

Simpler Systems Options: Domain Management, Regions & Nobility

Version 1.0



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Regions Sizes in a Setting:

Estate: Fundamental unit of feudal societies this is typically 1,500 to 3,000 acres or 2.5 to 5 sq miles. It supports a landowner household in a Fortified Manor or Keep, 5 to 10 yeoman/crafter/freemen households and 15 to 30 peasant/tenant/serf households. A household averages about 5 individuals.

Barony: A barony is usually anchored by a Keep or Castle and is surrounded by 10 to 15 estates. Typically 15,000 to 45,000 acres. Two third's are run by vassal knights. The Keep and Castle is either a large village or small town depending on it's location in relation to trade routes typically will have from 75 to 200 households. The Estate surrounding the Keep or Castle will be towards the higher end of the scale say from 2,200 to 3,000 acres. There will be a small number of urban households, more crafters, freemen, and yeomen.

County: A count was in charge of a protection of a region. In a feudal society a count will have between 1 to 4 Barons as vassals. The Count's personal residence is usually a castle and setup similar to the Baron's above.

Duchy: Dukes will have up to a half dozen major vassals (Barons, Counts) along with 1 to 3 other keeps and castles that are directly ruled by the Duke and administered by a bailiff. The Duke's nearly always resides at a castle and it is usually a large town or small city.

March: A region that is a borderland between one realm and another. It varies in the number of baronies however a Count Palantine or a Duke Palantine is placed in charge. Sometime a Warden which is a royal officer is appointed to administer the territory in the name of the King.

Grand Duchy: A Duke of royal blood or one that rules an independent realm.

Principality: The same as a Grand Duchy except with a fancier title.

Kingdom: A realm ruled by a King. The best way to estimate it's size is to figure how many baronies there are. After that you can arrange them in a feudal hierarchy. Remember that Kings can have Dukes, Counts, and Barons as vassals. So a Baron may be the vassal of a Count or could be a vassal of the King. Make it as simple or complex as you wish.

Empire: The classic empire consists of a metropole or the heartland ruling a number of conquered peripheries (other realms). Imperial Administration consists of representatives of the emperors journeying or living in the periphery realm making sure the locals render proper tribute and do what the emperor tells them to do. Colonies may be established throughout the periphery to give imperial troops allies and supplies in the case of revolt.

The barony and estate are the fundamental units you want to use to size your regions and realms. Generally a 2.5 mile hex will have one estate. So a Barony with 15 estates will cover 16 hexes. The 15 estates plus the Baron's castle estate. Generally a Barony will occupy a distinct

geographical region like a valley bounded by hills. Also remember that feudal societies tend to disperse the estates of great nobles to prevent them from having a continuous territory.

Civilization Levels & Domain starting number of families:

Settling Families

- Wilderness 5+d20% of Maximum Family numbers below.
- Borderlands 10+d20% of Maximum Family numbers below.
- Civilized 30+d20% of Maximum Family numbers below.

Maximum Number of Families by Civilization Level and Soil Fertility & Farming Productivity:

Maximum Families	Soil Fertility & Farming Productivity (population per sq mi)					
	Low		Medium		High	
	6 Mile Hex	24 Mile Hex	6 Mile Hex	24 Mile Hex	6 Mile Hex	24 Mile Hex
Wilderness	100 (15)	1,600	200 (31)	3,200	275 (43)	4,400
Borderlands	200 (31)	3,200	350 (54)	5,600	500 (78)	8,000
Civilized	300 (36)	4,800	430 (67)	6,880	600 (94)	9,600

100 acres = .156 sq miles. 640 acres = 1 sq mile

Low = 21 households/estate. X5 for # of population.

Mid = Average of low and high.

High = 41 households/estate. X5 for # of population.

Pop = Population per square mile.

Estate: 1 Estate Population & Population Density

2.5 square miles	Low: 105	Mid: 155	High: 205
	Pop: 42 per sq mi	Pop: 62 per sq mi	Pop: 82 per sq mi
5 square miles	Low: 105	Mid: 155	High: 205
	Pop: 21 per sq mi	Pop: 31 per sq mi	Pop: 41 per sq mi

Low = 21 households/estate x11 or 16 x5 for # of population.

Mid = Average of low and high.

High = 41 households/estate x11 or 16 x5 for # of population.

Baron 10 Estates

27.5 square miles	Low: 1155	Mid: 1418	High: 1680
	Pop: 42 per sq mi	Pop: 52 per sq mi	Pop: 61 per sq mi
55 square miles	Low: 1155	Mid: 1418	High: 1680
	Pop: 21 per sq mi	Pop: 26 per sq mi	Pop: 31 per sq mi

Baron 15 Estates

40 square miles	Low: 2255	Mid: 2768	High: 3280
	Pop: 56 per sq mi	Pop: 69 per sq mi	Pop: 82 per sq mi
80 square miles	Low: 2255	Mid: 2768	High: 3280
	Pop: 28 per sq mi	Pop: 35 per sq mi	Pop: 41 per sq mi

Barons rule 10 – 15 estates. Each of which is typically 1,500 to 3,000 acres or 2.5 to 5 sq miles. The baron's estate usually runs 2,200 to 3,000 acres.

6 Mile hexes have 32 sq mi = 6-12 estates per hex. Baronial fiefs are 1-3 hexes

24 Mile hexes have 500 sq mi = 6 to 18 baronial fiefs per hex.

Holding Ranges: Area of holding in square miles

	# of Baronies	Low	Medium	Large
Estate	NA	2.5	3.75	5
Baron 10	1	27.5	41.25	55
Baron 15	1	40	60	80
Count	2	55	120	160
Count	3	82.5	161.25	240
Count	4	110	215	320
Duke	6	165	322.5	480
Duke	15	412.5	806.25	1,200
Duke	24	660	1,290	1,920

Holding Ranges: Total Population (Number of Families or House holds)

	# of Baronies	Low	Medium	Large
Estate	NA	105(21)	155 (31)	205 (41)
Baron 10	1	1,155 (231)	1,705 (341)	2,255 (451)
Baron 15	1	1,680 (336)	2,480 (496)	3,280 (656)
Count 10	2	2,310 (462)	3,410 (682)	4,510 (902)
Count 15	2	3,360 (672)	4,960 (992)	6,560 (1,312)
Count 10	3	3,465 (693)	5,115 (1,023)	6,765 (1,353)
Count 15	3	5,040 (1,008)	7,440 (1,488)	9,840 (1,968)
Count 10	4	4,620 (924)	6,820 (1,364)	9,020 (1,804)
Count 15	4	6,720 (1,344)	9,920 (1,984)	13,120 (2,624)
Duke 10	6	6,930 (1,386)	10,230 (2,046)	13,530 (2,706)
Duke 15	6	10,080 (2,016)	14,880 (2,976)	19,680 (3,936)
Duke 10	15	17,325 (3,465)	25,575 (5,115)	33,825 (6,765)
Duke 15	15	25,200 (5,040)	37,200 (7,440)	49,200 (9,840)
Duke 10	24	27,720 (5,540)	40,920 (8,184)	54,120 (10,824)
Duke 15	24	40,320 (8,064)	59,520 (11,904)	78,720 (15,744)

Medieval England was 55,000 sq mi. Population 3-5 million

Number:	Type:	Number of Baronies:	Total Baronies:
3	King (Large Duke)	24	72
5	Large Duke	24	120
10	Medium Duke	15	150
20	Small Duke	6	120
40	Large Counts	4	160
60	Medium Counts	3	180
100	Small Counts	2	120
40	Baron (15)	1	40
60	Baron (10)	1	60
			Total: 1,022

$55,000/1,022 = 54$ sq mi per barony.

Medium population column = 2,298,185.

Cultivated Acreage:

Calculate all combatant families + all village/town/city families + all yeoman/tenant families x5 = Population. Population x3 - 4 = total number of acres under cultivation.

Town and city, urban, population is determined by comparing the rural population to domain type. Wilderness domains have a 5% urban population. Borderland domains have 5-10% urban population. Civilized domains have a 10-20% urban population.

Castle Types:

All dwellings are built inside a perimeter wall. This includes hamlets, villages town, cities, and camps.

Small fortified manor Type I:

Walls: 10'-20' tall

Main building: 1-3 stories

1-3 towers: 30' high

Stables, storehouses, blacksmiths, etc are built against wall.

May have moat, may be filled.

Large fortified manor Type H:

Walls: 20'-30' tall

Towers in the corners 30' high each.

Gatehouse

Main building: 2-4 stories with attached tower 15' higher than the main building.

Moat: May be filled.

Stables, storehouses, blacksmiths, etc are built against a wall.

Keeps Type G:

Small: 40' high and 30' square

Medium: 60' high and 40' square

Large: 80' high and 60' square

Walls: 30'-40' tall.

Barbican, small

May have moat, very common, may be filled.

Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type F: Small

Keep: 5-6 stories

4 towers: 40'-50' high

Walls: 30'-40' tall.

Barbican, small: Portcullis and 2 postern gates.

Bailey: Paved. Small manor. Stables for 30-50 horses.

