Domain Rules

Class Strongholds
- Castle (Fighter): Can be built before level 9.
    - Followers: 1d4+1x10 mercenaries and 1d6 level 1 fighters (only at level 9).
- Hideout (Thief): Rules given in an upcoming document.
    - Followers: 2d6 level 1 thieves.
- Church (Cleric): Followers are zealous and never need to check morale.
    - Followers: 5d6x10 mercenaries and 1d6 level 1 clerics.
- Wizard Tower (Magic-User): Can hold a Library and Workshop which allows the MU to research spells and make magic items, respectively.
    - Followers: 2d6 level 0 apprentices and 1d6 level 1 magic-users.
- Fastness (Elf): All animals in hex become friendly. Must not be built in human lands.
    - Followers: 3d6x10 level 1 Elves.
- Vault (Dwarf): Can hold a Workshop which allows the dwarf to make runic items. Must be built underground. Must not be built in human lands.
    - Followers: 3d6x10 level 1 Dwarves.
- Construction: 500 gp of value built takes 1 day and must be overseen by an engineer.

Finances (per month)
- Revenue: 2 gp per person.
- Expenses
    - Wilderness: 1 gp per person must be spent towards patrols.
    - Borderlands: 0.25 gp per person must be paid to your overlord in taxes. (Your tax burden is reduced, as you are defending a border.) 0.75 gp per person must be spent towards patrols.
    - Civilized: 0.5 gp per person must be paid to your overlord in taxes. 0.5 gp per person must be spent towards patrols.
- Total Income: 1 gp per person.

Patrols
- The area around a stronghold must be constantly patrolled for control to be maintained.
- Patrols can cover a maximum of 1 hex away from a stronghold and must also be able to return to the stronghold every night.
- A stronghold can only support so many patrols. The number of soldiers and horses a stronghold can support is limited by the gp value of the stronghold. (Money spent on Libraries and Workshops does not count towards this.)
    - Wilderness: For every 1,000 gp of value, a stronghold can support 3 soldiers or horses on patrol.
    - Borderlands: For every 1,000 gp of value, a stronghold can support 7 soldiers or horses on patrol.
    - Civilized: For every 1,000 gp of value, a stronghold can support 15 soldiers or horses on patrol.
- Constructs: A construct can replace patrols with an upkeep of 3% of its value.

Maximum Garrison (For use during a siege)
- A stronghold can garrison a maximum of 15 soldiers or horses for every 1,000 gp of value, no matter how many patrols it can support.
- By default, a stronghold will have 60 gp of supplies for every 1,000 gp of value, or enough for food for 4 weeks if fully garrisoned. More food can be collected if you know a siege is coming.

Population
- Starting Population:
    - Wilderness: 1d4+1 x 50 per hex
    - Borderlands: 3d6 x 50 per hex
    - Civilized: 8d6 x 50 per hex
- Max Population:
    - Wilderness*: 625 per hex
    - Borderlands*: 1,250 per hex
    - Civilized: 4,000 per hex
    - *If a wilderness or borderlands domain has already reached its maximum area and exceeds the maximum population allowed, it becomes a borderland or civilized domain, respectively.
- Growth
    - Rulers that are actively adventuring and don't have ongoing rebellions in their domain can attract additional peasants to their domain by putting out a call for settlers. The number of peasants attracted depends on the current size of the domain.
    - Peasants attracted by a call for settlers:
        - 0-500: 6d10x5
        - 501-1,000: 5d10x5
        - 1,001-1,500: 4d10x5
        - 1,501-2,000: 3d10x5
        - 2,001-2,500: 2d10x5
        - 2,501+: 1d10x5
    - Add/subtract an additional 1d10x5 for each point of charisma bonus/penalty.
    - Elven domains always increase as if they were two categories larger than they are. Dwarven domains increase as if they were one category larger than they are.
    - Spending 1,000 gp on agricultural investments will also attract 1d10x5 peasants.
- Loss
    - <u>If the minimum number of patrols aren't maintained</u>, a cumulative 1d10x5 peasants will be lost or become bandits every month (GM's choice).

Settlements
- A Settlement counts as an additional civilized domain (inside the ruler's domain) that rolls for grows separately. A settlement can't grow larger than it's surrounding domain unless it is a port (in which case 0.5 gp per extra citizen must be spent on a navy).
    - Navy: For patrols, treat ships as having an upkeep of 3% of their value.
- Every 1,000 gp spent on a settlement raises the maximum number of occupants by 100. This also counts as urban investment and will attract 1d10x5 inhabitants.