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Founding your own kingdom is a feature new to Warband. It is the ability to set yourself up as a king or queen of your own fully fledged faction. Can you become king of a faction in Mount and Blade Warband? No, you cannot become king of a pre-existing faction. How do you become king in Mount and Blade Viking conquest? Join a kingdom(Preferably Norse as going Viking is good money). Raid and make as much funds as you possibly can and Stockpile. Once you have a large amount of funds and a reasonable amount of men(50-100 trained and mailed up) then you want to look at making a refuge to hold your men. How do you become queen of Calradia? In order to become king/queen, you must found your own kingdom, by capturing a fief while unaligned, rebelling as a Vassal when a fief is denied to you, or getting your husband/wife to help you start one. What happens if you retire in Mount and Blade Warband? When you retire, you just get a score and a little story about your future. You can immediately pick up where you left off. How do I start my own kingdom in Mount and Blade Warband? To create your own kingdom, you must conquer a castle, any castle. First, you have to begin a war with an existing kingdom. For this, you could try attacking caravan or pillaging villages until you are under 0 relationship with the kingdom. Then, you can start attacking castle and cities. How do I start my own faction in Bannerlord? How to Start Your Own Kingdom Talk to the Nobles. The first and most important task you must complete is the main storyline quest "Neretze's Folly." This quest requires you locate and talk to at least 10 nobles. Assemble the Dragon Banner. Start Your Own Kingdom. Can you make your own kingdom in Bannerlord? After a short conversation, your own kingdom in Mount and Blade 2 Bannerlord will be created. You can make all the faction decisions in the Kingdom window. You can change the name of the kingdom, start voting to influence the politics of the kingdom or declare war on other factions. How do I start my own kingdom? To create your own kingdom, you'll need to: Level up your clan to 3. Gather at least 100 troops.....How to create your own kingdom Complete the Neretze's Folly quest. Complete the Dragon Banner questline thereafter. Once you have the three Dragon Banner pieces, talk to Arzagos or Istiana. Source: Windows Central. Can you beat Mount and Blade? Mount & Blade is a "sandbox" game, which means that it's more of a simulation than a typical game. There is no end goal, no ultimate win condition. How do you become a lord in Bannerlord? The lord will offer to join your kingdom and you'll need to trade gold or other items to make them accept. The entire clan then join your faction. The same process also applies once you form your own kingdom. You won't start with any vassals, and you'll have to recruit characters from other kingdoms. How do you get vassals in Bannerlord? To obtain vassals in Bannerlord, you need to do it with those who are already apart of other kingdoms. You can generate vassals from another faction by going to war with them. When battling a clan in the game, check on their encyclopedia page to see what clans are under them. What happens if you execute a prisoner Bannerlord? For one, the lord will die. That much is obvious. Their entire family will harbor ill will towards you, and so will the rest of their faction. If you capture and execute all the lords of a faction, you'll automatically get all their towns and castles. How do you marry in Bannerlord? How to marry in Bannerlord Find a noble of the opposite gender (in the base game). Inform them that you wish to marry them. Have a successful conversation with them. Wait a few in-game days before having a second successful conversation. Propose marriage. Get your partner's liege's approval by giving them gifts. How many wives can you have in Bannerlord? Rule 2 is bad news for any polygamy fans: you can only marry one person. Don't get me wrong, you can flirt to your heart's content, but ultimately, you will only marry one person. You cannot marry kings and clan leaders. How do you get pregnant in Bannerlord? The key to having a child is spending some time with your spouse. This can either be done by having them in your party or by visiting the castle or settlement you've assigned them to and waiting there for a while. Hello, a while back I bought mount blade vanilla and made this thread: 352764.0.html I finally managed to conquer world as nords on easiest difficulty. I had to turn the battle size down for the final town sieges because there were simply too many damn enemy troops who respawned too damn fast So now I got warband and want to reconquer the world after starting own kingdom. I did some reading and it sounds like its even more tedious than mount blade vanilla because you have to recruit lords, but then the lords hate you when giving away fiefs, and then they defect and take all your **** with you, so to prevent that you have to track everyone down and give lots of feasts. can i make the 8 companions that i don't take along as lords, would they be guaranteed not to defect? anyone have any general advice or an outline of what the plan should be for world conquest? Simple advice: Get the Diplomacy mod. It helps with a few of the diplomatic stuff. First off is that not all lords would hate you for giving a fief to someone else. A simple trick is to avoid anyone that's not Goodnatured or Upstanding assuming you're a high honor character. You can probably get away with a couple of Martial and Cunning lords, but I'm not sure on it. Also, they won't always lose relation points with you as some lords will gain some because you chose a person that they nominated for a fief. When a lord defects, they can't always take everything with them. If they defect when they only have villages, those villages will not be taken with them as they're tied to whichever castle or town that they're associated with. If, however, they own a castle or town, they will take it with them should they defect. Yes, feasts do help in raising relations. You do have to be married to be able to do it (or just mod it so that you don't have to be married to throw feasts, though even I admit that's kind of cheating in a way....