

Addendum to Demesnes & Domination

The following rules are for additional role playing options for player characters who have advanced to 9th level and beyond. Player characters with a stronghold gain a Demesne Bonus which provides a bonus to Demesne Options and increases as the player character advances. In addition, all player characters can have an Adventure Bonus which can be applied to a class ability. Consult the table below to determine the Demesnes Bonus and Adventure Bonus.

Class Level	Demesnes Bonus	Adventuring Bonus
9	+1	+0
10	+1	+1
11	+2	+1
12	+2	+2
13	+3	+2
14	+3	+3
15	+4	+3
16	+4	+4
17	+5	+4
18	+5	+5
19	+6	+5
20	+6	+6

Demesne Bonus: When a player character increases in level after gaining a stronghold, their renown grows. To reflect this, they gain a Demesne Bonus to be used for Influence and Diplomacy on pages 37.

- **Influence:** The Demesne Bonus can be used to alter the influence reaction die roll. This amount is in addition to any opinion a Score modifier and successful campaigns done for the powerful NPC.
- **Diplomacy:** The Demesne Bonus can be used to increase the amount of requests when engaging in diplomacy per year. Starting at 9th level, the PC can make ONE request, at 11th level, they can make TWO requests, etc. Without it affecting the NPCs opinion score of the PC and PC party

Class Complication: The benefit of the Demesnes Bonus comes with a chance of a *Class Complication* that is used to determine if the growing renown of the player character has attracted undesirable effects. Whenever a player character with a stronghold gains a Demesnes Bonus or gains an increase in their Demesne bonus, the referee rolls to determine the complication that comes to them based on their increased status. To determine the complication, a d6 is rolled for the player character to determine if a complication occurs. A complication occurs when the result is equal to or less than the player character's Demesne Bonus.

- For example, at 9th level, the chance is a 1 on a d6, at 11th level the chance is a 1 or 2 in a d6, at 13th level the chance is 1-3 on a d6, etc.

In addition, each level a Player Character advances after they gain a stronghold, they will attract a certain number of *Followers* based on their class.

- Followers are considered *normal men* unless indicated otherwise and are always zero level. If desired, the referee can use the *Henchman Recruitment* table on page 65 but are and are restricted to a certain type of class as indicated by the Player Character class as explained below. Demi-human player characters can instead use the *Demi-human Stronghold Henchmen tables* on page 67 if desired, with each follower being considered a zero-level henchmen as well.
- *Monster Recruitment* may also happen based on the referee's ruling and can be generated by using the *Monster Garrison* table on page 17, but rolling a d8 instead of a d10 and with the modification to the multiplier based on the rolled results: x20 is x3, x10 is x2, and x5 is x1.

The total of followers isn't affected by the henchmen limit based on their Charisma modifier unless the followers are advanced to 1st level and become proper henchmen. If needed, use the *Malicious Intent* range on the *Follower Generator* on page 68 for NPCs who have betrayed a player character.

These followers can be used to populate any settlement a player character controls if they'd rather not have followers following the adventuring party around as described on page 68. Each of the following Class Complications should have consequences as determined by the referee. While these complications occur outside of the normal Demesnes Turn events, they should have an effect on the ongoing campaign. The goal is to force the player into making a tough decision through action or inaction with either result causing some form of consequence within the region the player character has their stronghold.

- *Region* is defined as any Barony with more than a total of 50 hex miles, County, or Duchy or equivalent that the player character's liege lord owns. See page 33 for more information regarding landed titles. Consequences can be mechanical such as having it affect a Settlement's morale, an NPCs or factions option score, the PCs reputation, or some other impact to make the players experience the burden of leadership as they advance their own agenda within the milieu. If the player character's are Demi-human, the referee can determine which table they should roll on to beat suit the player character's reputation. Any subclasses should use their associated class to determine which Class Complications they experience as well.



