

MANORIAL IMPROVEMENTS

Common Structures	Cost	Maint	Income	Check	Glory
Bakery*	£10	----	----	RH3	N
Hamlet	£30	----	----	RH3	N
House, common	£1½	----	----	RH1	N
House, hovel	£¼	----	----	----	N
Mill	£15	----	----	RH2	N
Village	£150	----	----	RH15	N
Developments					
Bridge, wood	£2	----	----	RH1	N
Bridge, stone	£10	----	----	RH3	N
Carpenter	£10	----	----	RH3	N
Cooper	£15	----	----	RH2	N
Road, normal (per mile)	£1+	----	----	RH1	N
Road, paved (per mile)	£5	----	----	RH1	C1
Smithy*	£15	----	----	RH3	N
Well	£5	----	----	RH1	N
Manorial Buildings					
Simple hall, wood	£15	----	----	----	N
Simple hall, stone	£26	----	----	DV1	N
Large hall, wood	£30	----	----	----	1
Large hall, stone	£40	----	----	DV1	1
Great hall	£60	----	----	DV2	2
Stately hall	£300	£35	----	Proud ¹	var
Stables*	£5	----	----	----	N
Manorial Developments					
- Carved doors	£½	----	----	----	1
- Lead roof	£8	----	----	+1DV	1
- Mosaic floor or wall	£2	----	----	----	1
- Painted scenes on walls	£½-3	----	----	----	1
- Secret escape tunnel (1/8 m)	£3	----	----	----	N
- Sentimental artwork	£5+	----	----	Amour ²	1
- Tile roof	£2	----	----	----	1
(Romance Period and after)					
- Bath	£3	----	----	----	1
- Fireplace and chimney	£2	----	----	----	1
- Glass windows	£1-2	----	----	----	1
- Glass windows, stained	£3-6	----	----	----	1
- Great hearth	£3	----	----	----	1
- Tile floor	£1-3	----	----	----	1
- Wainscoting	£½-2	----	----	----	1
- Water clock	£7	----	----	----	1
Enhancements					
Almshouse	£10	£2+	----	Generous ¹	1+
Bower	£1	----	----	Flirting ²	1
Chapel	£8	----	----	Love (God) ²	1
Fountain	£50	£5	----	var ¹	5
Grave	£1+	----	----	----	C1
Guest house	£8	£1	----	Hospitality ²	1
Hermitage	£5	£½	----	Pious ²	2
Hospital*	£20	£4	----	Merciful ²	4
Hunting lodge	£5	£1	----	Hunting ²	1
Jousting list	£1	----	----	Lance ¹	C1
Kennel, large*	£2*	£1	----	----	1
Leper house	£20	£2+	----	Merciful ²	var
Mews, large*	£10	£1	----	Falconry ¹	1
Ornamental garden	£1-11	£1-5	----	Romance ²	var
Ornamental maze	£6	£1	----	Lustful ²	1
Ornamental pond	£1	£3	----	Romance ²	1
Patron to jongleur troupe	£5	£1-3	----	Intrigue ¹	2
Patron to scholar	£1+	£1	----	var ¹	1
Patron to writer	£1	£3	£1	Read ¹	2
Obelisk	£4	----	----	Worldly ¹	C1
Religious monument	£4	----	----	var ¹	C1
Statue	£4+	----	----	Proud ¹	C1
Standing stone	£2	----	----	Worldly ¹	C1
Stone circle	£2+	----	----	Worldly ¹	C1
Trilithon	£10	----	----	Worldly ¹	C1
Tomb	£3+	----	----	----	C1
Torture chamber*	£20	£1	----	var	1
Wild animal enclosure	£1-10	var	----	Hunting ²	var