Moat: Double depth. May be filled.

Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type E: Small

Keep: 5-6 stories

6 towers: 40'-50' high

Walls: 30'-40' tall.

Barbican, small - medium: Portcullis and 2 postern gates.

Bailey: Paved. Small manor. Stables for 60-90 horses.

Moat: Double depth and double width. May be filled.

Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type D: Medium

High Tower: 6-7 stories

7 towers: 45'-55' high

Walls: 35'-45' tall.

Barbican, medium: 2 portcullises and 3 postern gates.

Bailey: Paved. Small manor, small chapel, and stables for 75-100 horses.

Moat: Double depth and triple width. May be filled. Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type C: Large

High Tower: 7-8 stories

4 towers: 50'-60' high. 8 towers: 45'-55' high

Inner Wall: 45'-55' tall with battlements.

Outer Wall: 35'-45' tall with battlements and fighting positions in exposed, vulnerable to assault locations.

Inner Barbican, large: Portcullis and 2 postern gates.

Outer Barbican, medium: 2 towers: Portcullis and 3 postern gates

Bailey: Paved. Large manor, chapel, and stables for 150-175 horses.

Inner Moat: Double depth. May be filled.

Outer Moat: Double depth and quadruple width. May be filled.

Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type B: Very Large

High Tower: 8-9 stories

6 towers: 55'-65' high. 10 towers: 45'-55' high

Inner Wall: 45'-55' tall with battlements.

Outer Wall: 35'-45' tall with battlements and fighting positions in exposed, vulnerable to assault locations.

Inner Barbican, large: Portcullis and 2 postern gates.

Outer Barbican, large: 2 towers: Portcullis and 3 postern gates: 35'-45' outside moat

Bailey: Paved. Large manor, and church.

Inner Moat: Double depth and double width. May be filled.

Outer Moat: Double depth and quadruple width. Often augmented by local water features. May be filled.

Stables for 200+ horses (4-6 times the number needed for the garrison, extensive storehouses, blacksmiths, housing for 6-10 times the garrison troops etc are built against a wall.

Castle Type A: Great

Castle Type B + 1-6 other Castle Types. Truly a marvel of fortification engineering.

Typical Fortification:

Emperor or King: Castle A-C

Notable clergy, merchants, and Barons: Medium Keep to Castle F-G

Prince: Castle C-E

Knights, notable men at arms, richer merchants, and clergy: Large Fortified Manor to Large Keep G-H

Duke: Castle B-F

Count: Castle C-F

Non noble rewards, farmers, and crafters: Small Fortified Manor to Small Keep G-H

Marquis: Castle E-F

Population numbers:

Urban population equals 10-20% of rural population.

Country Size & Demographics:

Empires

	Area in Square Miles:	Population:
• Rome	2 million	50-90 million
• Han	2.5 million	60 million
• Seleucid	1.5 million	30 million
• Umayyad	5 million	62 million

Kingdoms

	Area in Square Miles:	Population:
• Carolingian Realm	460 K	10-20 Million
• Medieval France	150 K	13-20 Million
• England	55 K	3-5 Million
• Scotland	40 K	500 K
• Ireland	33 K	500 K to 3 Million

Medieval France in the 14th century 100 people/sq. mile. The French were blessed with an abundance of arable countryside, waiting to be farmed. Modern France has more than twice this many people.

Germany, with a slightly less perfect climate and a lower percentage of arable land, averaged more like 90 people/sq. mile.

Village, Town & City Definitions:

Villages range from 20 to 1,000 people, with typical villages ranging from 50-300. Most kingdoms will have thousands of them. Villages are agrarian communities within the safe folds of civilization. They provide the basic source of food and land stability in a feudal system. 3-4 miles apart.

Towns range in population from 1,000-8,000 people, with typical values somewhere around 2,500. culturally, these are the equivalent to the smaller American cities that line the Interstates. Cities and towns tend to have walls only if they're politically important and/or frequently threatened. 10-15 miles apart.

Italy was similar (lots of hills and rocky areas).

The British Isles were the least populous, with a little more than 40 people per square mile, most of them clustered in the southern half of the isles.

Cities tend to be from 8,000-12,000 people. A typical large kingdom will have only a few cities in this population range. centers of scholarly pursuits (the Universities) tend to be in cities of this size, with only the rare exception thriving in a Big city. Big Cities range from 12,000-100,000 people, with some exceptional cities exceeding this scale. Some historical examples include London (25,000-40,000), Paris (50,000-80,000), Genoa (75,000-100,000), and Venice (100,000+). Moscow in the 15th century had a population in excess of 200,000! 35-70 miles apart.

Titles of Nobility:

Knight: A knight is the lowest title of nobility. A grant of knighthood does not come with a dominion, and a knight does not normally rule such land. The children of nobles of all non royal blood are normally knighted as a matter of course when they come of age, receiving a greater title when (or if) they gain their inheritance. The title “knight” applies to both sexes, although it is not used in the name of the noble. Instead, male knights are referred to as “sir (name)” and female knights are referred to as “dame (name)”. Male knights are addressed as “sir” and female knights are addressed as “ma’am”.

Baron: A grant of baronetcy comes with a single dominion. It is the lowest form of landed nobility, and may be granted by a count or higher. A baron is granted a single domain, which is called a barony. The title “baron (name)” is used for male barons, and “baroness (name)” is used for female barons. Male barons are addressed as “your lordship”, and female barons are addressed as “your ladyship”.

Viscount: If a baron is granted a second dominion, or conquers a second dominion belonging to their ruler’s enemy and adds it to their ruler’s country, they will likely be granted the title of viscount. This title and all higher titles may only be granted by a duke or higher. The viscount may rule directly from one of the strongholds and allow an allied baron to rule the other, or may remain at court and allow allied barons to rule both their dominions. A

viscount who is granted more dominions by their ruler or who gains them by expanding into unclaimed land remains a viscount. Viscount is therefore the highest possible title for (non royal) nobility who are yet to prove themselves as war leaders. The title “lord (name)” is used for male viscounts, and “lady (name)” is used for female viscounts. Male viscounts are addressed as “your lordship” and female viscounts are addressed as “your ladyship”.

Count: A viscount who conquers a third dominion belonging to one of their ruler’s enemies and adds it to their ruler’s country will be granted the title of count. A count will therefore rule at least three dominions, at least one of which was won by military conquest. The dominions ruled by a count are collectively referred to as a county. Like a viscount, a count may delegate the rule of some or all of their dominions to barons, and may remain at court. A count may grant the title of baron, although etiquette demands that this is normally not done without at least checking with the king or queen first. The title “count (name) of (county)” is used for male counts, and the title “countess (name) of (county)” is used for female counts. Male counts are addressed as “your lordship” and female counts are referred to as “your ladyship”.

Marquis: A count who continues to add dominions to their ruler's lands (either by conquest or expansion into unclaimed land) may be given the title of marquis. Although a marquis has greater station and influence at court than a "mere" count, there is little practical difference between the two. The title "the marquis of (county)" is used for male marquises and the title "the marquise of (county)" is used for female marquises. Male marquises are addressed as "your lordship" and female marquises are addressed as "your ladyship".

Duke: The highest rank of non-royal nobility is the duke. The title of duke is granted to marquises who have served their ruler well and continued to add dominions to their rule. The collected dominions of a duke are referred to as a "duchy". It is rare (but not unheard of) for a duke to actually reside in one of the strongholds in their duchy. Dukes normally stay at court except in times of war or emergency. A duke may grant any lesser title (assuming the candidate has achieved the necessary status), although etiquette demands that the king or queen be informed before such grants happen. The title "the duke of (duchy)" is used for male dukes, and "the duchess of (duchy)" is used for female dukes. Both male and female dukes are addressed as "your grace".

Archduke: The title of archduke is given to members of the royal family who are also dukes. Some archdukes may be minor royalty who were originally granted baronies and have genuinely worked to gain their dominions, but

others may be princes or other high ranking royals who have been granted archdukedoms for reasons of nepotism rather than ability. While archdukes appointed via royal fiat do technically have the status and responsibility that their position entails, they are often not taken seriously and are side lined when it comes to important councils of war and so forth. However, it can be dangerous to underestimate them completely. After all, they are close relatives of the king or queen, and do have their ears; as well as an array of lesser nobles (and their armies) at their disposal. It is possible (although rare) for someone to first become a duke and then be adopted into the royal family to become an archduke. On very rare occasions, this will happen to an enemy duke who "defects" from their former ruler bringing their lands with them. Such defections cause much political turbulence, and can often be the start of major wars. The title "the duke of (duchy)" is used for male archdukes, and "the duchess of (duchy)" is used for female archdukes. Both male and female archdukes are addressed as "your grace".

Prince: A prince is the child of a king or queen (or emperor), or the child of a crown prince or imperial prince. This may be by birth, or it may be by adoption, such as the adoption that turns a duke into an archduke. A prince will always be at least a baron, although in many cases their title is a technicality and no actual domains are ruled. However, many rulers encourage their offspring to go out and actively rule, partly to keep them occupied and reduce internecine squabbling, and partly to “toughen them up” and get them used to responsibility. A prince may not appoint lesser nobles unless entitled to do so by their own rank of nobility. The collective dominion held by a prince is called a principality. The title “prince (name)” is used for male princes, and “princess (name)” is used for female princes. Both male and female princes are addressed as “your highness”.

