

You can also always try to bribe other PCs and find out information from them IC

Plots & Poison

Plots

Plots will be run in the same freeform manner as ITP's plots. A minor change to this would be a major note on mods to chronicle all plots that have been run so they can be used more as a reference to keep similar plots more standardized. This has been done recently in ITP, but to have it kept from the start.

Poison

There will be some minor changes to poison and how it is classified/works, but the majority of that is on the mod end. For the most part, there will not be any significant changes to how poison works than how it has in ITP's current method.

Raven Mechanics

We don't plan for any significant Raven Mechanics to be instituted, mostly due to concerns over tracking any method and removing RP potential. We do plan to have a guideline for raven use be presented and linked to at the start of the game in order to create a culture of using ravens in more restrained ways.

One aspect that will change is during sieges and the holdfasts a typical holdfast can send ravens to. It would be the holdfasts in your same realm and the Citadel (Oldtown). Sending to marriage ties would need an improvement that's covered below in the improvement tree mechanics.

A plan we have, though the map has been placed as a higher priority so this was set back, is to have a bot created that can delay the delivery of pings to other realms. The concept currently would be that instead of 'automod ping North' it would instead be 'ravenbot North to Dorne' to provide a delay in the ping that would accompany such a distance to travel. This is still encouraged to be kept to beforehand as well.

However, letters should be no more than 1,000 characters. The reddit post submitter will list how many characters are in a post, or a block within that post by highlighting it. Posts may be subject to removal after repeated or egregious violations, and further transgressions will result in harsher punishment.

Smallfolk & Trade Mechanics

Smallfolk Mechanics

Basic Concept

Smallfolk Mechanics are planned to create an element of ensuring smallfolk can become despondent or resentful of their liege, particularly when military actions occur. There are improvements that can be implemented to aid in reducing Smallfolk Unrest that will be covered below, having Smallfolk Unrest will limit the amount of Income and Troops you have available the following year based on different degrees (Next year's Income and Troops). A big tenant of Smallfolk Unrest is when it last occurred and that determining how much it affects. An example of this would be if it is the Same Year that the land was Razed the percent would be 20%. If it has been a year since land was Razed then it would be 15% and so on.

Smallfolk Unrest Chart

	Razed Land	Raid/ Pillage Land	Assaulted (unsucc.) / Village	Besieged / Blockade	Assaulted (succ.)	Sacked
Same Year	20%	10%	10%	15%	20%	25%
After 1 Year	15%	10%	5%	10%	10%	20%
After 2 Years	10%	5%	-	5%	5%	15%
After 3 Years	5%	5%	-	5%	-	10%
After 4 Years	-	-	-	-	-	5%

Other Aspects

The above list is the majority of mechanical aspects that can occur to a keep or village, however because these games open up variable situations with unpredictable events. There is also an Other Aspects column which can directly add Smallfolk Unrest percents at the mod team's discretion.

Effects of Smallfolk Unrest

Next Year's Income	Next Year's Troops
1/2 x Smallfolk Unrest Percent	**3/4** x Smallfolk Unrest Percent

Those above will provide the percent Income/Troops not available next year for the claim, by taking the accumulated Smallfolk Unrest Percent and multiplying by those modifiers. There is another effect of Smallfolk Unrest too. That is within Trade Mechanics and will be covered there.

An example of the above formula for a claim with 100 gold and 1,000 troops having a Smallfolk Unrest of 24%:

Next Year's Income:
  100 gold x (1 - (½ x 24%)) → 100 gold x (1 - (12%)) → 100 gold x (88%) → 88 gold

Next Year's Troops:
  1,000 troops x (1 - (¾ x 24%)) → 1,000 x (1 - (18%)) → 1,000 x (82%) → 820 troops

Trade Mechanics

Overview

1) <u>Investing money</u>: you invest between 5% - 20% of your claim's base income that year (not base overall). Your Trade Income will in essence be investing that gold and hoping trade is strong enough to earn you an increase. Typically increases in income will not be overall very large, it is not a one for one replacement of business mechanics in ITP, but large increases are possible. Let's go into the factors that affect your investment increasing/decreasing..

