DOMAINS & INTRIGUE

E very fantasy RPG campaign contains domains. The local church is one. The baron, their court, and the people of the barony are another. The thieves' guild. The secret society of rangers and druids. Whatever your choice of fantasy subgenre, your campaign contains many different domains feeding a network of alliances, allegiances, suspicions, and grudges.

The rules in this book give you a straightforward way to represent those domains with game mechanics, and to allow the player characters to step up onto a larger stage and translate their influence from adventuring into political power. Player-run domains are called **organizations**. NPC-run domains are called **realms**. This book presents eight different player organizations, each with three specialties, and another sixteen NPC realms.

When two domains come into direct conflict, this is called an **intrigue**. The purpose of intrigue is to move toward a climactic confrontation involving combat between the officers of opposed domains and battles between their armies. Some adventures might end with just a final warfare battle at the end of intrigue, while others will feature numerous smaller battles leading up to a final battle alongside a final combat between the characters and the officers of an opposed domain. A domain can be destroyed only by neutralizing its officers. As such, once an intrigue starts, it continues until initiative is called for the final showdown between the domains' officers.

The Core Assumptions

Running nations and guilds and churches and spy networks can be incredibly complex. It's easy to imagine a highly detailed game system that can model a world at this level. Tracking a barony's food supply, determining how much iron is available to a duchy, mapping out a spy network's elaborate web of agents, or even maintaining a list of a local religion's temples and shrines—it's all a complicated process. Games like that already exist, and are typically complex grand-strategy simulations that might even require a computer to run them.

This book takes a different approach.

First off, these rules understand that you're already playing a complex fantasy RPG. We all know that just managing a single character or a world of NPCs can be a lot of work. So ideally, any domain management system has to be something that sits lightly on top of the game that players and GMs are already enjoying.

Furthermore, the game almost always has a heavy focus on fighting monsters. Most monsters are defined by their combat prowess, and many of a character's best class features revolve around making them a better monster fighter. By assuming that training followers makes characters better at the stuff they're already good at—whether that means research, study, or fighting—running a domain provides another way to improve the effectiveness of player characters and NPCs in combat.

Finally, almost every adventure involves some villain plotting and scheming while the heroes try to stop them. This system assumes that the villain runs their own villainous realm, that the player characters' organization is actively trying to stop them, and that this conflict will eventually come to a head in an all-out battle—or perhaps more than one. This is the same way things would pan out if you weren't using the new rules in this book. But with these rules, every officer in a domain has new special features called domain powers. These powers require communication and cooperation to use, even as armies clash in warfare to all sides.

In simplest terms, the rules in this book assume that characters continue adventuring as they normally do. While the characters are adventuring, slowly working their way toward a final confrontation with the villain, their domain is looking for allies to lend aid, investigating the villain and their lieutenants to learn their secrets, and disrupting the workings of the villain's realm to weaken that realm's forces in a final showdown. Even for a campaign that's in the middle of an adventure right now, players and GMs can adopt the new rules in this book to provide a framework for the campaign's existing plots and intrigue—then raise the stakes for both heroes and enemies in a warfare battle!

The adventure included with this book—"The Regent of Bedegar"—serves as an example of how

a straightforward adventure can include rewards such as military units or resistance to an opposing realm's features based on a domain's actions during the adventure.

Characters and Officers

Kingdoms & Warfare assumes that all the player characters in a campaign will be officers in a domain organization. These rules introduce a new dice pool (described below) shared by all the officers of an organization, which grants characters access to domain powers. Those new features are based on what type of organization the players choose, and require the players to communicate and cooperate as a team. (A villainous realm has its own dice pool that the leader and their lieutenants gain access to for their own domain powers.)

A character can be an officer in more than one organization, but they can be involved only in one intrigue at a time and can benefit only from the effects of one party sheet at a time. (That's the record of a domain's stats, defenses, and features.) A wizard might be a member of the party's noble court organization and run their own arcane order on the side. But during an intrigue involving the noble court, the character is focused on that organization while their arcane order tends to its own affairs.

What is an Organization?

An organization is a domain built around the officers who founded it—the player characters. The players decide what their characters' organization does, and who its initial allies and enemies are. Among those allies, an organization also includes the NPC followers, retainers, and lieutenants the characters attract as a result of rising fame or infamy earned through adventuring. For example, if the party's organization is an underworld syndicate, that organization includes all the members of the syndicate down to the lowest-level

agents keeping their ears to the ground and feeding the characters information. Likewise, an organization set up as a noble court might include large numbers of farmers and laborers who rely on the heroes for protection, and who are ready to serve to show their thanks.

Using the rules in this book, an adventuring party becomes an organization when it founds a stronghold, typically by buying, building, discovering, or inheriting it. Founding a stronghold announces to the world that the adventurers are more than just mercenaries, and are ready to get involved with local affairs in one way or another.

Describing a Domain

Each fully detailed domain (whether a player character organization or a villainous realm) is described by its collection of skills, defenses, domain powers, and domain features, as well as its size.

A domain has four **skills**: Diplomacy, Espionage, Lore, and Operations, each of which has a modifier. A domain's officers use these skills during intrigue.

A domain has three **defenses**: Communications, Resolve, and Resources. Each defense has a numerical value that provides a target number for tests made with domain skills during an intrigue. Each defense also has a level that can be raised or lowered. Any domains can gain bonuses or take penalties during battle or combat based on their domain defense levels.

Each domain also grants its officers access to special **domain powers** they can use in combat. Each officer gets a **power die** that they roll at the beginning of any combat against one or more officers of an opposed domain. The roll goes into a **power pool** shared by all the officers of a domain, with these dice fueling each character's domain powers.

Every domain also provides a number of unique **domain features** that officers can make use of during intrigue, allowing the domain to affect the opposed domain's defenses and units, to muster special units, and make other preparations for battle.

Finally, each domain has a **size** that determines how many turns it can take during intrigue, how large its officers' power dice are, and the scope of certain benefits available to the domain's army (as detailed in the **Warfare** chapter).

Intrigue

Conflict between domains is called intrigue, and serves as the backdrop to the warfare battles that can play out between the heroes and the villains. The characters can use their organization's skills outside of intrigue, making use of Diplomacy to forge alliances, Espionage to gather intelligence, and so forth. But once the heroes decide it's time to act and stop the villain (or once the villain decides to stop the heroes), the GM announces that intrigue has begun as its own special phase of the game.

Intrigue occurs between two domains—by default, the heroes' organization and the villain's enemy realm. NPC realms might also be involved, but they don't act on their own during intrigue. Rather, they lend aid to one side or the other.

Intrigue is divided up into domain turns, during which the players and the GM make use of the domain features and special actions available to them. Intrigue ends once both sides have completed all their domain turns, at which point the GM will set up a final showdown between domains—involving combat between the characters and their enemies, a climactic battle between the armies of powerful domains, or both!

Founding an Organization

The players create an organization when their characters acquire a stronghold. They might do so by spending time and money to buy or build a stronghold, or through other means such as discovering an old ruin, clearing it out, and fixing it up. Some campaigns might even begin with the heroes inheriting a stronghold!

The game's core rules note prices for different strongholds of different sizes, but there's also an entire book dedicated to this—*Strongholds & Followers*. (You don't need that book to use the rules in this book, but it might be fun.)

Once the characters gain a stronghold, they naturally start to attract followers. Folks hear about the deeds they've done, notice the new headquarters, and volunteer to help or serve the characters. That stronghold and those followers are the foundation of the player characters' organization.

Of course, the GM can waive any of these requirements if doing so is a better fit for the campaign. The only thing that's really necessary is to have people working for the characters. But without some kind of headquarters, even if it's just the local tavern (an establishment according to the *Strongholds & Followers* rules), there's no physical structure to defend and nothing for an enemy to attack—and these things are important to the new rules in this book, as you will see.