Cleric: Clerics gain followers known as acolytes who follow the Cleric's wisdom and spread the word of their deeds. The amount of acolytes that are drawn to the Cleric is equal to their demesne bonus x10.

- *Example:* A cleric who is level 9 gains 10 acolytes, at 10th level they gain an additional 10 acolytes, then at 11th level the Cleric gains 20 more acolytes, etc.

These acolytes start as zero-level normal men with a morale score of 12. The cleric can choose to invest in these acolytes to become henchmen that are either Clerics or Fighters.

D6	Complication
1	Corruption of the Pure: A cult has pulled away 50% of the Cleric's acolytes, causing the other 50% to become disturbingly fanatical in enforcing the Cleric's beliefs. The fanatical acolytes become hard to control, causing reaction rolls to be necessary to give any orders that go against the interests of the fanatical acolytes. Although their morale is 12, any results that are doubled are considered critical failures and decrease their morale score by 1. Both factions will have leaders and the only way to stop corruption is to defeat the two leaders however they see fit.
2	Oppression: The Cleric is accused of hoarding resources and declaring it is ungodly of them to not share their wealth by a powerful, cleric NPC or faction who is targeting the acolytes and Cleric's henchmen. The Cleric can choose how they'd like to engage and defeat their oppressor through official religious channels or their own methods.
3	Possession: A force from beyond is attempting to attack and destroy the Cleric by possessing their acolytes to sabotage the Cleric's efforts. The force from beyond can be engaged through exorcism, arcane or other nontraditional means to repeal the force at the cost of the toll it takes on the possessed target.
4	Punishment of the Innocent: The cleric has been accused of hoarding resources by a powerful landowning non-cleric NPC or faction. The accuser is targeting acolytes of the Cleric who are being persecuted by a local landowner of similar status to the cleric for finances, demanding an excessive payment to stop persecuting the followers. The accuser expects payment in a number of turns equal to 1d4 + the Cleric's Demesne Bonus and is expected to pay 4x their total monthly income or surrender 50% of their land to the accuser. Not complying within the time will engage the War Demesne Turn event on page 29.
5	Betrayal: A discontent follower or group of followers rob the Cleric's stronghold, taking 75% of their stronghold treasure and 75% of the Cleric's followers and starting a rival religious faction a neighboring domain not controlled by the Cleric or the cleric's adventuring party that would provide protection for the rival religious faction. There is a 1-on-a-d4 that this rival faction will be accepted by other cleric's of similar religion.
6	Schism: The cleric has been declared as engaging in heretical behavior for their association with the party members. A regional representative of the Cleric's religion is declaring that the cleric be put on trial. Roll to determine who declaring the accusations 1) Collection of rural abbots 2) The head friar at a monastery 3) The regional rector 4) A group of clerics lead by a prelate 5) A bishop 6) A cardinal The Cleric is expected to defend themselves before a council where they would be judged to determine their innocence. Use diplomacy checks on page 37 to role lay the trial, with the council starting at an opinion score of 4. The trial lasts for a number of checks equal to 2d4+ the cleric's Demesnes Bonus. If the Cleric fails to alter the council's opinion, their punishment is rolled with a d6, with the current opinion score of the council being added to the roll, with a minimum result of 1 or a maximum result of 6: 1) Burned at the stake 2) Mutilated (blinded, tongue removed, etc.) 3) Imprisoned 4) Sent to join the ranks of a crusade for 2d12 demesne turns 5) Sent to a monastery for 2d10 demesne turns 6) Pay a fine equal to triple their current monthly income. If the Cleric doesn't arrive for their meeting, then they will be hunted down and declare guilty with the punishment being rolled with a -3 penalty

Fighter: When the Fighter player character increases in level, their reputation and influence grows. The demesne bonus indicates a powerful NPC looking to develop a bond with the PC due to the PCs reputation and influence. Any NPC that wants to seek out an allegiance will have a favorable option of the PC. This NPC is generated using the Faction Generation table on page 64 if necessary. The fighter gains a number of followers equal to 1d6 all of whom seek to be a part of their court in their stronghold, or be a part of the Player Character's entourage of influence as **courtiers**. Fighters can attract any human or demi-human followers.