Crown Prince: A crown prince is a prince who is the heir to the throne. A crown prince is almost always a prince by birth. Only if a king or queen is childless would it be possible to adopt someone as crown prince without causing outright rebellion amongst nobility. Although it would seem that crown princes would be the most pampered of princes, the opposite is true. Because of their future responsibilities they tend to have the most preparation, and are therefore the most likely to work their way up from baronetcy rather than just having higher titles awarded to them. Being a crown prince is a risky business, since there are often many other potential heirs keen to see one fail or die, as well as foreign powers keen to cause internal strife. The title “crown prince (name)” is used for

male princes, and “crown princess (name)” is used for female princes, although occasionally (depending on the rules of succession in the country in question) only princes of one sex will be eligible to be crown princes. Both male and female crown princes are addressed as “your royal highness”.

Imperial Prince: An imperial prince is a prince who is the heir to an empire. An imperial prince is almost always a prince by birth. Only if an emperor or empress is childless would it be possible to adopt someone as an imperial prince without causing outright rebellion amongst nobility. Like crown princes, imperial princes tend to be active nobles. Because of their future responsibilities they tend to have the most preparation, and are therefore the most likely to work their way up from baronetcy rather than just have higher titles awarded to them. Being an imperial prince is even more dangerous than being a crown prince, since there are often many more interested parties keen to see one fail or die. The title “imperial prince (name)” is used for male princes, and “imperial princess (name)” is used for female princes, although occasionally (depending on the rules of succession in the empire in question) only princes of one sex will be eligible to be imperial princes. Both male and female imperial princes are addressed as “your imperial highness”.

King: A king is the ruler of an entire country. The title is passed down in an hereditary manner, and therefore the only way to become a king (if one is not already heir to a throne) is to declare yourself the king of an area and get away with it by having enough military and political support. In some countries, being the spouse of a king or queen makes one a king or queen yourself. This depends upon the rules of succession for the country in question. In theory, a king has absolute power over their country. In practice, however, the king is reliant on the income and military might provided by their nobles; and it therefore is a foolish king indeed that does not take advice from those nobles. The title “king (name)” is used for male kings, and the title “queen (name)” is used for female kings. Both male and female kings are addressed as “your majesty”.

Emperor: An emperor is the king of a country that has taken over (and had surrender to it) one or more other countries; but rather than simply expand to cover the whole area, the countries that have been taken over are allowed to remain autonomous (although sometimes their kings are deposed and replaced with more friendly kings). These countries become client countries as part of a larger empire. The king of the country that is doing the taking over

becomes the emperor of the entire empire. The heirs of an emperor will take on the title of emperor themselves without necessarily taking over more countries than the founder of the empire did. The kings of the client countries mostly run their states as before, although they may have policies dictated by the emperor, particularly foreign policies, and they may have to pay a yearly tribute to the emperor.

Depending on the size of the tribute and the policies imposed, the empire may be seen as a useful and benevolent thing to have (especially if it brings peace between previously antagonistic countries that have now become client states), or it may be seen as an oppressive force that the client countries would overthrow if they could. In many cases, client countries lose control of their armies and find them replaced by a single “imperial army” which is paid by, and loyal to, the empire. Empires have a tendency to be too big to be stable, and rarely last more than three or four generations before disintegrating; although the disintegration often causes utter chaos and anarchy and the former kingdoms that made up the empire rarely survive the break up. The title “emperor (name)” is used for male emperors, and “empress (name)” is used for female emperors. Both male and female emperors are addressed as “your imperial majesty”.

Building a Stronghold:

No dominion can survive without a stronghold of some sort. The stronghold provides not only an administrative center for the dominion, but also a secure place to store the dominion's wealth and to retreat to in times of war. The area of land covered by a dominion is measured in fiefs. A single fief is an area of about 12 miles radius. If using hex maps, this translates to a single 24 mile hex that contains the stronghold, or a cluster of sixteen 6 mile hexes. Usually, a dominion will consist of a single fief, with the stronghold roughly in the center so that no point is too far away for easy access. A large stronghold with several external troop garrisons can increase the effective dominion to anything up to seven fiefs (one containing the stronghold and another six surrounding it). However, the increased travel time needed for either troops to get from the stronghold to an outlying village or for the villagers from that

Terrain & Resources:

In order to determine the resources available to a dominion, the terrain of each fief must be determined. If you are using 24 mile hexes, this is straightforward, as a single map hex will equal a single fief. If you are using 6 mile hexes or maps without hexes then you will have to classify each fief according to its predominant terrain type. Each fief is classified as either civilized, borderlands or wilderness, depending on the terrain type of the fief and how close it is to a major city or to other civilized fiefs. Note

village trying to seek refuge in the stronghold limits the maximum size of the dominion to no larger than this. If someone wishes to clear out more land and enlarge their dominion beyond this size then they must build another stronghold to protect the newly cleared land, and this then becomes the center of a second dominion. Before a stronghold can be built, the surrounding area must first be cleared of monsters that would threaten the builders. This job is ideally suited to adventuring parties. Once the area is clear, the stronghold itself can be designed and built.

The minimum stronghold costs per 6 Mile Hex are:

- Wilderness – 30,000 GP
- Borderlands – 20,000 GP
- Civilized – 15,000 GP

that the other civilized fiefs don't necessarily need to belong to the same dominion or even the same country, as long as there are trade links between them and the fief in question (which will usually be the case, barring embargoes). This civilization level of the fief determines both the number of families that will be attracted to settle the area when the stronghold is built and also the maximum number of families that the fief can support.

Settled Terrain:

Any clear, forest, grasslands, hills or woods fief that has over 1,000 families living in it is considered to be of terrain type settled rather than its basic terrain type. Mountains fiefs with over 1,000 families become settled only if populated by dwarves, and forest and jungle fiefs with over 1,000 families become settled only if populated by elves. This has two effects. Firstly, settled terrain uses different columns on wilderness encounter tables than other terrain types. Secondly, the change to settled terrain may change the civilization level of the fief, with a corresponding increase in the maximum number of families that the fief can contain. The change in civilization level of the

fief may have a knock on effect on other nearby fiefs, since they may now be within 72 miles (three 24 mile hexes or twelve 6 mile hexes) of a civilized fief. Any fief that loses enough population that it no longer has 1,000 families also loses its settled type, and reverts back to its normal terrain type. Again, this may have a knock on effect on other fiefs; which may no longer be within 72 miles of a civilized fief, and therefore may drop in civilization level themselves. Should this cause the maximum population of a fief to drop below its current population, the population of that fief will reduce by 20% per season until it is no longer unsupportable.

Material Resources:

Each fief of the dominion will produce between one and four resources that may be exploited to generate income for the dominion, determined by rolling a d10. 1 = one resource. 2-7 = two resources. 8-9 = three resources. 10 = four resources.

Dominion Fief Classification:

Terrain Type	Within 144 Miles of a City	More Than 144 Miles from a City But Within 72 Miles of a Civilized Fief	Not Near a City or Civilized Fief
Barren Lands	Borderlands	Wilderness	Wilderness
Clear*	Civilized	Borderlands	Wilderness
Desert	Borderlands****	Wilderness	Wilderness
Forest**	Civilized	Borderlands	Wilderness
Grasslands*	Civilized	Borderlands	Wilderness
Hills*	Civilized	Borderlands	Wilderness
Jungle**	Borderlands	Wilderness	Wilderness
Mountains***	Borderlands	Wilderness	Wilderness
Ocean	Wilderness	Wilderness	Wilderness
Settled	Civilized	Civilized	Borderlands
Swamp	Borderlands	Wilderness	Wilderness
Woods*	Civilized	Borderlands	Wilderness

*fiefs of this type can become settled if populated by anyone

**fiefs of this type can become settled if populated by elves

***fiefs of this type can become settled if populated by dwarves

****fiefs containing oases are considered to be civilized

To be specific, the population change and the economy (the income and expenditure for the dominion) are handled on a seasonal basis, and the level of satisfaction, or unrest, of the populace is usually handled on a yearly basis but may need to be checked in exceptional circumstances.

Seasonal Economy Check:

Each game season, the ruler of the dominion, along with the Game Master, needs to check the

economy and tally up the income and expenditure for the season.

Population Change:

Each season, the number of families in each fief of the dominion will change due to a variety of factors. Usually, this will be an increase due to new settlers joining the fief. Rather than try to account for each individual factor, these rules abstract the whole population change for the

season into a single check. At the beginning of each season, roll 2d4 plus an extra d4 per thousand families in the fief. Multiply the dice total by 10, and that is the number of extra families that join the fief.