Choosing an Organization Type

Eight different types of organizations for player character domains are presented in this book, and each of those has three specializations. Two of those organizations—the noble court and the adventuring party—are good for existing campaigns in which the players don't want to make new characters to use these rules, or for campaigns with a wide range of character types. The rest are themed more narrowly, and are best for new characters built around a specific organization type—and for parties where characters are focused on similar or even the same classes. (See **Granting Titles** below for more information.)

That said, even the most strongly themed organizations don't make any assumptions about what classes officers can or should be. With only a few exceptions, none of the domain powers that officers can take make reference to class features. Any group of characters could decide to be a thieves' guild or a knightly order. After all, every criminal enterprise needs wizards and clerics, and you don't have to be a heavily armored and chivalrous paladin to follow a knight's creed.

Development Points

Each organization is set up with a **party sheet** that defines the organization's starting skills, its defenses, its domain powers, and its domain features. The sheet even has a place for the characters' pool of power dice.

When characters found an organization, they begin with **8 development points**, which are available to spend on skills and defenses. The players take turns passing the party sheet around, with each player spending 1 point and checking off the appropriate blank box on the party sheet (see below) until all points have been spent.

Players can make choices for spending development points as a group, or each player can do what they like individually. The GM can also weigh in if necessary, depending on the circumstances of the campaign. For example, in a campaign where one character has inherited a barony from their parent and the other characters are the new baron's lieutenants, it might make sense for the new baron's player to spend most of the organization's initial development points. (That's less fun, though!)

Every time a domain levels up, the officers gain an additional 8 development points to spend on improving their organization. The players once more pass the sheet around, with each player spending 1 point until all points are spent.

Each development point spent lets a player mark off a box on the party sheet, moving to the right. When a box is marked off, the box on its right is marked off next. When a box with a value in it is marked off, the organization's skills or defenses become that number. For example, if an organization has +2 marked off in Diplomacy and the players mark off the next two boxes to reach +3, the organization's Diplomacy modifier increases to +3. If Resolve is marked as 14 and the players mark off the next four boxes, the organization's Resolve increases to 16.

Each organization starts with its skills and defenses at specific values, representing what the organization is naturally good at based on its type. (See the **Heroic Organizations** section on page 31 for details.) If that value is anything above the lowest level, mark off the boxes up to and including that point. Then players spending development points continue marking off boxes to the right.

Any time an effect changes a domain's skills or defenses, the effect always refers to the modifier, not the number of boxes. If a domain specialization grants an organization a +1 to Diplomacy, that means the domain's Diplomacy modifier increases by 1. Only development points are applied one box at a time.

Raising an Army

As a setup for using the warfare rules, when the characters found an organization, the players immediately muster four Tier I units of their choice to start up their army, from any ancestry the GM agrees the organization has access to. Each unit must be controlled by an officer of the organization,

Points, Boxes, and Bonuses

Skills	Bonus								
Diplomacy	−1	+0	+1	+2		+3			+4
Espionage	−1	+0	+1	+2		+3			+4
Lore	−1	+0	+1	+2		+3			+4
Operations	−1	+0	+1	+2		+3			+4

Defenses	Score										
Communications	10	11	12	13	14		15		16		17		18
Resolve	10	11	12	13	14		15		16		17		18
Resources	10	11	12	13	14		15		16		17		18

and each officer can command a number of units equal to their proficiency bonus. (The **Warfare** chapter has more information on all these things.)

During intrigue, players can muster more units for their organization's army. Rules for this are covered under the **Operations** domain skill in this chapter (page 23) and **Building an Army** in the **Warfare** chapter (page 100).

An army obeys the commands of an organization's officers, and can be deployed outside of intrigue or warfare for narrative purposes. As a rule, an army can perform any activity that an organization's officers could perform but which the characters are too high a level to bother with, from escorting a diplomat to quelling an uprising of cultists.

The Operations domain skill can be used to resolve tasks an army performs outside of battle.

Granting Titles

Each organization grants its officers access to five titles that are distinct to each type of organization. Each character claims a different title within an organization, with that title granting new features and proficiencies. A character can have more than one title, but they can benefit from only one at a time, switching titles during a long rest. If a party includes more than five player characters, the GM can allow specific titles in an organization to be duplicated or allow a character to take a title from a different type of organization.

Most organizations' titles are designed to support playing an organization whose officers are all of the same class, by giving those officers a wider range of features. For example, in a normal game, a party consisting of all rogues will deal formidable damage and be very stealthy indeed! At the same time, though, the lack of a tank and a healer makes such a group more fragile and less versatile than a typical group of adventurers. But in a thieves' guild organization whose officers are all rogues, titles help shore up these deficiencies.

As an optional rule, the GM might consider allowing titles only when the players create a single-class party. This isn't a strict requirement, but players and GMs should all be aware that some titles might become overpowered if stacked with similar benefits from class features or feats.

Organizations and Warfare

This book is built around the iconic idea of the heroes fighting an adventure's villain in one or more epic bouts of combat, while outside the characters' or the villain's sanctum, a battle rages between the armies controlled by both sides. If the characters run an arcane order or a druid circle, their army might be composed of elementals or treants. A thieves' guild might hire mercenaries or field units of elite scouts, harriers, and sappers. But regardless of which organization the players choose, **the rules assume they have an army**. The battle that rages alongside the combat has a mechanical impact on the characters. When the army of one domain or the other wins a battle, the officers of the victorious domain gain a morale surge that offers a one-time benefit in combat.

For some players, this idea fits the fantasy concept just fine. But for others, the idea of their characters' thieves' guild or arcane order fielding an army might seem strange, and out of line with their ambitions or style of play, or the way they imagine their organization. If this is ever the case, the players and the GM should feel free to ignore the warfare system in this book altogether. You can still use the intrigue system, and these rules will still work and be fun. Or you might try ignoring both warfare and intrigue to just use an organization's skills and powers! The power dice mechanic works well on its own, and will be fun even if the characters never raise an army.

Even so, the GM is encouraged to describe the villain's realm as still having an army! But those forces will just be off doing something terrible in grand cinematic fashion (and possibly creating the reason the heroes need to stop the villain in the first place). Some sort of final combat still happens, with the heroes fighting the Scion of Orcus or Lord Saxton or what have you. But the villain's armies are busy wreaking havoc elsewhere.

Before Intrigue

Domain-level play works the same way the skirmish-level game works. Just as each character has skills they can use outside of and during combat,

an organization has skills it can use before and during intrigue. In the same way that characters decide to draw steel and initiate combat, an organization can decide to deploy its agents and begin intrigue. Likewise, the GM can decide, "You've pushed this NPC far enough! It's time for intrigue!" Or, "This villainous realm has decided the party is an active threat, and they initiate intrigue!"

In any event, the GM determines when intrigue begins, regardless of which side initiates it.

Before intrigue begins, the characters' organization can probe and test their enemy, but **they can't use their skills directly against a villainous realm**. That kind of action is what begins intrigue. This is a fine line, and it's up to the GM to adjudicate it. But in general, if the characters can make use of their organization's skills to deal with everyday people (for example, learning something about a villainous realm by making general inquiries using Diplomacy) or known information (for example, researching a villain's history using Lore), then those activities can remain part of the regular game. (See below for more information on these domain skills and their use.)

A Diplomacy test made against one of Lord Saxton's allies might provide some idea what kind of army he's preparing without starting intrigue. But an Espionage test to spy on Lord Saxton would initiate intrigue. Likewise, a Lore test to learn what Lord Saxton can do in combat might be allowable outside of intrigue if the GM decides Lord Saxton has shown off his combat skills often enough that there are people outside his domain who know that information. But any domain skill that requires targeting a villainous realm (including its agents, libraries, and lands) should start intrigue.

