Ironsworn Domains

ASSET: DOMAIN

When you are a Thane, in command of a domain...

You gain a Domain with two attributes – Security & Prosperity (5 ranks to split between the two attributes). I suggest you use an Index card and put the tracks along two edges and mark them with paperclips.

The mechanical benefit for owning a Domain is that it becomes a community you can Sojourn in that automatically counts as though you have a Bond with it. Also, when you perform a Sojourn, on a strong hit you can add supply equal to the Domain's Prosperity and on a weak hit you can restore your supply to the same level as the domain's Prosperity.

You **may** make one of the following Annual Moves at the end of Autumn as a Scene Challenge (Scene Challenges are an optional rule from the end of the Ironsworn rulebook), You are assumed to have been working on it for a significant portion of the previous year but it resolves at the end of Autumn…
- *Increase the Security of your Domain*. Envision an approach such as…
    - Train or equip troops (+prosperity or +edge)
    - Forge alliances (+prosperity or +heart)
    - Weaken neighbours (+security or +iron or +shadow)
    - Build a fortification (+prosperity or +wits)
- *Increase the Prosperity of your Domain*. Envision an approach such as…
    - Train or equip hunters (+prosperity or +edge)
    - Gain the loyalty of the folk (+prosperity or +heart)
    - Raid other lands (+security or +iron or +shadow)
    - Make Investments (+prosperity or +wits) eg. Mining, digging ditches, building granaries, mills etc.

    Make a Scene Challenge Progress Track and a Countdown track for the chosen task. The rank of the scene challenge is dependent on the Domain's current value for the attribute.
    1 = Troublesome, 2 = Dangerous, 3 = Formidable, 4 = Extreme, 5 = Epic
    You will use *Face Danger* or *Secure an Advantage* Moves to progress the Scene Challenge.
    You can gain and burn momentum in these challenges.

Each Year (immediately after the Annual Move or at the end of Autumn) your Domain may face an unexpected Challenge to either its Security or Prosperity
Roll D100, 1-20 no threat, 21-80 the lowest, 81-99 the highest, 100 roll twice).
You can use your hero's Momentum on this Challenge only if you have attempted an Annual Move.

Security Threats – *Face Danger* - on a Weak Hit, lose 1 security, on a Miss lose 1 Security and 1 Prosperity and the hero has to *Pay the Price*…
1. Raiders killing your troops or damaging your fortifications (+security)
2. Loss of Alliances (+prosperity or +heart)
3. Loss of Lord's favour (+prosperity or +heart)
4. Bandits (+security)

Prosperity Threats - *Face Danger*: on a Weak Hit, lose 1 prosperity, on a Miss lose 1 Prosperity and 1 Security and the hero has to *Pay the Price*…
1. Raiders killing your folk or stealing your crops (+security)
2. Bad Harvest (+prosperity or +wits)

3. Fire (+security or +wits)
4. Plague (+prosperity)

As a Thane, Ealdorman/Earl or Duke, you may also be *Called to Arms* once per year by your Lord. If you are a King, you might be called to war by the High King. *Called to Arms* usually occurs at the start of Spring.
If you are following a known timeline, the GM or Timeline may indicate a major battle, if not
Roll D100, 1-40 = no call to war, 41-99 = call to war, 100 = roll twice.

Called to Arms is a Scene Challenge, so create a Progress Track and a Countdown track for it. The countdown track indicates you only have a limited amount of time/opportunity to gain glory and plunder. Normal threat rank for the Scene Challenge is one less than the Security rank of your Domain but you can choose to lower it by 1 rank or raise it by 1 or 2 ranks.
You can also usually choose to have the challenge attempted by the hero's normal attributes, rather than by the Domain's troops (+security).

If you choose to lower it or if you use your hero's attributes instead of +security, you can gain no benefits from the event for your Domain (but at least you should survive it).

If you use your Domain's troops (rolling +security) …
- If you MISS when resolving the scene, Domain Security -1 (too many of your troops are lost)
- At the default level, Rank = (Security-1), if you win you gain +1 Prosperity for the Domain (plunder and gifts from a grateful Lord).
- If you increased to Rank = Security, if you win you gain +1 Prosperity for the Domain (plunder & gifts from a grateful Lord) and also +1 momentum, +1 spirit & +1 supply for the hero and also +1 on either the next Annual Domain Move or Domain Challenge.
- If you increased to Rank = (Security+1), if you win you gain +1 Prosperity for the Domain (plunder & gifts from a grateful Lord) and also +2 on either the next Annual Domain Move or Domain Challenge plus +2 momentum and +2 spirit and +2 supply for the hero.