D6	Complication
1	Jealousy: a NPC, Henchman, Retainer, or other faction decrease their option of the PC by -1d4+2 and causes a reaction roll to determine if they still want to associate with the PC
2	Challenge: an NPC of similar level challenges the PC to a duel, just, or other martial challenge to test their status. If the PC loses, their henchmen decrease their morale by -3 however if the PC wins then the challenging NPC experiences the same result but now has Contempt (page. 37) for the PC
3	Marauding Nobles: a band of nobles are undercutting the legitimacy of the PC Fighter by robbing and occupying areas the PC controls. The attitude of these nobles is that they have a divine right to their status and their physical might allows them to take whatever they need. Use the War Demesne Turn event to determine the main hostile noble involved. Any results of Baron or higher results in 1d4 knights associated with a noble of the status generated. The Marauding nobles are often-times occupying a stronghold, dungeon, or village within or on the border of the domain run by the PC fighter.
4	Conspiracy: the player is invited to a plot to overthrow, assassinate, or delegitimize an NPC. This NPC must be of higher status than the player character. This knowledge puts the PC in a situation where they may join a secret conspiracy or inform the target. Both options will have a benefit and a drawback for the PC as determined by the referee.
5	Damaging Rumors: Due to the player Character's exploits with adventuring and association with individuals from the "lesser estates", the player character is victim to gossip that challenges their legitimacy and must prove their dedication to chivalric virtues to their peers. This can be challenging an individual to a duel, proving themselves in a tournament, or taking the lead in a war campaign by personally leading a vanguard in a battle. The Player character gains a -1d3 penalty to all reaction rolls to any NPC of similar or higher social status within the region until resolved.
6	Feudal Feud: the PC fighter's holding and their status is coming to odds with a different feudal faction who see the PC as becoming too powerful and demand the PC redistribute 25% of their land and treasure to the offended estate. Not doing so will cause the regional leader(s) of the feudal faction involved to have their opinion score decrease to 2 and engage in military skirmishes against the PC until either the PC gives in or until the rival leader's have their opinion score increase to 6, where their opinion score increases for every battle the NPCs loose. Roll to determine the feudal estate that has the feud with the PC fighter 1) Group of lesser nobles, 2d4 knights 2) A single Noble of equal status 3) A group of nobles of equal status 4) A religious faction lead by a group of Cleric's 5) A mob of Commoners lead by a 1: lesser noble, 2: town council of burghers, 3: local folk heroes of commoner status 4: a Magic-User 6) A committee of Burghers who seek less taxes from their town/city and more independence. Use the War Demesne Turn event to determine the size and makeup of the attacking force.

Magic-User: Anytime a player character's Magic-User gains a Demesnes Bonus, a rare spell book finds it's way to the player character's stronghold. The spells within the book are equal to a Magic-User level 2d6+ the Magic-User Demesne bonus. In addition, the total number of followers attracted are equal to 1d4 plus the demesne bonus. These followers can be human, demi-human or monsters and are referred to as an **apprentice**. Any non-monster followers can be invested in to become first level Magic-Users or Fighters.