Domain Skill Tests

A domain skill test works exactly like a character or creature making an ability check. A d20 is rolled, modifiers are added, and the total is compared to the test's Difficulty Class, determined by the GM. If the total is equal to or higher than the DC, the test succeeds. Tests can likewise be made with advantage and disadvantage, just like ability checks. The rules use the word test instead of check to help differentiate domain skills from the abilities and skills used by the characters.

Using Domain Skills Outside of Intrigue

Players don't have to wait until intrigue begins to use the skills of their characters' domain. A domain and its agents are always standing by, waiting for orders. For example, a Diplomacy test—along with some good roleplaying and effort on the characters' part—could change the attitude of a clan of elves toward an organization, so that once intrigue begins, the DC to convince the elves to aid the organization is lower.

Outside of their place in intrigue, there are no hard and fast rules describing how domain skills can be used. Players can suggest ideas, and if the GM agrees that an idea makes sense, they can try it! The goal with skills outside of intrigue is to keep the rules purposefully broad, so each table can develop their own standards.

How long it takes to resolve a domain skill test outside of intrigue is also up to the GM. A good rule of thumb is one domain skill test per week, but this is entirely dependent on the timeframe of the game and the campaign. If you don't track the passage of time closely in your game, it might be easier to tie domain skill tests to major narrative events, such as the awarding of XP to characters, the end of a session, or even the end of a major encounter. (See **Time and Domain Turns** below for more guidance in this area.)

Regardless of how the GM rules, characters use their domain's skills by giving orders to the organization's followers and waiting, sometimes for days or even weeks of campaign time. During that time, those followers work to carry out those orders. Making an Espionage test to determine what military units a villainous realm has mustered can take an enormous amount of effort to pull off, including long days spent in research and networking.

Running Intrigue

A villainous realm is defeated only when its leader is defeated in combat, whether that means death, or surrender, or stranding them in another part of the multiverse. The defeated realm's agents and followers might organize under a different leader later, but that will be a different domain with its own stats and features.

Before the final showdown between the characters (in their roles of officers of their domain organization) and the officers of the villain's realm, the characters' organization conducts an intrigue against that realm. During intrigue, the players can use their organization's skills to put their army together, or sabotage certain elements of the opposed domain's power structure to impose penalties on its skills or defenses. At the same time, agents of the villainous realm are making their own attempts to weaken the characters' organization.

Much like deciding when to call for initiative rolls in combat, the GM decides when intrigue starts. This usually happens once the heroes encounter one or more agents of the villainous realm, or the effects of those agents' villainy. This might occur at a different point in each adventure, but once the characters have direct evidence of the existence and operation of a villainous realm, intrigue can begin.

As a rule, the heroes' organization can't research or confront a villainous realm they don't know about, or which is beyond the reach of their influence. The characters can't use their friendly neighborhood thieves' guild to sabotage another domain on the other side of the planet.

An intrigue is focused on one boss villain. A short adventure with only one main villain will likely have only one intrigue, which begins as soon as the heroes encounter the agents of that villain (and recognize them for what they are) or the results of their villainy. For complex campaigns in which the characters will face off against increasingly powerful sub-bosses before getting to the main boss, it's a good rule of thumb to plan for additional intrigues—perhaps even one per sub-boss. Each sub-boss fight can mark the end of a chapter or act, and will have its own intrigue leading up to it. As such, each sub-boss should be treated as the leader of their own villainous realm, in service to the end-boss's realm.

Domain Turns and Actions

During an intrigue, each **domain can act a number of times equal to 4 + the domain's size**. Each time a domain acts during an intrigue is called a domain turn. This is true for the heroes' organization as well as the villain's realm.

Choosing Actions

During a domain turn, the characters' organization and the villainous realm act at the same time. The GM chooses a domain action for the villainous realm and keeps it secret. Then the characters choose a domain action for their organization. After the players declare the organization's domain action, the GM reveals the action of the villainous realm. Once actions are declared, the players roll any necessary skill tests for their characters' organization's domain action while the GM does the same for the villainous realm. Then the players share the results of their organization's actions followed by the GM sharing the villainous realm's results.

Who Knows What?

Spies from both domains monitor each other, so almost all actions a domain takes and the results of those actions are public knowledge. The exception is mustering units and using domain skills to improve a domain's stats (its domain skills and defenses). Enemies know when units are mustered or when a domain's stats are improved, but knowing which units a domain has or what the domain's current stats are requires a successful Espionage test. See **Domain Skills** on page 18 for more information.

Taking Domain Turns

Sometimes one domain in an intrigue has a greater domain size and can take more turns than the other. If the larger domain initiated the intrigue, those extra domain turns are taken at the start of the intrigue before the other domain can act. If the larger domain didn't initiate the intrigue, the extra domain turns are taken at the end of intrigue, after the other domain can no longer act.

Domain Features

When a domain takes a turn, one of its player character or NPC officers runs the domain turn, directing the domain to make use of its domain features, or to use domain skills as a domain action. Many features also involve the use of domain skills. When using a domain skill, if the officer is proficient with any of the domain skill's associated character skills, they can add their proficiency bonus to the skill test roll. However, this can be done only once per officer per intrigue.

There are three domain action types: domain action, domain bonus action, and domain reaction. An officer can make one domain bonus action in addition to a domain action during a domain turn. Each officer can take only one domain reaction during an intrigue. Any domain reactions that an officer can make have specific triggers noted in their descriptions.

Because domain features are used during intrigue, many of them relate directly to the warfare rules as they set up battles featuring the army of the characters' domain. The **Warfare** chapter (page 92) has more information on the rules and terminology referenced in those domain features.

Whose Turn Is It?

There is no limit to the number of rolls an officer can make during intrigue—only on the number of domain turns each domain can take. Each officer issues orders to the domain's agents and followers, which can easily require multiple domain turns. However, because only one of that officer's skill tests can gain the officer's proficiency bonus during an intrigue, it's best to have different characters and NPCs take domain turns. The more one character must spread their attention between different activities, the less effective their leadership.

Time and Domain Turns

As noted above, the GM decides how often domains can take domain turns during regular adventuring. Intrigue begins when one domain threatens another; continues through periods of campaigning, battles, or both; and lasts until a final confrontation when the characters, the villains, and their armies face off for the last time. During the intrigue, an entire adventure might play out, featuring several encounters and multiple days or weeks of game time. One intrigue might last just a short period of time while another lasts a month or more, simply because of the different scope of the adventure.

The GM should feel free to use any of the following options when deciding when and how often to call for new domain turns:

- One domain turn per week.
- One domain turn per day.
- One domain turn after each combat encounter.
- One domain turn per short rest, as the officers dash off orders to their agents.
- Two domain turns every time experience is awarded.

The GM should also feel free to change these milestones on a per-adventure basis depending on how much time is passing. Or even to change them within an adventure to represent the changing pace of action! This might mean calling for two domain turns per day at the start, and then calling for a domain turn after every encounter as the end of intrigue gets closer. The final domain turn usually occurs just before the climactic confrontation begins!

Ultimately, there's no wrong way to do this, and the GM should feel free to adapt how and when they call for domain turns to suit the adventure they're running and the ways in which they track time in their game.

Domain Skills

Each domain has four skills: Diplomacy, Espionage, Lore, and Operations. These skills define how an organization or realm interacts with the world and with other domains. Skills can be used before and during intrigue. During intrigue, making a domain skill test is a domain action.

Each domain skill represents an entire department inside a domain, including followers and retainers who are experts in their fields. Those NPCs can mount operations on their own with just the direction of a domain's officers, with those operations not requiring any direct involvement of the heroes or the villain. As such, not only do domain skills allow a domain to do things while the characters are adventuring, they allow the domain to do things outside the scope of adventuring, from research to sabotage to negotiation.