To prevent too much repetition of Moves, you can intersperse any other Moves (assuming you can envision a narrative justification for it – eg.*Resupply* by raiding the enemy's stores, or *Heal* if you take time for emergency field medication or *Undertake a Journey* if you are fleeing or chasing) instead of always doing *Face Danger* or *Secure an Advantage* rolls for the Scene Challenges, but for any other type of Move, Weak Hits and Misses both tick a box of the Countdown track and only a Strong hit grants any actual progress.

Regardless of whether you use the hero's attributes or +security, any *Pay the Price* affects the hero.

Unless the narrative is already suggesting the nature of the *Called to Arms*, Roll D10
1. Daring Raid – roll an *Undertake a Journey* Move (with waypoints counting towards the Scene's progress track) then standard Scene challenge rolls
2. Chasing Scouts – roll an *Undertake a Journey* Move (with waypoints counting towards the Scene's progress track) then standard Scene challenge rolls
3. Scouting – standard Scene Challenge rolls but *Face Danger* if you run out of time
4. Foraging – standard Scene Challenge rolls but *Resupply* if you succeed
5. Messenger – roll an *Undertake a Journey* Move (with waypoints counting towards the Scene's progress track) then standard Scene challenge rolls, *Face Danger* if you run out of time
6. Make Camp – standard Scene Challenge rolls but *Make Camp* if you succeed
7. Resupply – standard Scene Challenge rolls but *Resupply* if you succeed

8. Secure an Advantage – standard Scene Challenge rolls but *Secure an Advantage* if you succeed and *Face Danger* if you run out of time
9. Battle make a single *Battle* Move using +security of the Domain.
10. Two events, one after the other

Example of Play

In the year 483, Beorn of Tissburi, just 18 years old, inherits the small motte and bailey castle and the surrounding land when his father, Osric, is killed in a Saxon raid. For the purpose of the example I've started just before the 485 start year of The Great Pendragon Campaign.

Beorn's game stats are Edge +1, Heart +2, Iron +2, Shadow +1, Wits +3
Assets Companion:Horse (Swift), Companion:Hound (Ferocious), Domain:Tissburi (Security:2, Prosperity:3)

In the Autumn, he tries to complete his Father's plans to *Increase the Security of the Domain* by strengthening the castle's fortifications.

Current Security is 2, so the Scene Challenge for the year's work is Dangerous.
Beorn can either use +Wits or +Prosperity to get the job done. Scene Challenges are usually done with Face Danger (which is the only way to Progress) or Secure an Advantage Moves (to try to gain bonuses).

The villagers have gathered the stones (so using Prosperity), ready to re-build the walls.

Move:Face Danger - Action Dice 6 +3 Prosperity = 9 vs (4 & 2) STRONG HIT 2 Progress.

The Foundations are dug. Now all the men are recalled from the fields to heave the stones into position. (Using Prosperity as the narrative justification is drawing on the labour of villagers)

Move:Face Danger - Action Dice 6 +3 Prosperity = 9 vs (6 & 9) WEAK HIT 2 Progress (4/10) and but a complication occurs so tick off one Countdown box (1/4).

Heavy rain delays the work and floods the ditches!
Beorn cleverly gets the villagers to dig channels to provide drainage. (Using Wits this time)

Move:Face Danger - Action Dice 3 +3 Wits = 6 vs (6 & 5) WEAK HIT 2 Progress (6/10) but a complication occurs so tick off one Countdown box (2/4).

The foundations took several weeks to dry out, but the work continues.

Move:Face Danger - Action Dice 5 +3 Prosperity = 8 vs (1 & 10) WEAK HIT 2 Progress (8/10) but a complication occurs so tick off one Countdown box (3/4).
With 8 out of 10 progress, it's worth trying to finish the task.
Move:Resolve the Scene Challenge – PROGRESS 8 vs (7 & 9) WEAK HIT – the task succeeds but Beorn has to Pay the Price (minor cost). D100=32 something of value is lost.

Somewhere in the digging, Beorn loses a silver ring his dead father had given him. But Osric's Wall has improved the security of Tissburi. *(now 3 Security and 3 Prosperity)*

D100=10 so no Annual Threat to the Domain this year. As the rank of both Security and Prosperity is the same, I would get to choose which one is threatened.