D6	Complication
1	Black Arts: The Magic-User player character is the target of arcane interference. The magical oppressor is: 1) Rival Magic User 2) slighted Demi-human 3) Owner of a magic item/spell book the PC now possesses 4) an NPC with a grudge who has connections 5) a magical monster who see the PC as a threat 6) cultist seeking revenge in the name of their demi-god
2	Folk Rabble: Residents of nearby settlements that aren't under direct influence of the PC Magic-User are fearful of the player character and have gathered en masse with torches and Pitchforks to confront and challenge them. The rabble seeks to loot the player character's stronghold if they fail at diplomacy with the rabble. However, resorting to violence will cause the noble they work for to immediately have contempt for the Magic-User and seek out retribution.
3	Curse: The player character Magic-User is subject to a curse bestowed on them by a rival NPC of the referee's choice. The effect of the curse is: 1) Must roll to cast any spells of a specific level. Roll a d4 to determine the spell level that is affected. The Magic-User must succeed on a Save vs. spell roll where the difficulty is modified by the spell level. Spell failures are determined by the table on page 103 2) The PC is subjected to a Magic Mutation as determined by the table on page 103 3) The PC is polymorphed into a monster. The type of monster is determined by the referee. The player still retains their spell-casting abilities 4) The PC is polymorphed into a common animal, but maintains their intelligence and spell casting abilities. Normally, the animal is meant to reflect how the rival magic-user views the PC, such as becoming a pig, frog, sheep, rat, etc. The item cannot be smaller than a rat or frog. The Rival Magic-User has a magic item that is the source of the curse and the item must be destroyed to free the PC.
4	From Beyond: A creature from beyond or NPC with magical interests seeks to communicate with the Magic-User seeking aid. 1) Infernal Inhabitant 1) Demon, 2) Gryllus 3) Boschian Being 2) Angelic Ascendant 3) Eldritch Entity 4) Faerie Folk 5) Undead Lord 1) Lich 2) Vampire Noble 3) Evil Cleric 4) Lycanthrope Matriarch 6) Other: 1) Demi-human Leader 2) Cleric/Inquisitor 3) Guild Master 4) rival Magic-User Use the Envoy Arrives Reputation encounter on page 32 to elaborate. Failure for the Magic-User to agree will cause -3 to diplomacy and reputation checks with any creature of that type or faction any NPC associates with.
5	Madness: Someone within the Magic-User's stronghold is succumbing to madness inflicted by Eldritch texts and exposure to forgotten knowledge. Roll to determine who is subjected to madness 1) 1 non-magic using henchmen 2) 1d4 non-magic using Henchmen 3) 1 magic using henchman 4) 1d4 magic using henchmen 5) The Players Highest level Magic -User henchman 6) The PC Magic-User Any henchmen victims receive -2d6 to their charisma, but gain +1d4 to their intelligence score to a maximum of 18. Any Henchmen who's charisma is 2 or less are considered a Monster henchman. The referee makes a reaction roll to determine if this new monster NPC stays or flees the stronghold. If the Player Character is subjected to madness, they take a penalty to their charisma score equal to 1d3 plus their current Demesne Score bonus to a minimum charisma of 3 but gain a bonus to their intelligence score equal 1d3 + their current Demesne Score to a maximum of 18.
6	Hunted: The Player character is currently being hunted by: 1) a rival Magic-User or their henchmen 2) a Cleric and/or their henchmen 3) a Monster or horde of monsters 4) Demi-human NPC and their warband for the PCs exploits that might have directly or indirectly affected the hunting NPCs negatively



Thief: The Thief expands their crime syndicate by gaining a new foothold in a different market by opening a new criminal front. Each new market expands in a different settlement not controlled by the player character but must be within 25 miles of the player character's primary stronghold. This new criminal front brings in an additional 1d4 x1000 gold per settlement size each demesne turn. Use the Guild Generation table on page 63 to determine which industry the PC now has expanded into to spread their sphere of influence. In addition, each new criminal front brings in 10 followers to operate it. Every time the player character gains a new Demesne bonus, preexisting criminal fronts have the follower count grow by 2d10 followers and the gold multiplier increases by +1000. These followers are referred to as **lackeys** and can be humans or demi-human.