Players are encouraged to be creative with their domain's skills, the same way players can improvise how they use a character's abilities and skills. Don't worry about "doing it right." Each group will develop their own standards for which skills are best and what the appropriate defense or DC is, in much the same way each table develops its own sense of when Dexterity (Acrobatics) is preferable to Strength (Athletics).

During intrigue, each skill can be used to improve a domain's defense levels or to target the opposed domain and reduce its defense levels.

But it's up to the players and the GM to imagine how this plays out, by translating skill tests and their effects into game terms.

Adjusting Defense Levels

Once intrigue begins, each domain involved in the intrigue prepares for some sort of final confrontation between their officers—the player character heroes versus the GM's villain and their lieutenants. Each side can use domain actions to make use of their domain skills, with the goal of either improving a domain's defense levels, or of targeting the opposed side's defenses to make them less prepared for the warfare battles that take place during intrigue.

Improving a Domain's Defenses

Each domain has three defenses—**Communications**, **Resolve**, and **Resources**—each of which is rated at a level from 3 to −3 (as described in detail under **Domain Defenses** on page 24). **The DC to improve one of a domain's defense levels is 13 + the defense's current level.** So a domain skill test to take its Resolve level from normal (level 0) to loyal (level 1) has a DC of 13. Improving Resolve level from loyal (level 1) to fanatic (level 2) is a DC 14 check, and going from revolt (level −3) to rebellious (level −2) is DC 10. The level of any defense cannot be increased above 3.

When the players want to affect one of their organization's defense levels using a domain skill, an acting officer chooses the intended defense level, a skill, and sets out how that skill is to be used. For example, Anna (playing a character named Judge) wants to raise the Communications level of her group's mercenary company, the Chain of Acheron, using that organization's Espionage domain skill. She tells the GM: "I want to require all our agents to use only verbal communications, nothing written down, and to use our secret battle language."

This is a great idea—but it's not necessarily easy to implement. The Chain of Acheron has a lot of soldiers, agents, and allies in the city, so there's no guarantee that these orders will work well enough to make a difference. To make the domain skill test, Anna rolls a d20 and adds the Espionage bonus for Acheron's Chain. She also adds Judge's proficiency

bonus, since Judge is proficient in Investigation and has not already used their bonus during this intrigue. (See the domain skill descriptions below for more information on associated character skills.)

The Chain of Acheron's Communications defense is currently secure (level 1), which sets the check as DC 14. If Anna succeeds, the domain's Communications goes up one level. If she rolls badly, Communications remains secure but does not improve, with the GM likely interpreting this as meaning Judge's plans were too ambitious.

A defense level can normally be improved only by one level by making a domain skill test as a domain action. However, if a player rolls a 20 on the test, this represents an unexpectedly successful result that improves the defense by two levels.

Villainous realms can increase their defense levels the same way, with the GM making the decision as to which officer, skill, and specific approach are involved.

Lowering a Domain's Defenses

In the same manner, the players can target a villainous realm in the hopes of lowering that domain's defense levels. An acting officer picks a skill and one of the opposed domain's defenses, then describes how they intend to use that skill to compromise the defense. If the scenario makes sense to the GM, the officer rolls a d20, adds the domain skill's modifier, adds their proficiency bonus if applicable, and compares the result with the enemy realm's defense score. If the result is equal to or greater than the chosen defense's score, that defense is lowered one level. If the player rolls a 20 on the check, the chosen defense is lowered two levels. The level of any defense cannot be decreased below −3.

Villainous realms can target the defenses of the heroes' organization in the same way, with the GM making the decision as to which officer, skill, and specific approach are involved.

Other Uses for Domain Skills

The only limit to what benefits characters can earn through the use of their domain skills is the players' imaginations and the GM's sense of what's fair and reasonable. Each skill gives some ideas of what can

be done with it, and a GM should refer to the DCs noted in the core rules when trying to set difficulties for an optimal balance between what's realistic and what's dramatic.

Diplomacy

Associated Character Skills: Insight, Persuasion

The Diplomacy domain skill represents a domain's ability to get what it wants without resorting to war or espionage. It's primarily used to make alliances with other domains. An alliance is not a mechanical notion, but is just an agreement between two domains. The terms of the agreement are up to the officers of each domain, but usually an alliance means that two domains each agree to help the other in times of conflict.

Some alliances are purely defensive. "We agree to go to war against an enemy who attacks either of us." More rarely, alliances can be offensive. "Lord Saxton must be stopped! Will you help us?" Offensive alliances are more difficult to establish, though, and another domain might require great assurances before entering into one. "We might attack Lord Saxton if things are as you say. But what proof can you offer that Saxton is a villain?"

Gaining Special Units

As a domain action, a domain can make a Diplomacy test to petition an NPC realm for military aid for an upcoming battle. The DC depends on the attitude of the NPC realm, as noted on the following table.

Attitude	Diplomacy DC
Hostile	18
Suspicious	15
Neutral	13
Friendly	10
Allied	8

This Diplomacy test can be used more than once per intrigue, but only once per NPC realm.

Each NPC realm has a special unit that another domain can gain as a result of an alliance. This is the same special unit the domain can muster using a domain action, as noted in its description.

For example, a successful Diplomacy test made by the characters' organization to seek aid from a giant jarldom NPC realm gets the organization a Pet Roc special unit to command in an upcoming battle. Each NPC realm has only one special unit to provide, so characters had better recruit them before their enemies do! A special unit gained through an alliance with an NPC realm returns to the NPC realm after the battle in which it is used.

Allies and Enemies

A hostile NPC realm is not the same thing as a villainous realm. A villainous realm is actively trying to destroy the heroes' organization, whereas a hostile realm is merely one with a tradition of enmity toward the heroes' domain or other domains like it. A local druid circle might have a troubled history with a noble court that rules the land near their forest, creating potential problems for the different noble court run by the characters even if the characters have never interacted with the druids before.

At the GM's discretion, a realm that is allied with the characters' organization can send units to aid the organization in battle even without a Diplomacy test. But sometimes allies are busy or occupied with other conflicts, in which case the GM will ask for a test to be made.

Diplomacy can also be used to convince an NPC realm currently allied with an enemy to sit a battle out, or to convince a neutral realm to lend aid beyond units. Such aid might include a powerful lieutenant, or information that would benefit the domain requesting assistance.

If a domain fails a Diplomacy test to influence or gain allies from an NPC realm, the domain can make a new Diplomacy test to achieve the same goal on a new domain turn. However, if a Diplomacy test fails by 5 or more, the NPC realm's attitude toward the Domain moves one step toward hostile.

Espionage

Associated Character Skills: Investigation, Stealth

Espionage allows a domain to learn the secrets of other domains, including their plans, their current activities, and who they are allied with. Successful Espionage tests often decrease the level of an opposing domain's Communications defense, reflecting

how successful attempts at destabilizing the opposed domain have been.

Espionage can be used to learn the makeup of an opposed domain's units and the disposition of its allies in advance of a battle. The DC is usually set by targeting one of the opposed domain's defenses, but the GM can also set a DC arbitrarily (as per the guidelines for setting difficulty in the core rules). Espionage does not reveal the nature of specific magic in use by an opposed domain, but it might reveal that an opposed domain has some magical resources or secrets, which a successful Lore test can then ferret out.

When an opposed domain makes a skill test to muster units or raise its defenses, the GM doesn't automatically reveal the specifics of a successful result. The characters learn that the opposed domain mustered units, but not how many units or what kind. Likewise, the specifics of which defense was raised and by how much remain a mystery. If the characters want to know these things, they need to make a successful Espionage test as a domain action, typically against the opposed domain's Communications. On a success, the players can choose to know one of the following pieces of information:

- The target domain's current defense scores
- The target domain's current defense levels
- The target domain's skill bonuses
- The target domain's current units
- Another statistic or piece of information, at the GM's discretion

Knowing the kinds of units an opposed domain has mustered helps a domain plan its own army. For example, if a villainous realm is building aerial units, the characters' organization will want some aerial units or artillery of their own to take them on. Likewise, if an opposed domain keeps boosting its Resources defense levels, the characters might decide to try to lower that defense and undo some of that progress!