The winter passes… I'd intend for Beorn to do some normal adventuring in this time – Swear a Vow or two or try to make some progress in an existing vow.
When the game-time reaches Spring, there is a chance that the Thanes will be *Called to Arms*…

D100=15 so no "Called to Arms" this year.

Back to normal adventuring, questing/vows until the end of Autumn.

I suppose we could declare the selected improvement in the spring and use it as fictional backdrop/flavour for the adventuring.
I'll be trying to improve Security again, by counter-strikes against Saxons. We'll assume that after all that adventuring, his Momentum has reached +6.

By the end of Autumn 484, it's time to see how successful the raids have been.
MOVE:Improve the Security of the Domain by weakening neighbours
Current Security is 3, so the Scene Challenge for this year's work is Formidable.
Beorn can either use +Security, +Iron or +Shadow to get the job done.

He's going to send raiding parties but wants to soften-up the saxons by attacking some outer settlements first (so using +security).
Move:Secure an Advantage - Action Dice 5 +3 security = 8 vs (5 & 2) STRONG HIT no progress, but, +2 Momentum (now +8) ~~or another move with +1~~

He's going to keep sending out raiding parties (so using +security).
Move:Face Danger - Action Dice 3 +3 security = 6 vs (8 & 3) WEAK HIT 1 Progress (1/10), but ticks a countdown box (1/4)
There are several weeks of riding about in the forests to manage to make an effective strike.

Sending yet another raid.
Move:Face Danger - Action Dice 1 +3 security = 4 vs (2 & 6) would be a WEAK HIT but he will burn his +8 Momentum to make it a STRONG HIT 1 Progress (2/10), Momentum resets to +2.
Snatching a sudden opportunity, Beorn leads a lightning strike.

Beorn decides to destroy one of their bridges to cut-off reinforcements.
Move:Secure an Advantage - Action Dice 6 +3 security = 9 vs (1 & 3) STRONG HIT no progress, but, +2 Momentum (now +4) ~~or another move with +1~~

As that worked so well, he sends more troops to blockade a road.
Move:Secure an Advantage - Action Dice 5 +3 security = 8 vs (5 & 8) WEAK HIT no progress, but, +1 Momentum (now +5)

Back to sending raiding parties to harry the Saxons
Move:Face Danger - Action Dice 3 +3 security = 6 vs (3 & 5) STRONG HIT 1 Progress (3/10)
The forces of Tissburi fight well and are making slow but steady progress.
More raiding parties to harry the Saxons
Move:Face Danger - Action Dice 6 +3 security = 9 vs (6 & 8) STRONG HIT 1 Progress (4/10)
The forces of Tissburi keep winning, so keep fighting...4
Move:Face Danger - Action Dice 6 +3 security = 7 vs (2 & 8) WEAK HIT 1 Progress (5/10) but tick a box of the Countdown 2/4.

The forces of Tissburi keep winning the individual skirmishes, but now opportunities to strike are limited because the Saxons shut themselves in one of the better forts.

Beorn lays siege to the Fort…
Move:Secure an Advantage - Action Dice 4 +3 security = 7 vs (9 & 9) MISS & MATCH – mark a countdown box (3/4) and Pay the Price (as it is a match, the effect should be more and as he was using +security, it MAY affect the Domain rather than Beorn himself!) D100=82 surprising development complicates the quest- I'll say I have to attempt to Resolve the Challenge immediately and failing will reduce the Domain Security!

Saxon reinforcements are coming. Beorn has to try to bring a quick end to this, risking many of his troops…

Move:Resolve the Scene Challenge - Progress 5 vs (1 & 5) WEAK HIT – Succeed but Pay the Price. D100=52 delay or disadvantage. I'll say the Saxons have been weakened, but the benefit to Domain Security isn't in place before the Annual Threat.

The Saxon fort falls, but Beorn has to burn it to prevent it being re-taken and then his troops have to flee from the larger Saxon army and it takes a few weeks for them to return home.

Checking for the Annual Domain Threat D100=49 – threat to the lowest of Security (4) or Prosperity (3), so Prosperity Threat, and Security only counts as 3 for this challenge. Roll 1d4=1 Raiders killing folk and stealing crops (defend with +security)

Move:Face Danger - Action Dice 5 +3 security = 8 vs (9 & 8) MISS – lose 1 Prosperity & 1 Security & hero has to Pay the Price D100=59 Delay or Disadvantage. The Domain is reduced to 2 Prosperity and 3 Security.
While Beorn's troops did great work in neighbouring lands, Saxon reprisals killed many of the militia and burned a few farms. If called to war, he will have to leave some of his troops behind to garrison Tissburi (only being able to take Security +2 away with him).