2) <u>Trade Value</u>: to start off, locations that have trade value are Cities, Towns, and Ports. This does limit the Trade Mechanic initially, although it is based on trying to follow to canon trade centers which are allotted as one of those three. Trade Value gives weight to your Trade Partner and aids another realm's potential profits by trading with that realm. This enables Trade Value to carry weight in making trade deals. A City's trade value is 30; a Town's trade value is 20; a Port's trade value is 10. The improvement tree mechanic below will go into another aspect that allows for having Trade Value and joining the Trade Mechanics: researching and building a Marketplace, which has a Trade Value of 15.

3) <u>Trade Partners</u>: another aspect needed is to have at least one trade partner, you are able to have up to three total if you like. A Trade Partner provides two aspects to your realm's pool a) Trade Value as mentioned above; b) Realm Modifier for the realm the Trade Partner is from. The Realm Mod is a 10d10 roll done each year for each realm that will influence how trade and conditions are in that realm. Majority of that is luck, yet during different seasons there are different realms with maluses or bonuses (i.e. North in winter = malus; Dorne in winter = bonus). This will be covered just below. Another part that can effect the Realm Modifier is if Smallfolk Unrest is high in a realm, as in a war torn realm would not be a great trade partner.

The Trade Mechanic works by pooling everything then splitting it based on the amount you contributed into as your investment. You'll see mention of Trade Value and Trade Partners benefiting the realm because of the way that is setup to function instead of benefiting one keep, which had issues of becoming imbalanced and benefiting larger claims.

Some Rules

- A contract with your Trade Partner can last between 1 to 5 years. The 5 year cap is mostly to ensure if someone unclaims or goes inactive the trade deal doesn't continue endlessly.
- Trade Partners need to be from another realm than your own.
- A deal with a Trade Partner has to be arranged IC and then modmail or ping the mods with the thread to add it into the sheet.

Charts

Trade Value

City	30
Town	20
Port	10
Village	5
Marketplace	15+

Seasons for Realm Mod

	Spring	Summer	Autumn	Winter
North	-	+5	-	-5
Riverlands	-5	-	+5	-
Vale	-	+5	-	-5
Iron Islands	+5	-	-5	-
Crownlands	+5	-	-5	-
Westerlands	-	-5	-	+5
Reach	-5	-	+5	-
Stormlands	+5	-	-5	-
Dorne	-	-5	-	+5

The above will be used as a modifier to each realm's Realm Mod roll 10d10 during the seasons that it has a modifier

Smallfolk Unrest for Realm Mod

- From the Smallfolk Unrest mentioned above, a realm's average Smallfolk Unrest will be found with this formula used to calculate how much it would negatively affect Next Year's Realm Mod:

Smallfolk Malus to Realm Mod = - (Average Smallfolk Unrest Percent x 100) / 2

Tree of Improvement

Basic Layout

Every holdfast will be able to research improvements to better their keep, villages, or lands in some way. This will allow for one Branch to be researched in three Trees. The Trees are: Holdfast Tree, Smallfolk Tree, and Military Tree*. There is Land and Naval Military Trees, but only one can be selected. Each keep starts off at Tier 1, as you go further along whichever Branch there will be Tier 2 and Tier 3 items as well. In order to get the next research item, you need to first research the Tier 1 item (if there is one) then improve the Tier of your keep to the next Tier. At that point you would be able research a Tier 2 item.

> Example: I am researching Land Military Tree in the Patrol Branch. I have researched the (Tier 1) Signal Fires and am now planning to research the (Tier 2) Watchtower. First though, I will need to research expanding my keep to Tier 2 itself. This only has to be done once among all the Trees to unlock the Tier 2 items and again for the Tier 3 items.

Improvement Tiers
- **Tier 1**: base, starting spot
    - **Time to Research any in this Tier**:
        - 2 years of research
    - **Cost + Upkeep**:
        - (cost + upkeep): 3,000 gold* + (1 gold + rounded(1% x Base Income))
    - **Cost + Cost Each Time**:
        - (cost + cost each time): 3,000 gold* + 250 gold*
    - **Research to Tier 2*:** Two years to research Tier 2; Cost of 5,000 gold
- **Tier 2**:
    - **Time to Research any in this Tier**:
        - 3 years of research
    - **Cost Only**:
        - (just cost): 7,000 gold*
    - **Cost + Upkeep**:
        - (cost + upkeep): 5,000 gold* + (5 gold + rounded(5% x Base Income))*
    - **Cost + Cost Each Time**:
        - (cost + cost each time): 5,000 gold* + 500 gold*
    - **Research to Tier 3*:** Three years to research Tier 3; Cost of 7,000 gold
- **Tier 3**:
    - **Time to Research any in this Tier**:
        - 4 years of research