If a domain feature requires a domain to know a secret piece of information to work properly, then the domain learns the information when they successfully use the feature. A separate Espionage test is not necessary. For example, a fey court domain can duplicate an opposed domain's highest-tier unit with the Your Own Worst Enemy feature. When the court succeeds on the Lore test to use the feature, they automatically learn what the target domain's highest-tier unit is.

Lore

Associated Character Skills: Arcana, History, Religion

Lore represents a domain's ability to research both magical and historical knowledge. This is a broad and wide-ranging skill, which can be used outside of intrigue to unlock arcane discoveries, dig up the details of forgotten history, discover the existence of lost spells, or reveal the answers to ancient mysteries. The only limit on what a Lore check can accomplish is what the GM rules is reasonable.

As a rule, the Lore domain skill should not be used as a substitute for adventuring. But at the GM's discretion, it can be used to supplement the normal adventures of a domain's player character officers. For example, a team of NPC agents might be sent out to recover the legendary headpiece for the Staff of Ra, even as the characters quest after the location of the map room in the hidden Well of Souls. In general, if it would be easy but time-consuming for a domain's officers to acquire important knowledge or rare antiquities, then the Lore domain skill can be used to delegate that task. But if doing so is merely difficult, then the officers should undertake that task themselves.

Lore can be used to learn an opposed domain's secrets when those secrets are explicitly magical, such as the nature of supernatural attacks or defenses, or the presence of any famous magic items or artifacts in a domain's arsenal. Likewise, the presence and features of extraordinary units in a domain's army is something a Lore test can ferret out.

Operations

Associated Character Skills: Athletics, Insight

Operations represents a domain's ability to muster new units, as well as to perform many of the basic functions of maintaining a domain. This is intended to be a catchall domain skill for any activity the players or GM might think of that doesn't easily fit into another skill.

Building Fortifications

Heroic organizations and NPC realms can acquire strongholds and other fortifications during the course of a campaign in any number of ways. The characters might seize enemy fortifications after a successful battle (or have their own fortifications seized by a villainous realm), claim fortifications as a reward for adventuring, or find some other means of acquiring an existing fortified site.

A domain can also build specific battle-ready fortifications (as discussed in **Fortifications** in the **Warfare** chapter) in any space on a battlefield the domain controls. Doing so during intrigue requires a successful Operations test made as a domain action. A successful DC 11 test is required to build a stone fence, while a successful DC 13 test is required to build a tower. Multiple fences and towers can then be put together in different configurations to build castles, keeps, and other fortifications.

The GM decides the time scale it takes to build a fortification, but here are some typical guidelines:

- If the Operations test to build the fortification succeeds by 5 or more, the fortification is built at the end of the current domain turn, or after 1 week if the domain is not in intrigue.
- If the Operations test succeeds by 4 or fewer, the fortification is built at the end of the next domain turn, or after 2 weeks if the domain is not engaged in intrigue.
- If the Operations test fails by 4 or fewer, the domain's fortification is still constructed, but it takes 3 domain turns (or 3 weeks) to do so.
- If the test fails by 5 or more, the fortification can't be built, and the players or the GM must wait for a new domain turn (or for 1 week to pass if not engaged in intrigue) before they can try again.

Mustering Units

A domain's officer can use a domain action during intrigue to muster a new unit. The Operations skill covers this activity, though an Operations test is normally not required unless the GM feels there's a chance that the mustering might fail. This new unit belongs to the officer who mustered it. An officer can control a number of units equal to their proficiency bonus.

The units an officer musters can be from any ancestry the GM agrees that character has access to, and which conform to the rules for unit dependency. (See **Building an Army** on page 100 in the **Warfare** chapter for information on ancestries, unit dependency, and much more.)

Units mustered through alliances and Diplomacy tests are controlled by a character but not owned by that character. They return to their home NPC realm after the battle in which they are used.

Modifying Units

A domain can spend money to upgrade a unit's equipment from light to medium, medium to heavy, and so forth. This requires a domain action and is considered a use of the Operations skill, but normally no Operations check is required. A domain can upgrade as many units as are controlled by the officer using a domain action. Upgrades to a unit can be made to any level a domain can afford, from light to super-heavy.

Upgrade from…	Cost
Light to medium	500 gp × the tier of the unit
Medium to heavy	1,000 gp × the tier of the unit
Heavy to super-heavy	2,000 gp × the tier of the unit

A domain cannot upgrade a unit that was mustered through alliances and other Diplomacy checks. Likewise, levies cannot have their gear upgraded. Upgraded units retain their original tier.

Disbanding Units

Eventually, a domain will max out the number of units it controls, making it impossible to muster any new units. When this happens, a domain can disband any number of units to free up space

in its army. This isn't an action, but is simply an order an officer can issue under the umbrella of the Operations skill. The domain does not regain any money spent on equipment upgrades for units that are disbanded.

Special Units

Every type of domain has an action it can use to summon a special unit consisting of rare and powerful creatures. These include such units as the Crew, a unique group of roguish heroes that an underworld syndicate organization can muster; the drake-mounted knights known as the Praetores Draconis, mustered by a draconic empire realm; and many more. See **Heroic Organizations** (page 31) and **NPC Realms** (page 65) later in this chapter for full details.

A domain can muster a special unit once per intrigue. If an attempt to muster a special unit fails, additional attempts can be made in the same intrigue until successful. When the battle in which a special unit is used ends, the unit leaves the control of the domain, heading off on important business, returning to its home plane, and so forth. A special unit can be mustered again during a new intrigue, responding when duty calls.

A domain can make use of other special units in addition to the unit it can muster, by making use of the Diplomacy domain skill (as discussed earlier in this chapter). By talking to the leaders of NPC realms, the players (and their enemies) can see if those realms are willing to lend their own special units for a battle.

Beyond Intrigue

The Operations domain skill covers many mundane activities outside of intrigue, including building roads or watchtowers, sending out a unit of scouts to explore the local wilderness, and so forth. Anything a domain might reasonably be able to do but which isn't covered by another domain skill can be accomplished using Operations.

Domain Defenses

Every domain has three defenses, all of which can be targeted by an opposing domain: **Communications**, **Resolve**, and **Resources**. Defenses operate at one of seven levels, each of which has a name and a numerical rating from 3 to −3. A defense's level represents how robust and functional that defense is at any given moment. Each defense also has a numerical score used as the DC for the domain skill test of an opposed domain wanting to sabotage that defense.

At each level above normal (level 0), the level benefits for a defense are cumulative with the levels below. For example, if a domain's Communications levels are unbreakable (level 3), that domain gains all the bonuses for secure, coded, and unbreakable Communications. Similarly, at each level below normal (level 0), the level penalties for a defense are cumulative with the levels above.

At the beginning of intrigue, all of a domain's defenses start at level 0. The players and the GM can use domain actions during intrigue to raise the level of a domain's defenses or to lower the levels of an opposed domain's defenses (see **Adjusting Defense Levels** on page 19). The level of any defense cannot be increased above 3 or decreased below −3.

Once intrigue ends, and after any final battle between the characters' organization and the villainous realm is over, the defense levels of both domains slowly return to normal, moving one step closer to 0 each week.

Communications

The Communications defense is a measure of how rapidly and accurately information is transmitted between a domain's officers and followers. Every domain, from a hard-as-nails mercenary company to a grove of peaceful druids, relies on its network of followers, retainers, and servants to accomplish its goals. And without effective communications, those goals can easily break down.

Communications directly affects an army's ability to coordinate its activities. When Communications is high, an army can efficiently maneuver into a better starting deployment—the arrangement of units under the warfare rules. (See the **Warfare** chapter for more information.) If Communications is poor or compromised, a domain's enemies know what its officers and agents are doing, and can interfere with deployment by sending false signals to the domain's units.

