

Houses of the Blooded

SEASON PHASES

Follow these steps every Season.

1. Planning (pg 236)

- Order Resources:* Decide what Resources you want your Regions to produce this Season.
- Order Goods:* Determine what Goods you would like Villages and Cities to create.
- Other Actions:* Take an action listed under Step 3

2. Trouble (pg 237)

☞ *Pre-existing Trouble:* If any of your Regions start this Phase with Trouble, add +1 to the value on the Trouble table when rolling this Season.

☞ *Rolling for Trouble:* For each Civilized Region in your Provinces, roll the number of dice shown on the Trouble table. If any dice show a 1, there is Trouble in that Region.

☞ *Trouble:* Any Region in which there is Trouble does not produce Resources or Goods until the Trouble is quelled. No action but Quell Trouble can be taken in a Troubled Region.

Region	Trouble
Castle	1
City	3
Farm	1
Forest	2
Hills	1
Mountain	2
Plains	2
Shoreline	1
Swamp	2
Village	2

3. Actions

Every Season you may take a number of Season Actions equal to half your Cunning (rounded up) + 1.

- ☞ *Build a Holding (pg 242):* A Holding requires one Stone, one Lumber, and two Seasons to complete.
- ☞ *Compose an Opera (pg 249)*
- ☞ *Conquer a Region (pg 245)*
 - Take an Espionage action to look at the Region.
 - Send your Personal Guard to occupy the Region.
 - When the Region's Loyalty is reduced to 0, you take control of the Region.
- ☞ *Craft Goods (pg 246)*
 - Gather appropriate Resources.
 - Make a Beauty risk. Success creates a rank 1 Good. Wagers determine the Potential of the Goods.
 - You may spend additional Season Actions to increase the rank of the Good up to its Potential.
- ☞ *Create Art (pg 247)*
 - Determine the type of Art being created.
 - Gather appropriate Resources.
 - Make a Beauty risk. Success creates a rank 1 Good. Your wagers determine the Potential of the Goods.

4. You may spend additional Season

Actions to increase the rank of the Good up to its Potential.

☞ *Espionage (pg 267)*

a. *Assassinate Vassal:* Requires a Spymaster and Spy Network.

- Determine the Vassal's location.
- Attempt assassination.
- Spymaster makes a Cunning risk to determine if Vassal dies.
- Spymaster attempts to escape.

b. *Bribe Vassal:* Costs a number of Luxuries equal to double the Vassal's rank.

☞ Success reduces a Vassal's Loyalty by 1.

☞ Each additional Luxury spent reduces the Vassal's Loyalty by 1 or provides a bonus die in the risk.

☞ If Loyalty is reduced to 0, Vassal becomes a Traitor.

c. *Cause Trouble:* Disrupts a Region's production.

d. *Increase Security:* Increase a Province's Security by your Spy Network's rank.

☞ Spymaster can also increase Security equal to his Cunning.

e. *Interrogation:* Automatically know which Vassals you name are Traitors.

☞ You can name a number of Vassals equal to a Spy Network's rank or a Master Spy's Cunning.

f. *Sabotage Holding:* If successful, completely destroys a Holding.

☞ You must know a Holding exists to sabotage it.

g. *Spy on a Region:* You may learn a number of things about a Region equal to your Spy Network's rank (plus your Master Spy's Cunning, if she also participates).

Region	Possible Holdings
Castle	Art Gallery Garden Garrison Gymnasium Opera House School of Etiquette Shrine Sword Academy Temple Theater University
City	Garrison Marketplace Opera House Port School of Etiquette Shrine Stadium Sword Academy Temple Theater University Warehouse
Farm	Dam Road Shrine Silo
Forest	Dam Game Reserve Road Shrine
Hills	Dam Mine Road Shrine
Mountain	Mine Road Shrine
Plains	Dam Road Shrine Winery
Shoreline	Dam Port Road Shrine
Swamp	Dam Road Shrine
Village	Garrison School of Etiquette Shrine Sword Academy Temple Theater University

- ☞ Holdings in the Region (complete or under construction).
 - ☞ Loyalty of the Region.
 - ☞ Resources it is producing this Season.
 - ☞ Security of the Region.
 - ☞ Whether that Region contains a Secret Army.
- h. *Spy on a People*: You may learn one thing about a PC, Vassal, or NPC from another Domain.
- ☞ What Season actions the character performed this Season.
 - ☞ One of the target's invokes, tags, or compels.
 - ☞ The rank of one of the target's Virtues.
- i. *Tyrant*: Can only be performed by a Master Spy.
- ☞ You force a number of Regions equal to one plus your Master Spy's Cunning to produce an extra Resource.
 - ☞ Regions suffering Tyranny have their Loyalty reduced to 1.

- ☞ *Explore a Region (pg 252)*
- a. *Conquering Your Own Domain*: Before you can explore outside your own Domain, you must have explored all Regions within your Province.
- ☞ Exploring a Region converts it from *wild* to *civilized*.
 - ☞ During the Harvest Phase, determine this Region's basic type (not castle or village).
- b. *Expanding Your Domain*: Once you have explored all ten Regions in your Province, you can begin to expand toward a second.
- ☞ Regions outside your Domain can be fortified and improved but you only gain a second province once you've explored ten additional Regions.
 - ☞ Every Province must have a Castle.
- c. *Exploring Ruins*: Only a PC may explore Ruins, though she may bring NPCs.

- ☞ *Hire a Vassal (pg 253)*: You may acquire a new rank 1 Vassal.