Beorn goes back to normal adventuring for a few game months until Spring of 485.

Checking for Called to Arms… D100=99
Earl Robert summons his Thanes to (D10=1) make a daring raid.
This becomes another Scene Challenge. The Level is Domain Security – 1 (so 2 = Dangerous) but the Disadvantage from the previous challenge means Beorn can only use +2 Security instead of Tissburi's full +3.

Nb. The Great Pendragon Campaign suggests a big battle in 485 – The Battle of Mearcred Creek. In this battle Uther Pendragon gathers his forces and has a clear advantage (+5) so I'll interpret this as reducing the Scene Challenge rank by 1 – down to only Troublesome but Beorn, wanting a chance to get additional glory (plunder and extra benefits for himself – momentum, spirit & supply) will lead his troops into a Dangerous fight and use only his +Security and take the risk!

Beorn leads his mounted troops to get behind the enemy positions.
For a Daring Raid we start with …
MOVE:Undertake a Journey – Action Dice 6 +2 security +1 Companion:Horse = 9 vs 6 & 10 WEAK HIT Reach a Waypoint - Mark 2 progress (2/10) but lose 1 supply (now +4)

The Tissburi troops reach a Grim Hill (from a couple of oracle rolls) but have to dump some stores to gain speed. He seeks the advantage of high ground.

Move:Secure an Advantage - Action Dice 4 +2 security = 6 vs (7 & 9) MISS – Mark a countdown box (1/4) and Pay the Price D100=56 Delay/Disadvantage.
Beorn's Infantry struggle to keep up and fall behind, reducing the available troops for the next encounter. As the mounted warriors ride down the hill into the first skirmish, the infantry are still lost in the foothills.

Move:Face Danger - Action Dice 3 +1 security = 4 vs (6 & 6) MISS & MATCH – Mark a countdown box (2/4) and Pay the Price D100=31 something valuable is lost. As it's a MATCH, I'm going to have Beorn's Horse Companion go lame for a season.

Thunderbolt, Beorn's horse takes a tumble (and will be lame for 3 months) as the troop get into trouble at the base of the grim hill.

Beorn gathers his forces and tries to get them into some sort of order.
Move:Secure an Advantage - Action Dice 3 +2 security = 5 vs (10 & 9) MISS – Mark a countdown box (3/4) and Pay the Price D100=33 Current Situation Worsens!

Saxon Archers have managed to get above them and are firing down. The men are forced to huddle beneath their shields. Beorn orders them to charge uphill to sweep aside the archers.
Move:Face Danger - Action Dice 5 +2 security = 7 vs (5 & 6) STRONG HIT mark 2 progress (4/10).
Perhaps things are turning in Tissburi's favour as they kill or scatter the group of archers.

Beorn orders his troops to ride down the fleeing saxons.
Move:Face Danger - Action Dice 3 +2 security = 5 vs (6 & 10) MISS mark a countdown box (4/4) and Pay the Price D100=44 new danger/foe
The fleeing appears to have been a ruse and the Tissburi Troop runs into an ambush where the fighting is desperate.

Because the countdown track has filled, we have to try to Resolve the Scene early.
Move:Resolve the Scene – Progress 4 vs (7 & 8) MISS . Many of the troops and horses are killed in the fierce fighting in the shadow of the Grim Hill (Domain Security reduced to 2).

In the Great Pendragon Campaign, the overall battle was indecisive with no clear victor and no plunder. This seems to fit with the clear failure of Beorn's rash attempt at additional glory.

SESSION NOTES…
There can be a lot of rolling in these Scene Challenges and not much opportunity for variety of Moves or variety of Attributes or use of Assets if you want to use +security in order to get Domain benefits out of it.

It's definitely necessary to keep the fiction strongly in mind (what you are trying to achieve and how) BEFORE making the roll to find out. I think Beorn was unlucky at the end and ALMOST got additional Prosperity, Momentum, Spirit & Supply out of it. He **might** have succeeded if I hadn't decided to push the difficulty to try and gain additional benefits.

Bear in mind that these three things (Domain Improvement, Domain Threat & Called to Arms) should only happen once per game year and the rest of the game should be "normal" adventuring, so the number of rolls required should not be as big an issue as it first appears.