

PART 4: CONSTRUCTING & RUNNING DOMAINS

goods but provide spectacular entertainment for its neighbors in the form of plays, festivals, tournaments, and the like.

The size and shape of a Domain largely depends on terrain. If the land is arid or poor in nutrients, farms might be expansive and the Domain itself could sprawl over many, many miles. A Domain built along a mountainside could be packed tightly together or even engineered to be mostly vertical to make the best use of the space.

Almost every Domain has a quasi-feudal structure with a strong person or group as the central authority and main financial force. A few maintain more democratic systems, but most Domain-holders see no reason to allow the masses a strong voice in important matters. The Domain's ruler typically calls the shots but is always somewhat accountable to the people. A stronger ruler might also exert some control over weaker Domain-holders to force them to do right by their people. And if nothing else, there's always the risk of instigating a rebellion.

DOMAIN ADVANTAGES AND DISADVANTAGES

Not all Domains are created equal. A PC might find lands with fresh water but discover that the people living there aren't too happy about new management coming in. At the MC's option, a potential location for a Domain might have one advantage and one disadvantage (rolled randomly or chosen by the MC). Lands suitable for building Domains aren't that easy to come by, so the MC shouldn't allow PCs to keep looking for new lands and rerolling over and over. If they pass on territory, it might be a good long while before they find a new place that's suitable (if still imperfect).

DOMAIN ADVANTAGE (1D12 ROLL)

1. Beach. Gain docks without paying the cost.
2. Crossroads. Build a trading post for free, and increase taxes by 2 before multiplying.
3. Forested Area. If you construct any wooden buildings, reduce your costs for this sequence by 500 (once, not per building). This can't reduce a cost below 500 total, and a project that takes multiple sequences counts toward this discount only once.
4. Fresh Water. Gain the benefits of a cistern without paying the cost. Reduce the cost and time of irrigation to 500/1.
5. High Ground. Reduce the cost and time of dams to 500/1.
6. Land of Destiny. When Stability rises, the PC earns extra XP equal to a minor quest of his level.
7. Land of Plenty. The "banner crop" Special Event has +4 Resource Points and "drought" has -2 (both before other adjustments).
8. Land of Prophecy. The "prophecy of bounty" Special Event has +4 Resource Points and you can recruit oracles for 500 less.
9. Plentiful Stone. If you construct any stone buildings, reduce your costs for this sequence by 500 (once, not per building). This can't reduce a cost below 500 total, and a project that takes multiple sequences counts toward this discount only once.
10. Protective Cliffs. Reduce the cost and time of stone walls to 1,000/2.



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11. Rich Ore. Recruit miners for 500.
12. Stoic Pppopulace. When your Stability worsens, roll 1d6. On a 5 or 6, it remains the same instead (but you don't gain any XP).

DOMAIN DRAWBACK (1d12 ROLL)

1. Bandit Haven. The “road bandits appear” Special Event has –4 Resource Points (before other adjustments).
2. Burial Ground. If you roll 3 or 4 on the 1d4 to determine the number of events in a Sequence, one of the events is “the dead rise.” It gives –3 Resource Points or –2 if you’ve constructed a temple.
3. Cold Climate. Use the Winter chart for both winter and autumn.
4. Contested Ownership. The “border skirmish, lost” Special Event has –4 Resource Points and “border skirmish, won” has +1 (both before other adjustments).
5. Cursed Land. Each follower you recruit costs 100 gold pieces more. This extra cost does count toward Resource Points.
6. Dry Prairie. The “major fire” Special Event has –4 Resource Points and “minor fire” has –2 (both before other adjustments).
7. Fickle Populace. When your Stability worsens, roll 1d6. On a 3 or lower, it worsens two levels instead of one.
8. Low Elevation. The “flood” Special Event has –4 Resource Points and increases the time and cost of dams to 2,000/3.
9. Monster Infestation. The “raid by monstrous tribe, lost” Special Event has –3 Resource Points and “raid by monstrous tribe, won” has +1 (both before other adjustments).
10. Resource-Poor. The “new merchants” Special Event has +2 Resource Points and “ore vein discovered” has +2 (both before other adjustments).
11. Swampy Ground. Each building you make requires reinforcements that cost 100 gold pieces. This cost does count toward Resource Points.
12. Unhallowed Ground. Your Resource Points take –2 each Sequence. If you roll a 6 on 1d6, you don't take this penalty. Gain +1 to the roll for each Temple, Monastery/ Nunnery, and Cloister you have.

GAINING PERMISSION FOR CONSTRUCTION

No one can construct a Domain entirely without help. Creating a proper one requires access to natural resources and enough people to provide labor and advice. Of course, any location with enough of these always attracts other Domains as well. When Player Characters decide to create their Domains, they need to negotiate with the other Domain-holders near the land they plan to use. They need to prove that they've earned the right to create a Domain. This means proving their abilities, getting word out about their exploits to increase their renown, showing that they have the funds to create a proper Domain, and—most importantly—convincing the others that they can be good neighbors. To the other Domain-holders, it's impressive to have neighbors that can slay monsters, but a liability if these new neighbors try to bring that same aggression to the bargaining table.

In the campaign, there might already be locations in which the players want to establish their Domains. In this case, they might have roleplaying scenes with rulers and leaders they've already