COMMUNICATIONS LEVELS

Level	Effect
3	Unbreakable
2	Coded
1	Secure
0	Normal
−1	Compromised
−2	Garbled
−3	Broken

Unbreakable (3). At the end of the next deployment, this domain chooses any allied infantry or artillery unit on the battlefield, then moves that unit to any unoccupied space on the battlefield.

Coded (2). At the end of the next deployment, this domain chooses two allied units in any rank on the battlefield and swaps those units' locations.

Secure (1). At the end of the next deployment, this domain chooses an allied unit in any rank and moves that unit into any adjacent space.

Normal (0). No effect.

Compromised (−1). At the end of the next deployment, the opposed domain chooses one of this domain's units in any rank on the battlefield and moves it into any adjacent space.

Garbled (−2). At the end of the next deployment, the opposed domain chooses one of this domain's cavalry units, which is removed from battle and does not deploy until the end of the first round of battle.

Broken (−3). At the end of the next deployment, the opposed domain chooses two of this domain's infantry units, which are removed from battle and do not deploy until the end of the first round of battle.

RESOLVE

Resolve measures the commitment that the followers of a domain have to its cause, and depends on many factors—including how well those followers understand the domain's cause. A domain's followers and army, by default, share the philosophy of the domain's officers and leaders, whatever that philosophy is. For example, the followers of an arcane order domain value neutrality and knowledge,

while the soldiers of a despotic regime domain revel in the glory and victories produced by their iron-fisted leaders.

A domain's Resolve has a direct effect on its officers. If everyone working for the domain is committed and engaged, it makes training easier and gives followers hope and confidence in victory. But the reverse is equally true. If everyone working for a domain is convinced of the domain's imminent failure, it makes training more exhausting and affects officer confidence. High Resolve means that a domain's officers are energized, coordinated, and convinced of victory, granting benefits to those officers in combat against the officers of an opposed domain. Poor resolve means that officers are distracted and tired, and their performance against foes from an opposed domain will suffer.

RESOLVE LEVELS

Level	Effect
3	Zealous
2	Fanatic
1	Loyal
0	Normal
−1	Discontented
−2	Rebellious
−3	Revolt

Zealous (3). During any combat against officers of an opposed domain, each of this domain's officers has advantage on attack rolls until the end of their first turn.

Fanatic (2). As a reaction when an enemy starts their turn during the first round of any combat against officers of an opposed domain, one of this domain's officers who has not yet acted can cast a spell or make a weapon attack.

Loyal (1). The speed of each of this domain's officers increases by 10 feet during the first round of any combat against officers of an opposed domain.

Normal (0). No effect.

Discontented (−1). The speed of each of this domain's officers decreases by 5 feet during the first round of any combat against officers of an opposed domain.

Rebellious (–2). During any combat against officers of an opposed domain, the first saving throw made by one of this domain's officers against a spell or effect directed by an enemy has disadvantage.

Revolt (–3). The first attack roll made by each of this domain's officers during any combat against officers of an opposed domain has disadvantage.

Resources

The wealth of a domain is measured as Resources, though this defense represents more than just money. Resources includes whatever a domain values and collects, whether gold, knowledge, secrets, or things more esoteric. When a domain's Resources is high, it directly affects the gear of that domain's units, granting them improved power or damage. Poor Resources affects morale. Troops that haven't been fed or whose armor and weapons are in dire need of repair become agitated.

Resources Levels

Level	Effect
3	Booming
2	Abundant
1	Surplus
0	Normal
–1	Low
–2	Poor
–3	Bankrupt

Booming (3). During the first round of battle, each of this domain's artillery units that inflicts casualties inflicts 1 extra casualty.

Abundant (2). Each of this domain's cavalry units has advantage on Power tests until the end of the first round of battle.

Surplus (1). Each of this domain's infantry units has advantage on Power tests until the end of the first round of battle.

Normal (0). No effect.

Low (–1). Each of this domain's artillery units has disadvantage on Morale and Command tests until the end of the first round of battle.

Poor (–2). Each of this domain's cavalry and aerial units has disadvantage on Morale and Command tests until the end of the first round of battle.

Bankrupt (–3). Each of the domain's infantry units has disadvantage on Morale and Command tests until the end of the first round of battle.

Domain Size

Size determines how far a domain's power extends, and the size of the power die used by the domain's officers. Size is a relative measure of the reach and influence of a domain, though not an absolute measure of an area of land the domain controls. In one GM's campaign, where the map covers a whole region hundreds of miles across, a size 3 domain might extend its influence for 60 miles out from its stronghold. In another campaign that takes place entirely in one district in a large city, a size 3 domain might cover only a few blocks.

An organization starts at size 1 if the characters are its founders (but might start at a larger size if the GM has the characters take over an established organization). **Every time the characters' organization defeats another domain, the organization's domain size increases by 1.** The size of the organization's power die likewise increases, and the organization gains more development points to spend on the party sheet, as shown on the Domain Size table. (See **Development Points** earlier in this chapter for more information.)

A domain cannot have a size greater than 5. However, at the GM's discretion, an organization of domain size 5 can still continue to gain new development points by defeating villainous realms.

Villainous realms are not built the same way the characters' organization is. The size of a villainous realm is thus determined by the GM. (See **Building a Villainous Realm** on page 28 for full information.)

Domain Size

Domain Size	Power Die	Development Points
1	d4	8 (starting points)
2	d6	+8
3	d8	+8
4	d10	+8
5	d12	+8

Domain Powers

Domain powers represent the new features that a domain's officers earn as a result of the research and training they do with their agents. The officers of a thieves' guild work and train with their bravos and apprentice thieves, and as a result, become better at what they themselves do. Likewise, the stewards of a druid circle spend time between adventures studying, tending to nature, and training their acolytes, and so gain greater insight into the summoning of nature spirits.

Each type of domain—both heroic organizations and NPC realms—grants a number of unique domain powers, whose mechanics are broken out in the domain type's description. But all domain powers rely on the use of a shared resource—a pool of power dice.

Power Dice

Each officer in a domain—player characters and the villain and lieutenants of an opposed domain alike—gets one power die, with the die type determined by the domain's size (see above). Any officer can choose to roll their power die immediately after they roll initiative at the start of any combat (no action required). Once a power die is rolled, it cannot be rolled again until the officer who rolled it finishes an extended rest. (An extended rest is defined in *Strongholds & Followers* as 1 week of study and training spent at the stronghold of the officer's domain. The GM might use this as a guideline, or set some other parameters for what an extended rest means in the campaign.)

Each domain power allows the officers in the player characters' organization to use some or all of the dice in their shared pool to produce crazy new

effects in combat. At the same time, the officers of a villainous realm will use their own domain powers and power dice to fuel their domain's push for victory over the characters.

Any power dice that aren't used are removed from a domain's pool at the end of the combat in which they were rolled.

For example, Anna, Lars, Grace, and Tom are playing the officers in a thieves' guild (one of the options for an underworld syndicate organization; see page 61). They're just starting out, so each of their characters has a d4 power die. In a fight against a local enemy thieves' guild (an NPC realm) known as the Clock, Lars waits until initiative is determined, and decides to roll his power die, getting a 3. He adds this to the empty pool on the party sheet.

Following suit, the other officers, including officers of the Clock, all decide to roll their power dice. Anna rolls a 4, Tom a 1, and Grace another 4, all of which are added to their pool. The heroes' pool now has four dice in it: a 1, a 3, and two 4s. Whichever hero acts first can take any or all of those dice out of the pool, depending on which domain power they intend to use.