Fortifications	Cost	Maint	Income	Check	Glory
Ditch and rampart	£5	£½	----	+2DV	1
Moat	£2	£½	----	+2DV	1
Palisade	£15	£1	----	+2DV	2
Tower, wooden	£25	£1	----	+2DV	2
Tower, stone	£50	£1	----	+5DV	5
Investments					
Acquiring peasants	£10+	----	----	----	N
Apiary	£2	£1	£1-2	<i>Energetic</i> ²	N
Coneygarth	£6	£1	£2-4	<i>var</i> ²	N
Dairy	£15	£3	£1-6	----	N
Dovecote	£5	£1	£1-2	<i>Love (Fmly)</i> ²	N
Ferry, small	£5	£1	£0-2	----	N
Fish pond	£5	£1	£1-2	----	N
Gambling house	£20	£5	£0-7	<i>var</i>	2
Gambling house (crooked)	£20	£5	£2-12	<i>var</i>	2
Horse herd	£80	£5-15	£4-24	<i>Horse</i> ²	2
Horse herd (post 530)	£40	£5-15	£8-20	<i>Horse</i> ²	2
Jeweler*	£20	£2-4	£3-5	<i>Proud</i> ²	N
Logging	£1	----	£4-6	<i>var</i>	N
New crop field	£1-10	----	£1	RHx	N
New Hamlet	£45	----	£1	<i>var</i>	1
Olive grove	£15	£10	<i>var</i>	----	5
Orchard	£10	£1	<i>var</i>	----	N
Salt evaporator	£10	£1	£1-3	----	N
Scriptorium*	£20	£2-5	£3	<i>Read</i> ²	2
Sheep herd	£5	£2	£1-4	----	N
Vineyard	£12	£2	£1-6	----	N
Winery*	£30	£3-6	£3-8	<i>Indulgent</i> ¹	3
Religious Donations					
Abbey	£50+	<i>var</i>	----	<i>var</i>	<i>var</i>
Church, large, wood	£50	£0-10	----	<i>var</i>	<i>var</i>
Church, large, stone	£200	£0-10	----	<i>var</i>	<i>var</i>
Church, small	£25	<i>var</i>	----	<i>var</i>	<i>var</i>
Land endowment	----	----	-£1	<i>Piety</i>	1
Nunnery	£25+	<i>var</i>	----	<i>var</i>	<i>var</i>
Pagan temple, tiny	£15	£3	----	<i>Religion</i> ¹	15
Pagan temple, small	£25	£5	----	<i>Religion</i> ¹	<i>var</i>
Pagan temple, large, wood	£50	£10	----	<i>var</i> ²	<i>var</i>
Pagan temple, large, stone	£150	£10	----	<i>var</i> ²	<i>var</i>
Sacred grove	£5	----	----	<i>var</i> ¹	<i>var</i>
Retinue	Cost	Skill			Glory
Locate & Hire	+£1	To find & hire (paid once)			N
Bard	£3+	Singing, Play (harp)			3+
Clerk	£1	Read (latin)			1
Courtesan	£2	Lustful & one courtly skill			2
Chirurgion	£2	Chirurgery & First Aid			2
Engineer	£1	Siege			1
Herald	£1	Heraldry			1
Lawyer	£1	Courtesy			1
Mistress	£1	Lustful			1
Musician	£1	Play (harp)			1
Priest	£1	Religion			1
Proctor	£1	Stewardship			1
Raconteur	£1	Orate			1
Singer	£1	Singing			1
Steward	£1	Stewardship			N
Squire	£1	Squire			N
Troubadour	£2	Singing, Play (lute)			2
Valet	£1	Fashion			1
KEY					
*Includes craftsman, eg, Baker for Bakery, Falconer for mews, etc.,.					
¹ - Yearly check to indicated skill or trait.					
² - Yearly roll to indicated skill or trait.					
C1 - One off glory earned equal to cost of item.					
DV - Defensive Value modifier.					
N - No Glory bonus.					
RH - Reduce Hate Landlord modifier.					
<i>var</i> - Varying effects (check with GM).					