D6	Complication
1	<p>Turf War: As the thief expands their criminal syndicate to a new settlement, they will butt heads with local low level gangs.</p> <ul style="list-style-type: none"> The Thief is required to make a reaction roll that is modified by the thief's current Charisma Bonus to negotiate territory. Next, their Thief must now roll the option of the gang based on any results from the Reaction Roll and add the Thief's Demesnes Bonus to the roll as well. The results of the option score will determine one more reaction roll as indicated by the table on page. 37. Any results of 5 or less will trigger a Turf War <p>Turf War will force the Thief to engage in the War Demesne Event on page 31 but with the following changes</p> <ul style="list-style-type: none"> The gang will have 1d6 leaders that are the equivalent of Gentry to determine their fighting strength These fights will happen at random against the thief and any party they travel with within 5 miles of the settlement or within the settlement. This harassment causes 75% of the front's gold generation to be stolen each Demesne Turn until the gang leaders are eliminated or negotiated with. The gang's morale starts at 8 and decreases by 3 for each defeated gang leader. If a gang's morale reaches 2 or less, they give up.
2	<p>Sabotage: The goods a criminal front has been trafficking have proven to be fake, causing a permanent loss of future revenue for 2d4 Demesne Turns. In addition, the Thief is expected to pay back gold revenue gained in the past 1d4 months to appease other customers otherwise the front will be subjected to being destroyed within a defense Turn with all followers associated within it eliminated.</p>
3	<p>Heist: One of the thief's fronts has pulled a heist on a notable stronghold. Use Delegating Takes to Henchmen on page 39 to determine the results. Any successful attempt will result in the heist taking 1/2 the contents of a stronghold's treasure. Use the Stronghold Treasure Generator on page 59. The owner of that treasure wants it back, and depending on the results of the Delegating Tasks roll will determine how much information the original owner has on who stole from them.</p>
4	<p>Rival Syndicate: A new rival criminal front arrives in a settlement where the Thief has their own front. This causes the Thief to lose 50% of their revenue and 1d10 x10% of their followers from that location to the new front. This initiates the steps of the Turf War Thief Complication but with the rolls reversed where the Thief can choose to engage in a turf war after a parlay with the new criminal front's leader. The referee generates the rival gang as they would for a Turf War.</p>
5	<p>Crackdown: Local authorities have cracked down on one of the Thief's syndicates. Roll a d4 to determine the results of the crackdown</p> <ol style="list-style-type: none"> 1) The captured followers rat out the player character, their associated party members, and every other criminal front in other settlements 2) The captured followers only rat out the player character and one other criminal front 3) The captured followers only rat out one other criminal front 4) Captured followers do not rat out the Player Character or any associated other syndicates <p>This crackdown causes a permanent loss of revenue and cannot start another syndicate in that settlement for at least 2d6 Demesne Turns. The Thief can choose to start another criminal syndicate after six Demesne Turns.</p>
6	<p>Powerful Patron: A powerful NPC has benefited from the presence of the Thief's syndicate within the settlement and wants to strike a deal. However this deal is more of a coercion to make the Thief a deal they can't refuse. If the Thief does choose to refuse, which will cause the NPC to have Contempt towards the thief, trigger the Crackdown Thief Complication, and ruin the Thief's reputation however the referee decides.</p> <ol style="list-style-type: none"> 1) Blackmail: Pay protection money to keep the criminal front secret. Costs 50% of their revenue from the front each Demesne Turn 2) Clean Contraband: The Thief is given an item or shipment of items that were of major importance to a regional landowner. The NPC expects the thief to sell it and share the profits 50% but will take 1d6 demesnes turns to properly fence the items. However, the Major landowning NPC who was robbed will discover the location of their missing items in 1d4 turns. 3) Assassinate: The NPC request the Thief assassinate an enemy of the NPC. This NPC is a high status figure within the region. Use Delegating Tasks to determine the results of the attempt with a difficulty of -2d4. However the thief goes about initiating this is entirely up to the player. If the Player chooses to personally take on the task, they can decrease the difficulty of the task by their Adventuring Bonus if they have one. 4) Spy: the NPC requires having a spy on a rival stronghold for 2d6 months to track the exploits of their enemy. The difficulty of this is 0 but is rolled each Demesne Turn to determine if any usable information is discovered. However, a critical failure results in the spy being caught and interrogated. 5) Kidnap: the NPC needs an associate of their enemy to be kidnapped. Roll a d4 to determine the difficulty of succeeding in the kidnapping. The NPC plans for the target is 1) Ransom 2) Ship off 3) imprison 4) negotiate an exchange. The NPC only needs the Thief to figure out the kidnapping. 6) Smuggle: the NPC needs the Thief to smuggle illicit contraband out of the region. The contraband is actively being sought out and incurs a -2 difficulty to remove it from the region