- ☞ *Make a New Contact (pg 254)*: You may turn a character you met during one of your Stories into a Contact. Vassals cannot be Contacts.
- ✦ *Advantage*: You gain one free Season Action in a Contact's Domain and may use it as if the Domain was your own. You may only use this once per Contact per Season.
 - ✦ *Advantage*: Protecting a Contact give you two bonus dice for risks. This costs a Style Point.
 - ✦ *Advantage*: You may spend Style Points to refresh a Contact's Aspects.

- ☞ *Personal Training (pg 254)*: You may add elements to your character sheet.
- a. *Learn an Advanced Maneuver*.

- b. *Teach another ven a Maneuver*.
- c. *Add an Aspect*. You may have no more Aspects than your character's current Phase (Spring[2], Summer[3], Autumn[4], Winter[5]) plus half your Wisdom rounded up.

- ☞ *Quell Trouble (pg 254)*: You may get rid of all Trouble in one Region.
- ☞ *Region Development (pg 255)*: Increase the Rank of a Civilized Region. This requires a number of Seasons (and Season Actions) equal to the rank the Region will become.
- ☞ *Research Sorcery (pg 255)*: Spend one Herb (along with this Season Action) to learn a Ritual.
- ☞ *Transport Resources & Goods (pg 255)*: Move Resources/Goods between or within a Province.
- a. *Move a Resource/Good from your Domain to another Domain*.
- b. *Move a Resource/Good from one of your Provinces to another of your Provinces*.
- c. *As a free action, you may move a Resource/Good to a Contact. One Resource/Good per Contact per Season*.
- ☞ *Train Vassal (pg 255)*: Increase the Rank of a Vassal. This requires a number of Seasons (and Season Actions) equal to the rank the Region will become.
- 3a. Vassals
- ☞ *Vassal Actions*: Each Season a Vassal can take a number of Season Actions equal to his rank.
 - ☞ *Wedding Bonus*: Your character's spouse may take any actions that you can take during a Season.

4. Harvest (pg 240)

This is where all of your planning for the Season pays off.

- 4a. *Collect Resources*: Add the Resources that you ordered at the beginning of the Season to your Castle stores. **Remember**: Regions that have Trouble do not produce Resources.

- 4b. *Improvement*: All improvements happen now (Personal Training, Region Development, Vassal Training, etc).

- 4c. *Espionage*: Resolve all Espionage actions.





Region	Notes
Castle	Urban. No Production. Building a Castle costs three Lumber, three Stone and one Season Action.
City	Urban. Larger version of a Village. Produces Goods.
Farm	Rural. Produces either Food or Industry.
Forest	Rural. Produces either Food or Lumber.
Hills	Rural. Produces either Metals or Lumber.
Mountain	Rural. Produces either Metals or Stone.
Plains	Rural. Produces either Wine or Spices (two kinds of Luxury).
Ruins	Provides special bonus.
Shoreline	Rural. Produces Trade.
Swamp	Rural. Produces either Herbs or Poisons.
Village	Urban. Produces Goods.

Resource	Used For
Food	Feed Vassals
Herbs	Sorcery
Industry	Make Goods
Lumber	Build Castle, Holdings & Improvements
Luxuries	Increase Loyalty
Metals	Create Weapons & some Goods
Poison	Antidotes & Murder
Stone	Build Castle, Holdings & Improvements
Trade	Exchange one Resource for another.

Holding	Benefit
Art Gallery	+1 rank to Art you create.
Dam	Region produces +1 Food.
Game Reserve	Region produces +1 Food. Can hold Hunts.
Garden	+2 dice to a Beauty risk.
Garrison	+1 Security. Roll one less die for Trouble in this Region.
Gymnasium	+2 dice to a Strength risk.
Marketplace	Allows Trade.
Mine	Region can produce +1 Metal or Stone
Opera House	You may sponsor Operas.
Port	One free Season Action to trade with another Noble.
Road	Roll one less die for Trouble in this Region.
School of Etiquette	+2 dice to a Cunning risk.
Shrine	When calling on the Suaven of this Shrine, you do not have to spend Style.
Silo	Store up to 3 Resources.
Stadium	+1 Loyalty
Swordsman Academy	+2 dice to a Prowess risk.
Temple	+1 Devotion. +2 Loyalty
Theater	Sponsor Plays
University	+2 dice to a Wisdom risk.
Warehouse	Store up to 5 Resources.
Winery	+2 dice to a Courage risk.

Vassal	Benefit
Apothecary	Creates medicines and treats poisons
Caravan	Move resources between Regions
Artisan	Creates Art
Court Scholar	Deals with sorcery and supernatural threats
Herald	Delivers information to your people and neighbors
Maid/Valet	Assists with mundane tasks
Personal Guard	Increase security and prevent assassination
Roadmen	Wander the countryside quelling trouble.
Spy Network	Increase security and investigate other domains
Staff	Servants that make your Castle run smoothly
Spouse	Automatic if married. Can't be purchased.

Master Vassals	Benefit
General	Leads Secret Armies
Master of the Road	Explore Regions. Quell Trouble
Master Spy	Espionage.
Mayor	Store 2 Resources per rank. Quell Trouble.
Secret Army	Shennanigans.
Seneschal	Improve Regions. Train Vassals. Quell Trouble.
Sheriff	Quell Trouble.
Swordsman	Assist Personal Guard. Fight Duels. Increase Security. Teach Maneuvers.