Income:

Seasonal income comes from four sources:

- Resource income
- Service income
- Poll tax
- Salt tax

Resources:

Each fief of the dominion will have between 1 and 4 types of resource in it. These resources provide income for the dominion ruler. Theoretically, different resources will provide different revenue streams, and these will vary seasonally as well as varying depending on fluctuations in supply and demand. In practice, it is neither desirable nor feasible to track this kind of minutiae, since it would bog the game down into an exercise in accounting. The variance in resource income each season is represented by rolling 3d4. The result is the amount (in GP) of resource income that is

gained per family that is working in the fief. Multiply the result by the total number of families in the fief to work out the total resource income for the season. Any fief that brings in a seasonal resource income of 15,000 GP or more will attract corruption, black markets and bandits. Unless that fief contains the stronghold from which the dominion is ruled, 1d10x10% of the potential resource income will be lost to such forces.

Service:

Each family in the dominion brings in the equivalent of income worth 25 GP per season in service, such as building works, growing food, tending animals, and so forth. Unlike other sources of income, this is not actually received by the ruler of the dominion as money.

However, it can be used to off set expenses such as holidays, tithes, salt tax, and the paying of

armies (mercenary or otherwise). Any service income that is not used is wasted and cannot be stored. Deduct Yeoman families from this calculation as they provide one of the following:

- Light Footman
- Archer
- Light Cavalry

Poll Tax:

Each family in the dominion normally pays 3 GP per season in poll tax. This is actual money in the coffers tax paid in coinage. The ruler of the dominion can set the tax rate higher or lower if they desire. For each extra 1 GP that is paid per family, there is a -10 penalty to the dominion's confidence rating per year. For each 1 GP less that is paid per family, there is a +5 bonus to the

dominion's confidence rating per year.

Additionally, when the ruler increases the tax rate, this gives an instant -25 penalty to the dominion's confidence rating and forces an immediate confidence check. Similarly, decreasing the tax rate gives an instant +10 bonus to the dominion's confidence rating.

Salt Tax:

If the ruler of the dominion has other nobles who have sworn fealty to them, they are given 20% of the total income of each lesser noble's dominion. This income is normally paid in the form of services, and therefore doesn't actually arrive as coinage. However, like other service income it can be used to off set expenditure. Like service income, this income cannot be stored, and must be used or wasted.

Example: When lady Gretchen builds her castle, the fief is wilderness. Therefore it attracts 1d10x10 families as settlers. Jim rolls a 7, so 70 families settle the fief. After a season, Jim checks the fief for population growth. There are fewer than 1,000 families, so there is an increase of 2d4x10 families. Jim rolls 5 on his 2d4, so an additional 50 families join his fief for a total of 120 families.

Expenditures:

Expenditures are paid on a quarterly basis for:

- Castle staff and maintenance
- Troops
- Tithes
- Salt Tax
- Festivals and Holidays
- Entertaining Guests
- Public Works

Castle Staff and Maintenance:

The cost of castle staff and routine maintenance is 1.5% of stronghold cost per quarter. Also, extraordinary expenses such as

rebuilding works in the wake of a siege or a monster attack must be paid for out of the ruler's pocket.

Troops:

Whether a full time standing army, a "special forces" unit of adventurers, or a group of mercenaries; troops must be paid for. Armies and mercenaries can be paid for with service income, based on their costs, but adventurers usually only work for cold hard cash. In times of dire need, a peasant militia can be formed from the local populace. Up to 10% of the families in an area can provide "poor" ranked peasant militia (providing an average of 2.5 troops per family). A further 10% of the families in an area

can provide "untrained" ranked peasant militia (providing an average of 2.5 troops per family). If either are called up, the families providing militia will not produce income of any type during the seasons in which the militia is active. A dominion that spends less than five percent of all gross income (income before any expenditure has been taken out) on troops in addition to the warband levy, suffers -20 penalty to the dominion's confidence rating.

Warband Levy:

Domain holders are expected to be able raise and field one of the following depending on the terms and conditions of their oath of fealty:

- 1 Heavy Cavalry + 1 Light Cavalry + 1 Heavy Footman + 2 Light Footman per 3,000 acres
- 1 Heavy Cavalry per 1500 acres + 1 Light Footman per 500 acres
- 1 Heavy Cavalry per 1500 acres + 1 Light Footman per 300 acres
- 1 Light Cavalry per 500 acres or 1 Light Footman per 300 acres
- 1 Light Footman per 300 acres
- 1 Light Footman per 100 acres

Militant Societies:

At arms: 20%

Trained and Ready: 15%

Need Minimal Prep: 20%

Need Training: 20%

Not Suitable: 25%

Not so Militant Societies:

At arms: 10%

Trained and Ready: 10%

Need Minimal Prep: 10%

Need Training: 45%

Not Suitable: 25%

Knights: Typically are classified as Heavy Cavalry.

Squires: There are usually 2d6 squires per 1500 acres. There are two kinds of squires.

1. Junior squires have limited training and experience. They are considered Light Cavalry.
2. Senior squires have had some training and experience. They are considered Medium Cavalry.

Cavalry: There are four types of Cavalry.

1. Heavy Cavalry: Wear heavy armor. Ride heavy warhorses. Use lances for for shock and impact.
2. Medium Cavalry: Wear light to medium armor. Ride medium warhorses. May use lances or bows.

3. Light Cavalry: Wear light armor. Ride light warhorses. Used for scouting and harassment. Use bows and swords.

4. Horse Archer: Wear light armor. Ride light warhorses. Used for scouting and harassment. Expert with horse bows. May use Lances and swords. Often from the steppes.

Infantry: There are two kinds of infantry.

1. Heavy Footman: Wear medium to heavy armor. Typically specialize in one to three kinds of weapons. Fight in formations.
2. Light Footman: Wear light to medium armor. Typically fight in loose formations. Used for skirmishing and harassment.

Archers/Crossbowman/Slingers: Wear no armor to light armor. Specialize in the ranged weapon. Also equipped with secondary weapon.

The other listed categories are almost always noble, gentry, or professional.

Yeoman Cavalry, Yeoman Infantry, & Yeoman Archers: Yeoman are not noble, gentry, or professional. Instead of owing labor to a domain. A yeoman owes service. Depending on their Lord's investment in training and equipment, they may be useless or superb.

Peasants: Typically have no armor to light armor. Agricultural tools for weapons. Limited training.

Troop Substitution Table:

2 Medium Cavalry	for	1 Heavy Cavalry
2 Light Cavalry	for	1 Medium Cavalry
3 Light Footman	for	1 Heavy Footman
3 Light Footman	for	1 Light Cavalry
1 Heavy Footman	for	2 Light Cavalry
2 Light Footman	for	1 Shortbow
3 Light Footman	for	1 Longbow or Crossbow
1 Heavy Footman	for	1 Longbow or Crossbow
1 Light Cavalry	for	1 Longbow or Crossbow

Tithes:

One tenth of all gross income (income before any expenditure has been taken out) must be given in tithes to the various churches and temples that are followed throughout the dominion. Tithes may be paid with either service income or money, or a combination of the two. Failure to provide the full amount of tithes results in the churches (and possibly the gods or immortals associated with them, depending on the setting) being angered, and they make their anger known to the populace.

Salt Tax:

In just the same way that the dominion may receive salt tax from subservient dominions, it must also pay twenty percent of its gross income (income before any expenditure has

The net result of this is that any year in which tithes are not paid in full gives a -50 penalty to the dominion's confidence rating. If tithes are short changed for more than one year in a row, there is a 25% chance each year that an extra "disaster" event will happen that year as the immortals show their displeasure. If such an event is going to happen, it will be preceded by omens and prophetic dreams.

been taken out) to the noble or royal that the ruler of the dominion has sworn fealty to. Salt tax may be paid with either service income or money, or a combination of the two.

Festivals and Holidays:

Some days during the year are declared as festivals or holidays. These may have been declared by the ruler of the country, or by one of the major religions of the country, or the ruler of the dominion may declare their own. The overall cost of a holiday is 2 GP per family. This represents both the expenditure for celebrations and also the lost income because people are not working. This cost may be paid with either service income or money, or a combination of the two. If the holiday was a religious one declared by the temples, its cost can be recouped from the tithes paid to the church. Similarly, if the holiday was a national one declared by the ruler of the country, its cost can be recouped from the salt tax paid to that

ruler. However, if the cost of the holiday is too great to be covered by the tithes or salt tax (or if the holiday was declared by the dominion ruler rather than by a higher power) the dominion ruler must pay the remaining cost themselves. Under normal circumstances, there will be two religious festivals per season (not necessarily the same two each season), and the populace will expect these to be held regularly. Each time a regular holiday or festival that the populace are expecting is canceled, a -5 penalty is applied to the dominion's confidence rating, and an immediate confidence check must be made. Each time an extraordinary holiday or festival day is announced, a +2 bonus is applied to the dominion's confidence rating.