[I have my reasons.....]). I'm not 100% sure on companions being given fiefs in that they won't defect besides the obvious ones that are upstanding and goodnatured. Not sure on other personality noble companions, let alone the non-noble companions (Marmid, Ymira, Deshavi, Bunduk, etc). That's about all I can give on advice right now. In the personalities section of the link, there is a table which describes how to deduce personalities of lords. I also recommend the mod of Diplomacy Litdum. Thanks! When is the best time to start my own faction? I am currently in nord faction. About to get married. Had a town/castle, but lost it to vaegirs. Own four enterprises so far. Should I wait until I have town/castle and up my relationships with some other lords, and have enterprises everywhere? Also I was reading about this exile mechanic. It sounds like over time, more and more lords leave the realm. This makes it sound like conquering the world will become easier over time. The problem I had in vanilla mount blade is that all the lords stayed in the game, evenly distributed among the remaining factions, so when there were only two factions left, and you took over all the castles/towns except one, the lords would all spawn in the same final castle/town. Dozens of lords, each respawning and each with 30 units each in a short period of time, and that would be a huge gigantic army that you would have to constantly fight. It sounds like with this exile mechanic, this will no longer be an issue because lords will disappear eventually once they have been banned by all the remaining factions. Get enterprises started in 22 cities. Four is not enough. Can't speak for or against Diplomacy Litdum but the original Diplomacy mod works with the latest version of Warband, 1.173. Gives you numerous very nice options for recruiting new troops to your castles and cities and training them once they are recruited. Right to rule is a very important stat for establishing your own faction. Infos are in the link: Relationships with lords: Relationship affects your interactions with other vassals, and becomes very important if you start your own Kingdom. Wars in Calradia comes with huge economical cost as in real life. Like Lord Brelas suggested, open all enterprises for good economy. If I remember right, in native you will get around 10000 denars for eachweek from enterprises. Because, if you are that lucky, 3-4 of faction can declare war upon on you when you start your own faction since another monarch is the least wanted situation by Kings of Calradia. Be a vassal, have 2 castles/city or so, build up great number of garrison for your castles, make good natured, upstanding and martial lords love you(actualy this also depends on your playsyle), build up good economy and REBEL. Lastly, I am playing Diplomacy of Litdum in latestest version of warband and it just works fine If you are interested. I did not encounter any technical gaming issue from it. Award your villages to bad-tempered lords, while giving castles and cities to goodnatured lords. As long as everyone has one fief, relations are pretty good between you and the nice lords, which is necessary to keep your kingdom running smoothly. Another helpful tip is to never kick out lords who only own a village. If they hate you enough, just wait for them to renounce instead. They can't steal the villages anyway. Indicting lords for treason lowers your relation with most of the lords in the faction, so just wait for them to leave on their own accord. Many cunning and bad-tempered lords have very high renown, like Boyar Doru and Jarl Turya. For this reason, I like to keep one highly renowned lord, regardless of his personality, as my main marshal. Even if he is bad-tempered, I give him a city and castles to help him hold as many troops as possible. These lords are great marshals and they will handle the tedious sieging process quite well, allowing you to do other things with your time. My last piece of advice is all about location. If you started your kingdom in the Sarraanid lands, taking Vaegir cities and keeping enemies away from them can be difficult if you are commuting from Shariz each time. Once your faction begins to extend its control over large expanses of terrain, I would suggest relocating your capital to a central city like Dhirim, Halmar, or Reyvadin. This shortens your trip to the battlefronts and helps you defend lands more easily. You should also award your most trusted lords fiefs that are near you so you can summon them to a campaign quickly. Nothing is worse than having Wercheq besieged when you are in Barinyer, while all your lords are spread far out. Basically, you need to situate yourself and your lords in places that best benefit you. Hope these tips helped! ooh thanks for the good advice. the personality thing was super helpful! Quick update. I didn't install any mods yet, for first playthrough of a game I like to experience vanilla. I am playing on newbie mode (lowest dmg, max army sizes, and 45 swadian knights). Unfortunately because its newbie mode I helped the nords conquer almost all the map. 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