Rolling power dice together in the same combat provides a potential benefit by increasing the number of dice in the pool, and increased chances of high rolls. But some players might want to not roll their power dice, so as to save them for another upcoming combat. Likewise, the GM might decide to not roll power dice even when the players are, if they think their villainous officers will face the characters again before everyone has time to take an extended rest.

Decrementing

When a player or GM activates a domain power, the rules for that power sometimes instruct them to decrement the power die, usually at the end of each turn of the character who used the power. Decrementing the power die means to decrease the number on the die by 1. When a power die showing a 1 is decremented, the die is spent and the power activated with that die is no longer in effect.

If a domain power that calls for decrementing a power die has been used and is currently active on an officer, that power cannot be activated again for the same officer until the power die being decremented is spent.

Villainous and NPC Realms

The player characters' enemies also run their own domains, known as villainous realms. A villainous realm is run by a **leader**, whose chief agents are known as **lieutenants**. Leaders and lieutenants are the domain's officers, and are referred to specifically by certain domain features.

Building a Villainous Realm

The GM builds villainous realms in much the same way the players build the characters' organization. However, the process for the GM has more options, and allows for the creation of a domain that is larger than the size 1 domain the characters must start with. GMs can establish realms at the start of the campaign or at any point within it, and NPC and villainous realms can rise, fall, and evolve as the GM sees fit.

A GM builds a villainous realm using the following process:

- The GM picks a domain type from the **NPC Realms** section, or a domain and a specialization from the domain types presented in the **Heroic Organizations** section (both of which follow later in this chapter). This allows for the creation of nefarious holy churches, druid circles, and mercenary companies, in addition to the traditionally antagonistic realms of despotic regimes, fey courts, and others.
- The GM chooses the domain size of the villainous realm. In most cases, it's best to set the realm's size within 1 of the size of the characters' organization by the time both sides get into an intrigue.

- The GM spends development points improving the villainous realm's skills and defenses. The GM has a number of points to spend equal to 8 × the villainous realm's domain size.
- The GM picks stat blocks for the villainous realm's leader and lieutenants, and gives one of the domain's titles to the leader. (If the domain has been chosen from the **NPC Realms** section, it has only one title.) The lieutenants of the realm do not get titles (because the GM already has enough to worry about), but all officers might have access to the realm's domain powers and domain features.
- The GM picks a stronghold for the villainous realm.

For example, consider a group of heroes running a size 2 holy church. With that organization's latest foes vanquished, the GM wants to reveal the vampire Countess Sanguin's villainous realm, which has observed the characters' last battle from the shadows and wants to remove the threat their organization poses. The GM knows that Sanguin's servants include vampire spawn, wights, and other undead, so they make the villainous realm an undead dominion (page 86). Since Sanguin's domain has been established for some time, the GM makes it size 3. It poses a threat to the heroes' organization, but not an overwhelming one.

The GM then spends 24 development points to improve the undead dominion's domain skills and defenses, using the same party sheet the players use for the characters' domain. They choose the **vampire** stat block for Countess Sanguin and give her the deathlord title. The GM gives Sanguin three **vampire spawn** lieutenants and names each of them, then gives the undead dominion a stronghold: an ancient castle.

Building an NPC Realm

Building an NPC realm is easier than building a heroic organization or a villainous realm, because NPC realms don't directly influence intrigue or battles. They might be persuaded by the characters' organization or the villainous realm to lend aid

during a battle, but the GM can easily set that up without finalizing all of an NPC realm's stats. (That said, a GM is free to flesh out any NPC realm with the same level of detail as a villainous realm—especially if the NPC realm has enemy potential!)

The baseline process for creating an NPC realm is as follows:

- As with creating a villainous realm, the GM picks either a domain and a specialization from the **Heroic Organizations** section or a domain from the **NPC Realms** section. This choice doesn't imply a specific role for the NPC realm, though, which might be friendly or antagonistic toward the characters' organization as the GM decides.
- The GM picks the NPC realm's starting attitude toward the characters' organization, using the table under **Diplomacy** in **Domain Skills** (page 20). This attitude should be based on the NPC realm's history not just with the characters, but also with domains similar to the characters' organization.
- The GM names the NPC realm's leader. This NPC doesn't necessarily need a stat block, but it helps to note a few details about their appearance and personality.
- The GM chooses the NPC realm's domain size (which need not bear any relationship to the size of the characters' organization), and picks a stronghold the NPC realm controls.
- The GM can freely swap out the special unit the NPC realm can normally muster with a special unit from another domain. Perhaps a fey court of elves in the campaign has a roguish flair and is able to bring together the Crew (normally associated with an underworld syndicate domain) instead of the Court Jesters.

For example, consider a GM who wants to create a domain of secluded stone giants living in the mountains near the characters' stronghold. The GM begins with the giant jarldom NPC realm and gives the isolationist giants a suspicious attitude toward the characters. Smallfolk warred with the giants centuries ago, and while the humanoids

might have forgotten that past, the stone remembers. The stone giants are led by Jarl Klanga. She's young and defensive minded, after her parents died in the same landslide that resulted in her losing an arm. The GM decides the realm doesn't hold much influence given their isolationist nature, and gives it a size of 1. The domain has a stronghold: a mountain fortress called Citadel Adamantine.

Creating NPC Realms Together

In a campaign in which the GM enjoys letting the players join in on the fun of setting creation, it can be cool to let each of the players design an NPC realm for the GM to use. The GM can assign each of the players a domain size and an attitude that their NPC realm has toward the characters' organization, then let them determine the rest of the details. The players get in on the fun of building the easiest type of domain, and the GM has to do less work. Win-win!

Reskinning Domains

GMs might find that their worlds include a villainous or NPC domain that's not an automatic fit for any of the concepts this book provides. For example, consider a campaign that features a powerful faction of gnolls. Even though there's no NPC realm set up as a gnoll war band, there's almost certainly another domain that fits. If the gnolls are proud warriors, the GM can use the orc clan domain and call it something else. If the gnolls are religious zealots, their domain could be built as a hidden cult religious order. Or for gnolls with a culture of invention and innovation, the gnomish kingdom might be a perfect fit!

Likewise, GMs shouldn't feel locked into building NPC realms based on ancestry. The goblinoid realm in a campaign doesn't have to be a goblinoid coalition domain. The GM can make it an arcane order, a despotic regime, an undersea colony, or whatever makes sense for their world.

Heroic Organizations

When a group of characters founds a domain, the players choose one of the eight organization types described in this section. Each organization features three specializations that the players also choose from, creating a wide range of possibilities for the heroes' domain.

Though this section is primarily for player characters, and is written to speak to the players, a GM can also use the domains presented in this section to create enemy and NPC realms.

Gaining New Proficiencies

If a character gains a proficiency from a domain title that they already gain from another source, that character can take another proficiency of the same kind (skill or tool) instead.

Adventuring Party

Mercenaries. Troubleshooters. Rag-tag heroes trying to get by—except "heroes" might not be quite the right word. Your characters have banded together as an adventuring party, a haphazard group of individuals traveling the realm with a common goal. Though you might not be the most diplomatic or noble of groups, you get the job done when it counts. It just might be a bit … messy.

Skills
Diplomacy: –1
Espionage: +0
Lore: +1
Operations: +2

Defenses
Communications: 11
Resolve: 12
Resources: 10

Domain Titles

Adventuring party officers gain access to the following titles, each of which grants a character the noted additional features.

Cap'n. You add your proficiency bonus to your initiative rolls. Additionally, when you hit a creature with an attack, each ally who can hear you and is within 5 feet of you gains a bonus to weapon damage rolls against the target creature equal to half your proficiency bonus (rounded down). This bonus lasts until the start of your next turn.

Doc. You gain proficiency in the Medicine skill and proficiency with an herbalism kit. Whenever you take a long rest, you can craft two *potions of healing* during the rest using the supplies in an herbalism kit. Potions created this way are effective only if consumed within 24 hours of their creation.