Entertaining Visitors:

Etiquette demands that visiting nobles and royalty are entertained according to their station. The following costs apply whenever a noble (and their retinue) are visiting:

Knight = no extra cost

Baron = 100 GP/day

Viscount = 150 GP/day

Count = 300 GP/day

Marquis = 400 GP/day

Duke = 600 GP/day

Archduke = 700 GP/day

Prince = as nobility + 100 GP/day

King = 1,000 GP/day

Emperor = 1,500 GP/day

Public Works:

Each season, any spare service income that would otherwise be wasted can be used to start (or continue) building a public work such as a keep, temple or castle. The ruler of the dominion may supplement the service income being used to build the public work with their own money in order to finish a public work more quickly. Additionally, if the ruler of the dominion (or an acquaintance) is a spell caster with access to the stone shape, Stone form, Wood form and/or Wall of Stone spells and is willing to cast those spells regularly for free, they may double all building progress (both service and cash). Hiring an outside spell caster to cast those spells does not double progress, since it is assumed to cost a similar amount of cash for the long term hiring of the spell caster as that which would be otherwise saved.

When a public work is first started, the fiefdom gets an immediate confidence boost. This boost

is then given a second time when the public work is finished. If the building of a public work is abandoned (IE. A season passes without any progress being made on it) then the confidence immediately drops by an amount equal to the boost given for starting the project.

The confidence boosts and other effects of public works are shown in public works table. An existing keep can be upgraded into a small castle, and either of those can be upgraded into a large castle. In each of these cases, the cost and confidence boost is found by taking the difference between that of the existing structure and that of the new structure.

The first confidence boost is lost if a public works is not maintained for six months. The second is lost after one year of no maintenance.

Maintenance costs are 1.5% per public works per quarter.

Public Works:

Building	Cost	Confidence Boost	Other Effects
Fortified Manor House	6,000 GP	+0	A quarter fewer casualties when defending in battle.
Temple	25,000 GP	+30	25% disaster avoidance.
Mage's Keep	150,000 GP	+0	Half casualties when defending in battle, including a laboratory.
Keep	75,000 GP	+20	Half casualties and x2 troop multiplier when defending in battle.
Small Castle	150,000 GP	+40	Half casualties and x3 troop multiplier when defending in battle.
Large Castle	250,000 GP	+50	Half casualties and x4 troop multiplier when defending in battle.
Infrastructure	25,000 GP	+5	+1 GP to resource and service revenues for 2d3 seasons.

Confidence Level:

Each dominion has a confidence rating. This is a number that represents the general state of content (or discontent!) of the populace. There is a single confidence rating for the whole dominion. Different fiefs do not have separate ratings. When a dominion is first established, the initial confidence rating is set to the sum of the ability scores of the ruler plus 150 plus an additional d100 roll. In addition to the confidence rating, a dominion also has a confidence level. The confidence level is based

on the rating, and periodically a “confidence check” is made. Whenever a confidence check needs to be made, look up the current confidence rating on the confidence levels table and this will indicate the new confidence level. It is important to remember that although the confidence rating may change frequently, the confidence level only changes when a confidence check is made, even if the rating moves into a different range between checks.

Confidence Levels Table:

Confidence Rating	Confidence Level	Confidence Rating	Confidence Level
49 or less	Turbulent	270 to 299	Steady
50 to 99	Belligerent	300 to 349	Healthy
100 to 149	Rebellious	350 to 399	Prosperous
150 to 199	Defiant	400 to 449	Thriving
200 to 229	Unsteady	450 or higher	Ideal
230 to 269	Average		

Yearly Confidence Check:

At the beginning of each year, the Game Master checks the current confidence rating in order to determine the confidence level of the dominion. This confidence check may also be required as a result of certain actions by the dominion ruler (Such as when an expected holiday is canceled) or as a result of a disaster striking the dominion. Descriptions of the various confidence levels and their effects on the dominion are given below:

Turbulent (49 or Less): 95% of families will form a peasant militia (providing an average of 2.5 troops per family). No income of any kind may be collected, except by force. A -10 penalty is applied to the confidence rating. The confidence rating cannot rise above 100 until the ruler of the dominion is removed. All trade caravans and traveling officials will be attacked by bandits. Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents. One or more enemy states will

provide the peasant militia with military support.

Belligerent (50–99): In each fief that has fewer troops than one half of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). No poll tax can be collected. A quarter of normal service income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia. A quarter of normal resource income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia. A -10 penalty is applied to the confidence rating. All trade caravans and traveling officials will be attacked by bandits. Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents. There is a 50% chance that an enemy state will provide the peasant militia with military support.

Rebellious (100–149): In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked. No poll tax can be collected. A third of normal service income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia. A third of normal resource income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A -10 penalty is applied to the confidence rating.

Defiant (150–199): In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked. No poll tax can be collected. A half of normal service income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia. A half of normal resource income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

Unsteady (200–229): There is a 20% chance that a -10 penalty will apply to the confidence rating.

Average (230–269): The dominion is running smoothly. There are no special conditions or effects.

Steady (270–299): There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Healthy (300–349): All income is 10% greater than normal. There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Prosperous (350–399): All income is 10% greater than normal. There is a 25% chance per agent that enemy agents working in the dominion will be exposed. If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Thriving (400–449): All income is 10% greater than normal. There is a 50% chance per agent that enemy agents working in the dominion will be exposed. If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Ideal (450 or Higher): All income is 10% greater than normal. There is a 75% chance per agent that enemy agents working in the dominion will be exposed. If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen. A +25 bonus is applied to the confidence rating. The confidence rating cannot drop below 400 before the next confidence check.

Events:

Each year, 1d4 random events will happen in the dominion. Due to the huge variety of events that can occur, it is not possible to list them here. However, they can be roughly classified into types of event. For each event that occurs, roll on the domain events table to determine the type of event. Although this table is random, the Game Master should be fair to the players and should not let players' dominions be wiped out by a few bad rolls which indicate disaster after disaster. If the dice seem to be against the players, then the Game Master should introduce plot elements or potential

adventures into the game that can mitigate the worst situations. Similarly, if the dice are favoring the players and they are getting bored just raking in the money every season without challenge, the Game Master should introduce plot elements or adventures that can cause additional problems. However, in either case the Game Master should be careful not to railroad the players and make them feel that the status quo is being forcibly maintained. The Game Master should make sure that the players' decisions have a real impact on the way their dominions prosper or struggle.

Dominion Events:

D100 Roll	Event Type	D100 Roll	Event Type
01-05	Major positive event.	41-75	Minor negative event.
06-24	Minor positive event.	76-95	Major negative event.
25-40	Neutral event.	96-00	Disaster.

Types of event and their effects are listed below:

Major Positive Event: A major positive event will benefit the dominion greatly. It may result in a bonus to the confidence rating of up to +25, up to a doubling of income for a season, a population increase of up to +25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the best results, but there should be some positive results even if the ruler does nothing. Examples: new resource type found, ancient treasure found, an immortal decides to become

the patron of the dominion, a clan of demi human refugees joins the dominion.

Minor Positive Event: A minor positive event will benefit the dominion, or at the very least not harm it. It may result in a bonus to the confidence rating of up to +15, up to 50% extra income for a season, a population increase of up to +15%, or some combination of the above. The ruler may need to get involved personally in order to get the benefits, but there should be no negative results even if the ruler does nothing.

Examples: a new trade route is proposed, a hostile tribe of humanoids moves away from the dominion, passing adventurers clear out local bandits without needing to be hired to do so, a druid moves into the area.

Neutral Event: A neutral event may benefit the dominion or harm it, depending on how it is dealt with. It may result in a change to the confidence rating of up to +/-10, up to 25% extra or less income for a season, a population change of up to +/-10%, or some combination of the above. Whether the event works out positively or negatively should depend on how the ruler handles it.

Examples: a VIP visitor arrives unexpectedly, comets or other omens are seen in the sky, heresy is discovered in a local church, a local tribe of humanoids is displaced by a different tribe.

Minor Negative Event: A minor positive event will harm the dominion, or at the very least not benefit it. It may result in a penalty to the confidence rating of up to +15, up to 50% less income for a season, a population decrease of up to -15%, or some combination of the above. The ruler may need to get involved personally in order to avoid the harm, but there should be no significant positive results no matter how well the ruler handles the situation.

Examples: bandits start raiding, an official is assassinated, low level wandering monsters arrive in the area, a disease breaks out.

Major Negative Event: A major negative event will harm the dominion greatly. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a season, a population decrease of up to -25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results, but there should be some negative results no matter how well the ruler handles the situation. Examples: one of the fief's resources runs out, an epidemic strikes, a high level wandering monster enters the dominion, agitators foment rebellion against the ruler, a major fire breaks out.

Disaster: A disaster event will harm the dominion greatly in a similar way to a major negative event. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a season, a population decrease of up to -25%, or some combination of the above. It will also result in an immediate confidence check. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results, but there should be seriously negative results no matter how well the ruler handles the situation. Examples: an extremely high level monster attacks the dominion, plague strikes, a hurricane, tornado or avalanche sweeps the dominion, an earthquake strikes, an immortal smites the dominion.

