

A Quiet Land

One-Page Domain Rules for OSR Play



Château de Falaise.

Domains

A "Domain" is any large organization of individuals overseen by a Player Character.

Favor

A PC records their "Favor" as the domain's ruler, which is ranked from 2-12, and begins at 8. If Favor is ever less than 2, the PC is exiled by their domain.

If the PC does something the domain may find unfavorable, Favor is tested. Roll 2d6, if the result is *greater* than Favor, lose 1 point of Favor.

Favor may be won by winning wars, establishing alliances, throwing feasts, etc.

Retainers

Domains may come with 1-2 "Retainers" who are low-level adventurers who pursue projects for the PC such as spying, taking on their own adventures, or traveling with the PC. PCs may "pilot" their retainers.

Population & Stipends

A village consists of approximately 100 individuals, a town may house about 1000 people, and the largest cities may be home to 10,000 citizens.

Domains are typically self-sustaining, and, while not in crisis, offer their leader a seasonal stipend in GP equal to 10% of the population. For example, a village of 100 people pays 10 GP to their leader each season, while a city offers their ruler 1,000 GP each season.

The stipend may be used to purchase gear, expedite projects, or be donated to charity for a 50% chance to gain 1 Favor with the population, but does not count toward XP.

The Domain Turn

Each "Domain Turn" covers one season.

Events

Each season there's a 1-in-6 chance of a domain crisis, and one guaranteed "Drama Event". There is a 1-in-6 chance the Drama involves the PC, if possible. For Example:

	Crisis	Drama	Subject
1	War	Lost	Friend
2	Monsters	New	Partner
3	Bandits	Sickened	Child
4	Famine	Betrayal	Advisor
5	Plague	Bonded	Rival
6	Magic	Criminal	Pet

Projects

If the domain is not in Crisis, the PC may decide on a Project to begin or advance each season. Only 1 project may gain progress each season. Projects may be almost anything, such as libraries, fortifications, research, etc. The Referee determines how many seasons a project will take. Adventuring and Player funds may advance the project as well.

Crisis

If a domain is in Crisis, the PC must adventure or potentially wage a war to end that Crisis.

If a season ends with a domain in Crisis, the leader loses 1 Favor, then tests Favor. The Referee then determines any additional fallout, such as population loss or property damage.

Warfare

A domain can muster about 10% of its total population as soldiers. Unless a unit has been trained, these soldiers are all levies.

Each season after the first that more than 5% of the population is mustered, test favor.

In war, a unit of soldiers is roughly 10 individuals with a shared stat-block.

PCs may join a combat unit, allowing that unit to benefit from their abilities, such as damage bonus, spells, etc.

Mass Combat works as normal, but if a unit drops to 0 HP, they are "broken". Roll a d10 to determine how many individuals survived. They may be assigned to new units after the battle. PCs in a broken combat unit take 2d6 damage.

Unit Types

An "***" after a unit type denotes a season of required training.

Levies: 1 HD, d6 spear, AC 10

Infantry*: 2 HD, d8 swords, AC 14

Archers*: 2 HD, d8 bow (500'), AC 12

Ram*: 2 HD, d6 Siege, AC 14

Cavalry*:** 4 HD, d10 Lance, AC 14, 2x move

Trebuchet:** 3 HD, d10 Siege (1200'), AC 12,
Takes 1 turn to load and aim before firing.

Wood Wall:** 3 HD, AC 12, immune to all damage but fire and siege weaponry.

Other: Ideas for other units may be suggested by the PC, and developed by the Referee.

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