- - **Cost Only**:
    - (just cost): 10,500 gold*
  - **Cost + Upkeep**:
    - (cost + upkeep): 8,000 gold* + (10 gold + rounded(10% x Base Income))*
  - **Cost + Cost Each Time**:
    - (cost + cost each time): 8,000 gold* + 750 gold*

* = only needs to be researched once for entire claim

Time Stats:
- At 2 weeks IRL = 1 year IC
  - Time to research one item from Tier 1 to Tier 3: 14 years IC or 7 months IRL
  - To complete your tree (three times the above with most): 32 years IC or 16 months IRL
- If you use only the branches with Tier 2 and Tier 3 Options (to hasten completion)
  - Time to research one item to Tier 3: 12 years IC or 6 months IRL
  - To complete your tree (three times the above): 26 years IC or 13 months IRL

Cost Stats:
- Cost Only, for each tier: 40,000 gold
- Cost + Upkeep (ignoring upkeep): 31,500 gold
- Cost for Full Tree: 120,000 gold (cost only); 94,500 gold (cost + upkeep)

- Holdfast Tree
  - **Trade Branch**
    - **Tier 1:** Marketplace (cost + upkeep)
      - Adds 15 Trade Value
      - Able to access Trade Mech
      - Able to buy common lore items here
    - **Tier 2:** Merchant Guild (just cost)
      - Adds 15% Trade Income
      - Able to buy rare lore items here
    - **Tier 3:** Essosi Tradehouse (just cost)
      - Adds 25 Trade Value (including Marketplace)
      - Adds 30% Trade Income (including Merchant Guild)
      - Able to buy exotic lore items here
  - **Infrastructure Branch**
    - **Tier 1:** Super Granary (cost + upkeep)
      - Allows for stored food in sieges adding 2 months to a siege
      - Lore allows for stored food through winter
    - **Tier 2:** Rookery Expansion (cost + upkeep)
      - If raven bot: quicker speed in traveling to further distance
      - During siege able to send ravens to holdfasts with marriage ties to your House
    - **Tier 3:** Greenhouse (cost + cost each time)
      - Allows for increased food storage/production, during sieges adding on 6 months total (Granary increase included)
      - Winter Income Mechanics do not affect those with greenhouses
  - **Pillage Defense Branch**
    - **Tier 1:** False Floors (cost + upkeep)
      - Roll a 1d4 to negate the 1d10 rolled, only one 1d4
    - **Tier 2:** Hidden Caves (cost + cost each time)
      - Roll a 1d6 to negate the 1d10, up to 2d6s (if 2d10 rolled)
    - **Tier 3:** Vault Storage (cost + upkeep)
      - Roll a 1d8 to negate the 1d10, up to 3d8 (if 3d10 rolled, 2d8 if 2d10 rolled)
  - **Illicit Branch**
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    - **Tier 2:** Gambling Den (just cost)
      - Increase income by 10%*
      - Adds Smallfolk Unrest of 10%*
    - **Tier 3:** Crime Ring (just cost)
      - Give Smallfolk Unrest to others up to 40%*
      - Adds Smallfolk Unrest of 30% (including Gambling Den)*