Seasonal Incomes:

		Population	Low	Medium	Large
	# of Baronies				
Estate	0		105	155	205
Baron 10	1		1,155	1,418	1,680
Baron 15	1		2,255	2,768	3,280
		Families			
Estate			21	31	41
Baron 10			231	284	336
Baron 15			451	554	656
		Money			
3-12GP (7GP)	1 resource				
Estate			147	217	287
Baron 10			1,617	1,988	2,352
Baron 15			3,157	3,878	4,592
6-24GP (15GP)	2 resources				
Estate			315	465	615
Baron 10			3,465	4,260	5,040
Baron 15			6,765	8,310	9,840
9-36GP (22GO)	3 resources				
Estate			462	682	902
Baron 10			5,082	6,248	7,392
Baron 15			9,922	12,188	14,432

	Not Money	Low	Medium	Large
Service Income				
Estate		525	775	1,025
Baron 10		5,775	7,100	8,400
Baron 15		11,275	13,850	16,400

	Money			
Poll Tax				
Estate		63	93	123
Baron 10		693	852	1,008
Baron 15		1,353	1,662	1,968

	Not Money			
Salt Tax = 20% of Total Income from subordinate fiefs. Example uses 2 resources.				
Baron 10	Income from 7 Estates	1,265	1,866	2,468
Baron 15	Income from 10 Estates	1,806	2,666	3,526

	Gross Income. Example uses 2 resources.			
Estate		903	1,333	1,763
Baron 10		11,198	14,078	16,916
Baron 15		30,591	26,488	31,734

	Families			
Estate	NA	21	31	41
Baron 10	1	231	284	336
Baron 15	1	451	554	656

Example:

Baron 10 Medium Domain with 2 resources.

He directly runs 4 estates and 7 are run by vassal knights.

The Baron grosses 14,078 GP per season.

- In cash: 852 GP from Poll Tax
- In cash: 4,260 GP from Resource income
 - Total cash income: 5,112 GP
- Non cash: 1,866 Salt Tax
- Non cash: 7,100 Service
 - Total non cash income: 8,966 GP

Expenses:	Cash	Service
	5,112	8,966
Wilderlands Keep 30,000 GP		450 = 8,516
Troop costs		704 = 7,812
Warband of 22 Heavy Cavalry + 66 Light Footman		1,320 = 6,492 396 = 6,096
Tithe		1,408 = 4,688
Salt Tax to Liege		2,816 = 1,872
2 Festivals for 284 families		1,136 = 736
Entertaining Nobles		NA
Public Works – New Construction 8' wide gravel road 4 miles connects villages	64 = 5,048	736 = 0
Public Works – Maintenance		NA

Remember service income cannot be stored and is wasted if not used in the season it is collected.

Urban Sizes and Economics:

- Villages: 4-200 Families. Usually 10-60. 3-4 miles apart. Villages with less than 75 Families do not earn seasonal urban income. Basic goods and services are available with few specialized services.
- Towns: 200-1,600 Families. Usually 500. 10-15 miles apart. All basic goods and services are available with lots of specialized services.
- Cities: 1,600-2,400 Families. Usually only a few per kingdom. All basic goods and services are available with an abundance of specialized services.
- Capitols: 2,400-20,000 Families. Usually only one per kingdom. Add 10-30% to listed values. All basic goods and services are available with an abundance of specialized services.
- Trade Centers: 5,000-30,000 Families. Add 20-50% to listed taxes. All basic goods and services are available with an abundance of specialized services. Best bet for rare to legendary items.
- Once an urban population has reached the midpoint to the next population level, the urban rules must spend a years worth of the next levels town taxes to upgrade infrastructure and facilities to continue it's urban growth. Taxes, militia, and mercenary forces increase gradually after a population level increase.

If sacked, 15+2d10 times the seasonal town taxes can be looted. The same amount is hidden away to safeguard against loss.

Determining Urban Populations:

Town and city, urban, population is determined by comparing the rural population to domain type.

- Wilderness domains have a 5% urban population.
- Borderland domains have 5-10% urban population.
- Civilized domains have a 10-20% urban population.

Subtract 10% + 1d6 x5% from The number of urban families. If the number is greater than 200 families, record the number and roll again. Continue until the number of remaining families drop below 200. These are the numbers and populations of cities and towns in a realm.

Urban Seasonal Events Table: Roll d20 for events. Then roll d6. 1-3 event is a threat. 4-6 event is an opportunity. Do this twice per season. Apply events as a chance for role playing urban life.

d20	Opportunity/Threat	Tax Income	d20	Opportunity/Threat	Tax Income
01	Competition/ Partnership	Very high loss	11	Resource Discovery/Loss	Roll again. Advantage
02	Poverty/Wealth	High loss	12	Materials Help/Hindrance	Small gain
03	Scandal/Celebration	High loss	13	Feud/Calm	Small gain
04	Good/Bad Harvest	Medium loss	14	Monster Threat/Fortune	Small gain
05	Criminal/Opportunity	Medium loss	15	Sickness/Good Health	Medium gain
06	Religion/Cult	Medium loss	16	Dispute/Deal	Medium gain
07	Blessing/Curse	Small loss	17	Information/Spy/Insight	Medium gain
08	Hunger/Bounty	Small loss	18	Banditry/Expansion	Large gain
09	Cult/Pilgrimage	Small loss	19	Taxes/Profit	Large gain
10	Discovery/Exploration	Roll again. Disadvantage	20	War/Peace	Very large gain

Population Changes:

- Small gain or loss: No change.
- Medium gain or loss: d3% change.
- Large gain or loss: d6% change.
- Very large gain or loss: d10% change.

Tax Income Collection:

Loss for that season:

- Very high: 40+3d10% reduction in town and ruler tax revenue.
- High: 30+2d10% reduction in town and ruler tax revenue.
- Medium: 20+d10 reduction in town and ruler tax revenue.
- Small: 10+d10 reduction in town and ruler tax revenue.

Gain for that season:

- Very high: 40+3d10% increase in town and ruler tax revenue.
- High: 30+2d10% increase in town and ruler tax revenue.
- Medium: 20+d10 increase in town and ruler tax revenue.
- Small: 10+d10 increase in town and ruler tax revenue.

Urban leaders will have to decide if they want to pay the ruler's tax out of urban or personal fortunes. Choosing not to pay the full amount of the ruler's tax will incur their ire.

Urban Defenses & Taxes: Urban leaders send 50% of urban revenue to their rulers.

Families	Wall Height	Fortification	Town Taxes	Ruler's Taxes
Villages				
100	20' Wood+Rampart	NA	80 GP	80 GP
Towns				
200	20' Stone	NA	180 GP	180 GP
300	20' Stone	NA	300 GP	300 GP
400	20' Stone	NA	600 GP	600 GP
500	20' Stone	NA	800 GP	800 GP
600	20' Stone	Keep Type G	1,100 GP	1,100 GP
800	20' Stone	Keep Type G	1,400 GP	1,400 GP
1,000	20' Stone	Keep Type G	1,800 GP	1,800 GP
1,200	20' Stone	Keep Type G	2,300 GP	2,300 GP
1,400	30' Stone	Castle Type F	2,700 GP	2,700 GP
1,600	30' Stone	Castle Type F	3,100 GP	3,100 GP
Cities				
1,800	30' Stone	Castle Type F	3,500 GP	3,500 GP
2,000	30' Stone	Castle Type E	3,900 GP	3,900 GP
2,400	40' Stone	Castle Type E	4,500 GP	4,500 GP
5,000	40' Stone	Castle Type E	14,000 GP	14,000 GP
10,000	50' Stone	Castle Type D	28,000 GP	28,000 GP
15,000	50' Stone	Castle Type D	42,000 GP	42,000 GP
20,000	50' Stone	Castle Type D	78,000 GP	78,000 GP
30,000	60' Stone	Castle Type C	155,000 GP	155,000 GP

Urban Military Forces:

Families	# of Militia	# of Mercenary Cavalry	# of Mercenary Infantry
Villages			
20	10+d10	NA	NA
50	20+2d10	NA	NA
100	50+3d10	NA	NA
Towns			
200	100	4	10
300	150	8	20
400	200	8	20
500	250	12	30
600	300	12	30
800	400	16	40
1,000	500	20	50
1,200	600	24	75
1,400	700	32	100
1,600	800	32	100
Cities			
1,800	900	40	125
2,000	1,000	48	150
2,400	1,250	60	175
5,000	2,500	350	1,250
10,000	5,000	720	3,000
15,000	7,500	1,200	4,800
20,000	10,000	1,600	7,000
30,000	15,000	3,600	18,000

Fantasy Urban Economics by Population & Type:

Urban population definitions are listed earlier in this document, see pages 11 and 35.

Villages:

Villages need some way to convert grain into flour and repair equipment. Most villages will have a miller and blacksmith along with at least one tavern or alehouse. Some will also have potters, carpenters, weavers, leatherworkers, masons, and coopers.

Large Villages with more than 50 families will typically have:

- d2 Temples or Shrines
 - d3+1 Priests, Cult Leaders, or Shaman
 - d6 Initiates of varying degree
- d2 Healers, Herbalists, or Physicians
- d2 Scribes, Tutors or Legal Professionals
- d2 Inns of varying quality
- d3 Taverns
- d2 Mills
- d2 Blacksmiths
- d4+1 other businesses, types depend on local resources and cultural inclinations.