Adventuring Bonus

The following options can be used by any player character of high enough level when they are out of their holding. The Adventure Bonus represents the player character using their experience as a leader to help advance the goals of their party.

- The Cleric** gains Divine Intervention, which allows the Cleric to add the Adventure bonus to turn undead attempts
- The Fighter** gains Fearless Leader which uses the Fighter's Adventure Bonus instead of Charisma bonus to modify morale scores and reaction rolls.
- The Magic-User** gains Arcane Acumen which allows the Magic-User to use their Adventure bonus to increase the caster level of a single spell up to their bonus once per day and any saves against spell rolls. This decision is made in the moment of casting, not in preparation.
- The Thief** gain Criminal Insight. This ability can use their Adventure bonus to allow for thieves skill re-roll that many times each day. This is applied to the Thief or any other party member attempting a thief skill as long as the name-level thief is within hearing distance to give instruction.

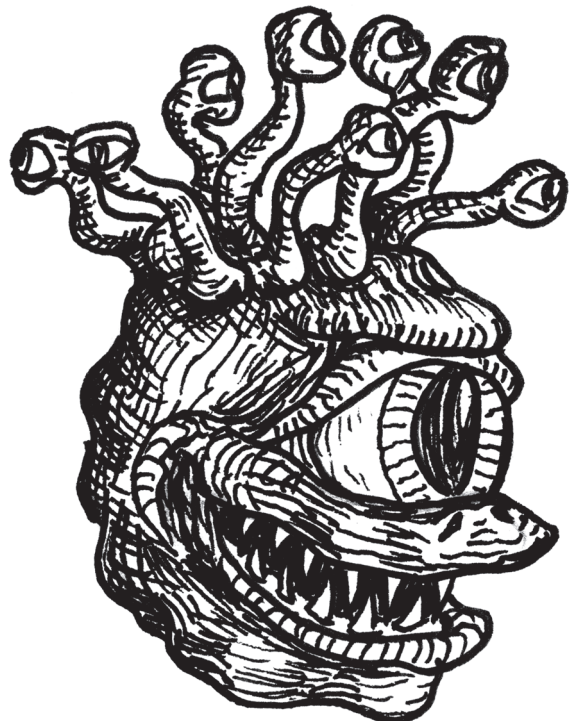
Demi-human Race-as-class can use the following suggestions:

- Dwarf** gains Fearless Leader
- Elf** gains Arcane Acumen
- Halfling** gains Criminal Insight

For the sub-classes included in Demesnes & Domination, use the following suggestions for which Adventure Bonus each class gains

- Alchemists** gain Arcane Acumen
- Barbarian** gains Fearless Leader
- Bard** can choose Fearless Leader, Arcane Acumen, or Criminal Insight
- Brawler** gains Fearless Leader
- Hexer** gains Arcane Acumen
- Inquisitor** gains Divine Intervention
- Jester** gains Arcane Acumen
- Monk** gains Arcane Acumen*
- Psionics-User** gains Arcane Acumen*
- Swashbuckler** gains Fearless Leader

*Psionic classes who gain Arcane Acumen use it to modify any psionic disciplines as if they were spells.



Demesnes & Domination Addendum



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