- Smallfolk Tree
  - **Unrest Branch**
    - **Tier 1:** Irrigation System (cost + upkeep)
      - Smallfolk Unrest reduced by -10% each year
    - **Tier 2:** Construct a Sept/Godswood/Drowned Seahall (cost + upkeep)
      - Smallfolk Unrest reduced by -15% each year (total)
      - Give Smallfolk Unrest to others up to 10%
    - **Tier 3:** Construct an Aqueduct (cost + upkeep)
      - Smallfolk Unrest reduced by -30% each year (total)
      - Increases income by 5%
  - **Innovative Tradition Branch**
    - **Tier 1:** Siege Tower (cost + cost each time)
      - Increases Battering Ram effectiveness and built at the same time
      - Reduces a keep's DV rating by 1 total
    - **Tier 2:** Trebuchet (cost + cost each time)
      - Increases Catapult's effectiveness and built a month after the Catapult (6th month of siege)
      - -5% of garrison as casualties
    - **Tier 3:** Siege Mobilization (cost + upkeep)
      - Able to mobilize quicker during a siege, shortens time for each action by 2 months
      - Arrive at Siege with 'Readying the Siege' action complete
      - 6th month (of the shortened timeline), a second Siege Tower is constructed, 7th month (of shortened) a second Trebuchet is
  - **Raid Branch**
    - **Tier 1:** Caltrop Defense (cost + upkeep)
      - Raid damage reduced by 10% each year
      - Smallfolk Unrest set at -5%
    - **Tier 2:** Anti-Cavalry Barriers (cost + upkeep)
      - Raiders forced to use ACV, defenders use CV
      - Smallfolk Unrest set at -10% (this includes Caltrop)
    - **Tier 3:** Wolf Hole (cost + upkeep)
      - Raid damage reduced by 25% each year (includes Caltrop)
      - Smallfolk Unrest set at -15%
  - **Specialized Branch**
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    - **Tier 2:** Population Watch (cost + upkeep)
      - Smallfolk fight at CV of 70% LI, 30% RI*
    - **Tier 3:** Population Guard (cost + upkeep)
      - Smallfolk fight at CV of 60% LI, 40% RI*

- Land Military Tree
  - **Offensive Doctrine Branch**
    - **Tier 1:** War Chamber (cost + upkeep)
      - Reduces 10% of death roll needed for a Commander Bonus
    - **Tier 2:** Barracks (cost + upkeep)
      - Adds 100 troops to the claim
    - **Tier 3:** Strategy Room (cost + upkeep)
      - In battle can provide two tactics instead of one, with the better being used against the opponent
  - **Defensive Doctrine Branch**
    - **Tier 1:** Encampments (cost + cost each time)
      - Pikes around a sitting army that make an open battle into ACV instead of CV
    - **Tier 2:** Palisades (cost + upkeep)
      - Temporary DV boost to holdfasts
    - **Tier 3:** War Academy (cost + upkeep)
      - Reduces cost of troops by 10%
      - Features as a location to train PCs in war and war strategy
  - **Patrol Branch**
    - **Tier 1:** Signal Fires (cost + upkeep)
      - Provide a +5 to Detection Rolls
    - **Tier 2:** Watchtower (cost + upkeep)
      - Able to be built in 1 in 3 villages, move the Detection Roll a column to the right
    - **Tier 3:** Beacons (cost + upkeep)
      - Provide a +10 to Detection Rolls
  - **Gold Investment Branch**
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    - **Tier 2:** Gold Investment (just cost)
      - Give up 500 troops and receive 50 gold
    - **Tier 3:** Gold Focus (just cost)
      - Give up 1,000 troops and receive 100 gold

- Naval Military Tree
    - **Naval Tradition Branch**
        - **Tier 1:** Naval Standards (cost + upkeep)
            - Reduces 10% of death roll needed for a Commander Bonus
        - **Tier 2:** Naval Schooling (cost + upkeep)
            - Adds 100 sailors to the claim
        - **Tier 3:** Naval Academy (cost + upkeep)
            - Reduces cost of sailors (in port and out of port) by 10%
            - Features as a location to train PCs in naval strategy
    - **Maritime Prowess Branch**
        - **Tier 1:** Defender of the Harbor
            - Adds 5% to Boarding Battles in your Shipyard
        - **Tier 2:** Protector of Ships
            - Adds 5% to Ramming Battles in your Shipyard
        - **Tier 3:** Champion of the Sea
            - Adds 10% (total with Tier 1 and Tier 2 included into it) in Ramming or Boarding Battles in your Shipyard
    - **Patrol Branch**
        - **Tier 1:** Signal Fires (cost + upkeep)
            - Provide a +5 to Detection Rolls
        - **Tier 2:** Watchtower (cost + upkeep)
            - Able to be built in 1 in 3 villages, move the Detection Roll a column to the right
        - **Tier 3:** Beacons (cost + upkeep)
            - Provide a +10 to Detection Rolls (includes Signal Fire)
    - **Gold Investment Branch**
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        - **Tier 2:** Gold Investment (just cost)
            - Give up 10 ship spots from shipyard and receive 50 gold
        - **Tier 3:** Gold Focus (just cost)
            - Give up 30 ship spots from shipyard and receive 100 gold