Village governance tends toward simple. Headed by a Reeve or Headman, who is a respected farmer, businessman, or more likely a single representative from the local Lord or central government. On larger trade routes, there will be some form of Tax and Toll

collector. These will be supported by a small force of d3+2 soldiers.

Most residents are farmers. On a part time basis they will do various jobs, thatcher, carpenter, potter, brewing, spinning, and weaving. There won't be stores or shops. Everyone knows what everyone does. And will refer you to the those who can help you. The craftsman in the village will have a selection of their work in their cottage. This can vary according to the time of year. Villagers spent their winters working their crafts for future sales. Unless on a major trade route, this will be to peddlers and to merchants making their rounds collecting region goods and specialties for sale elsewhere. If you are in a village in March, you may find the supplies you need before they are passed on to peddlers and merchants.

Items that aren't made locally come from two sources:

1. One or more villagers work up an order for the nearest town or city.
2. Peddlers making their rounds bring all kinds of goods and commodities to isolated communities.

Some of the trades and crafts are seasonal. A tanner may ride a circuit between four villages, stopping for three to four weeks to process and cure hides. This means that you may need to

ride a far distance to find the craftsman you need for a project. And if you find him, he may not be willing to stiff his regular customers to help you. Take a number and stand in line.

Towns & Cities:

Towns and cities with at least 300 families will have as a minimum:

- d3 Banks
- d8+2 Scribes, Tutors, and Legal Professionals
- d12+3 Clerks
- d3+2 Temples
 - d6+1 Priests, Cult Leaders, or Shaman
 - 2d6 Initiates of varying degree
- d4+1 Healers, Herbalists, Apothecaries or Physicians
- d3 Butchers
- d3+1 Baker
- d3 Fishermen or Hunters
- d3 full Service Inns of varying quality
- d6 Taverns taverns
- d3 Brothel
- d6+1 Blacksmiths, half being a specialist metal workers
- d4+1 Cloth Shops, rug and tapestry making are popular
- d3+1 Tailors
- d6+4 General Merchants, a third specializes in uncommon to rare items
- d4+1 Mills
- d3 Large scale pottery operations
- d6 Master Masons
- D3+1 Master Carpenters
- d3 Master Cart, Wagon, Chariot, or Wheelwrights
- d3 Master Leatherworkers
- 2d6+2 other businesses, types depend on local resources and cultural inclinations.

The number, variety, specialty, and range of exotic trades, crafts, and goods will increase as town and city populations grow larger.

Remember a village may exist in isolation. A town sits in the middle of a web of villages. A city sits in a web of towns. Town and cities also need access to water and trade. Without these they wither and die.

Towns and cities see the rise of bureaucracy. Forms and size of government is determined by culture and population. Inefficient and corrupt government will lead to shrinking populations and fleeing merchants and craftsmen. Stable, fair government with decent roads and adequate fortifications lead to prosperity and contentment.

Education is typically provided by servants, scholars and religious who do part time teaching and tutoring. Small neighborhood schools and academies were fairly common in

ancient and medieval times. Literacy rates in urban communities were 50% or better for those above the meager standard of living.

Colleges appear in larger town and cities. Starting at about 5,000 families, you'll get at least one college. Capitals and trade centers will have at least one university, often more.

Determining professions, crafts, and shops:

The value is the number of families required to support a person of that profession. For smaller settlements the ratio between the population and the value represents a percentage change of that profession being present. For example for a village of 20 families there is a 50% chance that a Baker will be present. Families equals 20 divided 40 = 0.5 or 50%. Or roll d100 for random results.

Profession	Value	d100	Profession	Value	d100
Apothecary or Herbalist	115	01-02	Glassmaker	275	32-33
Artist	195	03-04	Harper	1,375	34-35
Baker	40	05-06	Innkeeper	120	36-37
Brewer, Commercial	160	07-08	Jeweler	55	38-39
Butcher	160	09-10	Laborer	30	40-41
Carpenter	40	11-12	Leathercrafter	15	42-43
Chandler	100	13-14	Legal	245	44-45
Clerk	160	15-16	Luxury	3,670	46-47
Distiller, Commercial	900	17	Mason	50	48-49
Dyer	600	18-19	Mercenary	785	50-51
Engineer	2,750	20-21	Merchants, General	70	52-53
Finesmith	50	22-23	Merchants, Spice, or Exotic	2,000	54-55
Fisherman	215	24-25	Merchants, Brokers or Commodity	4,500	56
Fishmonger, Coastal	80	26-27	Metalsmith	105	57-58
Fishmonger, Inland (Dried or Salted)	240	28-29	Miller, Agriculture	55	59-60
Games	730	30-31	Miller, Industrial	360	61-62

Profession	Value	d100	Profession	Value	d100
Physician	60	63-64	Tailor	920	81-82
Pilot	355	65-66	Tanner	1,050	83-84
Potter	300	67-68	Tavern	130	85-86
Religious	195	69-70	Teamster	210	87-88
Sailor	915	71-72	Temple	150	89-90
Scholar	70	73-74	Timber	165	91-92
Scribe	30	75-76	Vineyard, Commercial	300	93-94
Servant	30	77-78	Weaponsmith	90	95-97
Shipwright	785	79-80	Weaver	25	98-100

Professions:

These are broad categories of profession. In the largest medieval settlements these were finely divided into bewildering array of guilds each dedicated to a different aspect of a trade. For example fletchers for arrows were different those who made the arrow shaft which were different than those who made the arrow heads. For most games this level of detail is overkill and confusing. I grouped similar professions into the same categories. Here I list each broad profession and the some of the detailed occupations that can be found under that category.

Apothecary and Herbalist

Deals with selling of herb related items for medicine or cooking. Ash/powder seller, Cooking Herb/Oil Seller, Herb/Potion Seller, Apothecary, Oakum Seller (used to stuff crack in ships).

Artist

Deals with creating various works of art. House Painter, Painter, Sculptor.

Baker

Deals with the preparation of baked goods and/or prepared foods. Bread baker, Cake Baker, Pastry Baker, Pie Baker, Prepared Sauce Baker, Public Baker, Roast Caterer, Tart Seller.

Brewer, Commercial

Brews ales and beers on a large scale.

Butcher

Deals in to specific rendering of carcasses.

Carpenter

Deals with making things out of wood. Altar Maker, Barrel Maker, Carpenter, Cartwright, Chair Maker, Chest Maker, Coffin Maker, Cooper, Cane maker, dowel/peg maker, scaffolding builder, wooden-sole maker, worktable maker.

Chandler Deals with lighting, soap making, rope making and shoe making. Often is the general merchant responsible for selling items to outfit a ship. A Chandler can be considered a proto general store. Dried Hemp seller, soap maker, candle maker, cobbler

Clerk

Minor Bureaucrats whose duty involve the operation of market. Accurate and fair weights is one such important duty as well witnessing transactions. Bonded measurer.

Distiller, Commercial
Maker of fine spirits.

Dyer

deals with the coloring of cloths, yarns, and threads.

Engineer

Deals with complex construction and planning. Fountain Maker, Surveyor

Finesmith

Deals with creating small and intricate metal items. Balance scale maker, Pot/pan maker, wire maker, buckle/ring maker, chain maker, chalice maker, tableware maker, enameler, fishing gear maker, locksmith, nail maker, needle maker, shear/clipper maker, shovel maker.

Fisherman

Deals with fishing sea/river/lake food.

Fishmonger

Deals with the provision of fresh and preserved fish.

Games

Makes items for various popular games. Mostly balls and basic equipment. Tennis Ball maker, Bowling Ball Maker

Glassmaker

Deals with making items out of glass. Bottle Seller, Glass Maker, Stained Glass Seller, Mirror Maker.

Harper

Deals with the playing of Music. Drummer, Flutist, Minstrel.

Innkeeper

Runs an inn.

Jeweler

Deals with making Jewelry out of precious metals/materials. Bone Carver, Button maker, Gilder, Gold Cloth maker, Gold Braid Maker, Gold Refiner, Goldsmith, Jeweler, Lapidary, Ring Maker, Silvermith, Engraver.

Laborer General Laborers including non-specialized household servants. Chamber Maids (real common), Teamster, Sedan Chair Porter, Dishwasher, Worker, Water-carrier.

Leathercrafter

Deals with the crafting of item out of leather and hides. Bellows-maker, Shoe Maker, Boot Maker, Glove maker, Leather/Fur Seller, leather/Fur Trimmer, Belt Maker, Purse Maker, Scabbard Maker.

Legal

Deals with various legal matters. Lawyer, Magistrate, Tax Collector, Notary.

Luxury

Provides luxury services. Massage, Floral Decorator, Hairdo Maker.

Mason

Deals with stonework and construction Mason, Mortar, Plasterer, Roofer, Carver, Quarrier.

Mercenary

Guards and Fighters for hire. Animal Pound Guard, Guard, Profession Duelist Second.

Merchant

Deals with the buying and selling of goods Banker, Money Changer, Cattle Merchant, Cheese Merchant, Hay Seller, Fruit Seller, Salt Seller, Eel Seller.

Metalsmith

Works with crafting items out of metal. Anvil Maker, Barrel hoop maker, Cauldron Maker, Knifsmith, Blacksmith.

Miller

Deals with the processing of grain and other crops. Poultry Seller, Milk Seller, Miller, Peafowl Seller, Mole Trapper.

Miner

Deals with the mining and processing of various ores and minerals. Of which iron and salt are the most important. Iron maker, Salt Miner, Sand/Gravel Miner.

Ostler

Deals with the buying and selling of horses, draft animals, and their equipment. Horse Broker, Harness maker, Saddler, Spurrier.

Physician

Deals with the care and treatment of the sick (Good Luck!) Barber (Surgeon), Doctor, Midwife.

Pilot

Deals with the piloting of boats and ships. Boat Captain, Ferry Operator.

Potter

Deals with the making of pottery and ceramics.
Tile Maker, Potter.

Religious

Various Clergymen and their associates. Priests,
Priest's Wife, Priest Concubine, Shamen, Cult
Leader.

Sailor

Those who are qualified to be a member of a
ship's crew. Mariners, Sailors

Scholar

Deals with items used in the creation of scrolls
and books. Book binder, Book Clasp maker, Dice
Maker, Ink Maker, Illustrator, Parchment
Maker, Scrivener.

Scribe

Provides secretarial services, letter writing,
copying services.

Servant

Various profession dealing with serving other
people. Generally some skill or knowledge is
required. Chamberlain, Church Warden, Cook,
Dancer, Doorman, Teacher, Gardener,
Hangman, Jailer, Butler, Laundry worker,
Nursemaid, Public Bath Proprietor, Public
Cryer, Messenger, Trumpeter, Wine Steward

Shipwright

Deals with the building and repair of ships. Boat
Builder, Shipwright

Tailor

Deals with the creation of Clothes. Bag Maker,
Dyer, Embroider, Mattress Maker, Hat Maker.
Hood Maker, Lace Maker, Tailor, Rag maker,
Ribbon maker.

Tanner

Turns raw animal hides into leather. Skinner,
Sheepskin Seller, Tanner.

Tavern

Serves Food and Drink to the Public and
provides accommodations. Beer Seller, Brewer,
Butcher, Caterer, Foodstuff Reseller, Fried Fish
Seller, Innkeeper, Pastry Hawker, Wine Seller.

Teamster

Deals with the loading/unloading/transport of
goods. Draftsmen, Longshoreman, Teamster.

Temple

Add one to the baseline number of religious
sites in an urban space.

Timber

Deals with the harvesting and sale of wood
including charcoal fuel. Charcoal Seller,
Firewood Seller, Forester, Sawyer, Logger, Stave
Wood Seller.

Vineyard, Commercial

Large scale fermentation of wine.

Weaponsmith

Deals with the manufacture of Weapons and
Armor. Armorer, Bow & Arrow maker, Crossbow
maker, Pike Maker, Swordsmith, Weaponsmith.

Weaver

Deals with the making of cloth, and woven items. Basket maker, Carpet maker, Tapestry Maker, Fuller, Shearer, Weaver, Spinner.

Laws, Crimes, & Punishment:

Tribal Law: Locally laws and customs are enforced by family, clan, or tribal leaders. Many factors may influence their judgments such as kinship, personal feelings, or past dealings.

Feudal/Urban Law: In more centralized and peaceful realms courts in a formal, uniform manner. In decentralized or anarchic realms, each power determines its own justice.

Capitals, Trade Centers, and other large urban centers have large populations including an obvious underclass. In medium to small cities and towns. This was not the case. These urban centers controlled their population carefully for a many reasons. If you wish to reside in a there, you need:

- To find and hold a job
- Be subservient to someone else (such as being a servant or an employee)
- Be careful not to get in trouble,
- Or you are likely to be exiled for.
 - A season
 - A year
 - Forever

In city states and free cities, having citizen status provides you with greater protection from the law.

- You have rights under town law.
- You have the support of your family, your craft, and your guild.
- If you involved in a bar fight and kill someone, you will probably be charged with man slaughter instead of murder if you are a citizen unless you brazenly and wantonly commit murder.
- If you are an unskilled laborer or a non citizen who kills someone in a brawl, you will be charged with murder instead of man slaughter, unless numerous witnesses agree that you were defending yourself.

Non citizens of towns get quite nervous about being in trouble with the town laws. This includes knights, gentry, and the nobility. Rogue knights or nobles were known to rob or kidnap merchants traveling from town to town. These towns would capture and execute them as retaliation.

Due to these fears, big events like fairs or shooting contests are often held outside of the town walls, with the understanding that different and more lenient rules would be followed.

Diplomatic immunity does not exist. Nobles could be punished less severely if they committed a crime against a commoner, but punishment was going to be inflicted according to the law if a court could be found to try them in.

In non centralized realms, nobody is fully clear on whose law counted. According to the law of the Duke, the Baron might be justified. But the towns have their own laws. If they catch the Baron without all his men one day, or if they have more men, he may find out about theirs.

Realm Law vs Common Law:

Depending on the society, the administration of law may be handled by royal courts, a local baron, a priest or priests of a church or churches, or guild officers. Justice is divided into Realm Law and Common Law.

Realm Law: Nobles with the rank of baron or greater are held to realm law. They are tried in their sovereigns or church court if they commit:

- Treason
- Rebellion
- Espionage against their lord
- Conspiracy against their lord
- Abuse of Office or Position
- Oath breaking or
- Obstructing or hindering a noble deputized with a duty or investigating a crime.

Conviction imposes one or more of the following consequences:

- Death
- Banishment
- Loss of lands
- Disgrace or
- Imposition of a difficult quest to clear your reputation

Common Law: Applies mostly to persons with a social status below baron.

Nobles may be taken to royal or church court for enforcement of oaths, contracts, and fraud. Killing or harming commoners by a noble is usually ruled:

- The commoner's fault
- Manslaughter or
- Theft

Common Law Crimes & Punishments by Social Status:

Crime	Gentry	Clergy	Crafter	Merchant	Farmer
Treason, rebellion, conspiracy, espionage, desecration of a Holy place, & heresy by offender's social status	Death	Death	Death	Death	Death
Murder, poisoning, & arson by victim's social status	Death	Death	Death	Death	Death
Manslaughter by victim's social status	Standard of Living Cost x4	Standard of Living Cost x4	Standard of Living Cost x3	Standard of Living Cost x4	Standard of Living Cost x3
Assault by victim's social status	40 Lashes & d6 GP per point of damage	40 Lashes & d6 GP per point of damage	20 Lashes & d3 SP per point of damage	30 Lashes & d6 SP per point of damage	10 Lashes & d3 SP per point of damage
Smuggling & piracy by offender's social status	Confiscation of property & 20 Lashes	Confiscation of property & 40 Lashes	Death	Death	Death
War horse theft by offender's social status	Replacement cost x2	Replacement cost x3	Death	Death	Death
Rare animal theft by offender's social status	Replacement cost x2	Replacement cost x3	Death	Replacement cost x3	Death

Crime	Gentry	Clergy	Crafter	Merchant	Farmer
Common Animal theft by offender's social status	Replacement cost	Replacement cost x2	Replacement cost x3	Replacement cost x2	Replacement cost x3
Poaching by offender's social status	Offender's Standard of Living Cost x2	Offender's Standard of Living Cost x3	Mutilation or Death	20 Lashes, Mutilation, or Death	Mutilation or Death
Property theft by offender's social status	Replacement cost	Replacement cost, 10 Lashes, or Stocks	Replacement cost x2, 20 Lashes, Stocks, or Mutilation	Replacement cost x3, 20 Lashes, Stocks, or Mutilation	Replacement cost, 30 Lashes, Stocks, or Mutilation
Property destruction by offender's social status	Replacement cost (x2 if deliberate)	Replacement cost (x2 if deliberate)	Replacement cost (x3 if deliberate)	Replacement cost (x4 if deliberate)	Replacement cost (x2 if deliberate)
Fraud by offender's social status	Replacement cost xd3	Replacement cost xd2	Replacement cost xd3	Replacement cost xd4	Replacement cost xd2
Oath breaking by offender's social status	Disgrace & Enforcement of Oath	Disgrace & Enforcement of Oath	Disgrace, Enforcement of Oath, & 10 Lashes	Disgrace, Enforcement of Oath, & 30 Lashes	Disgrace, Enforcement of Oath, & 10 Lashes
Slander by offender's social status	Restitution	Restitution	Restitution & 10 Lashes	Restitution & 20 Lashes	Restitution & 10 Lashes

Roll a Constitution save for each 10 lashes. For each failure, add a disadvantage die to all Constitution or Strength rolls for 1d6 weeks. This may impose multiple disadvantage dice and leave serious scars. Each lash strike does d2 damage in combat or d3 damage to helpless or restrained victims.

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Change Log:

January 10, 2024: Added laws, crimes, and punishment.

March 6, 2024: Added family household numbers to area holding ranges for population. Added urban creation system. Clarified urban events procedure.