Know-It-All. You gain proficiency in the History and Nature skills. Additionally, as a reaction when you roll initiative, you can make an Intelligence (Nature) check to identify the weak points of one creature you can see. The DC for this check is equal to 10 + half the creature's challenge rating (rounded down). On a success, you gain a bonus to attack rolls against that creature equal to your proficiency bonus, and which lasts for 1 minute.

Smart Mouth. You gain proficiency in the Intimidation and Persuasion skills. Additionally, you can try to catch an enemy off-guard at the start of combat with your quips. As a reaction when a hostile creature you can see rolls initiative,

you reduce that creature's initiative by a number equal to your Charisma modifier.

Weirdo. You gain proficiency in the Arcana skill, and you know a number of spells equal to your Intelligence modifier. These spells can be from any spell list, but they must be 3rd level or lower and have the ritual tag. Intelligence is your spellcasting ability for these spells. You can cast each of these spells once as a ritual, and regain the ability to do so when you finish a long rest.

Additionally, you can cast the *counterspell* spell, and regain the ability to do so when you finish a long rest.

Domain Power

Adventuring party officers gain access to the following domain power.

Never Tell Me the Odds. When you take an action or a bonus action that forces at least one creature to make a saving throw, you can take a power die from your domain's pool and add twice the number on the die to the saving throw DC. You can use this feature after affected creatures have rolled their saving throws.

Domain Features

Adventuring party officers gain access to the following domain features.

Call in a Favor. As a domain bonus action, your adventuring party can petition an NPC realm for their domain special unit. Make a Diplomacy test targeting the NPC realm, with a DC determined by the realm's attitude toward your domain as shown on the following table.

Attitude	Diplomacy DC
Hostile	18
Suspicious	15
Neutral	13
Friendly	10
Allied	8

To Arms, Fellow Adventurers (Special Unit). As a domain action, you make a DC 13 Operations test. On a success, you muster the

The Ratcatchers unit card

"The Ratcatchers"

6
SIZE

COMMANDER
VETERAN, MEDIUM, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	14	+4	14	+3	+3

1

TRAITS
•Adaptable
•Scouts
•Magical Adepts
•Into the Breach (R)

1
DMG

III
TIER

MCDM

Ratcatchers—a special unit of adventurers just like you! (See the **Warfare** chapter for full details on how to read a unit card.)

SPECIALIZATION

When you found your adventuring party, you'll also choose a specialization. Are you an explorers' society, dedicated to seeking out the unseen frontiers of the world? Are you a mercenary company, completing dangerous jobs for coin? Or maybe you're just a band of disorganized misfits, doing all you can to help those in need?

DISORGANIZED MISFITS

You're … well, you're trying your best. You might not be the most disciplined or most knowledgeable. You all fight a lot and rarely agree on anything. But you're hard to kill. More importantly, though, you all have good hearts, and you're willing to do whatever it takes to help those in need.

> **Skill and Defense Bonuses**
> **Operations:** +1   **Resolve:** +1

DOMAIN POWER

Disorganized misfits officers gain access to the following domain power.

Avenge Me. When an officer in your domain that you can see within 30 feet of you is reduced to 0 hit points by a creature, you can use your reaction to swear vengeance. Take any number of power dice from your domain's pool. You and each ally you can see within 30 feet of you gain a bonus to damage rolls against the creature that dropped your officer equal to the total of the power dice. This bonus lasts as long as the officer is dying or dead, or until the end of the encounter, whichever comes first.

DOMAIN FEATURES

Disorganized misfits officers gain access to the following domain features.

Like in the Great Stories. As a domain action, you make a DC 14 Operations test. On a success, your domain's Resolve level increases by 2 until the end of the intrigue. Additionally, the next time an opposed domain makes a test to lower one of your domain defenses, the test is made with disadvantage.

Whatever It Takes. At the end of the next deployment, you can make a DC 15 Operations test as a domain bonus action. On a success, units deployed in your vanguard gain the following trait until the end of the battle:

Walk It Off. The first time this unit would become broken as a result of an inflicted casualty, the unit can make a DC 13 Morale test. On a success, the unit does not break this round, regardless of the number of casualties it suffers.

EXPLORERS' SOCIETY

As the name suggests, your adventuring party is a band of explorers, dedicated to traversing uncharted forests and plumbing the depths of mysterious caverns in search of new discoveries.

> **Skill and Defense Bonuses**
> **Lore:** +2

DOMAIN POWER

Explorers' society officers gain access to the following domain power.

What Does This Button Do? Your curiosity gets the better of you as you explore. When you take the Use an Object action, you can remove one power die from your domain's pool and trigger an effect. Roll a d10 and consult the Button Effects table to determine the nature of the effect.

BUTTON EFFECTS

d10	Effect	d10	Effect
1	Energy burst	6	Magic investment
2	Arcane surge	7	Light blades
3	Shadow infusion	8	Energy shield
4	Destructive force	9	Bold energy
5	Weakening energy	10	Rejuvenating aura

Energy Burst. An overload of magical energy hits you, dealing force damage equal to 1d6 + the number on the power die.

Arcane Surge. You are infused with shimmering arcane energy. For 1 minute, all your attacks deal extra force damage equal to twice the number on the power die.

ADVENTURING PARTY

SKILLS

THE POWER POOL

DEFENSES

Skills	
Diplomacy	
Espionage	
Lore	
Operations	

Defenses	
Size	
Power Die	
Communications	
Resolve	
Resources	

POWERS

Never Tell Me the Odds. When you take an action or a bonus action that forces at least one creature to make a saving throw, you can take a power die from your domain's pool and add twice the number on the die to the saving throw DC. You can use this feature after affected creatures have rolled their saving throws.
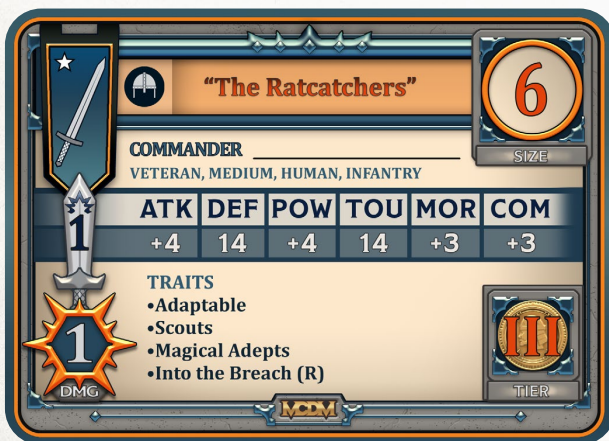
_____. _____

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FEATURES

Call in a Favor. As a domain bonus action, your adventuring party can petition an NPC realm for their domain special unit. Make a Diplomacy test targeting the NPC realm, with a DC determined by the realm's attitude toward your domain as shown in the following list: hostile: 18, suspicious: 15, neutral: 13, friendly: 10, allied: 8.

To Arms, Fellow Adventurers (Special Unit). As a domain action, you make a DC 13 Operations test. On a success, you muster the Ratcatchers—a special unit of adventurers just like you! (See page 32 in *Kingdoms & Warfare* for this unit's card.)

_____. _____

_____

_____. _____

Officer Reaction: _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P

Diplomacy	-1	+0	+1	+2		+3			+4
Espionage	-1	**+0**	+1	+2		+3			+4
Lore	-1	+0	**+1**	+2		+3			+4
Operations	-1	+0	+1	**+2**		+3			+4

Communications	10	**11**	12	13	14		15	16	17	18
Resolve	10	11	**12**	13	14		15	16	17	18
Resources	**10**	11	12	13	14		15	16	17	18

Adventuring party sheet

Shadow Infusion. You are infused with shadowy arcane energy. For 1 hour, your hit point maximum is reduced by the number on the power die, but you gain a bonus to your attack and damage rolls equal to twice the number on the power die.

Destructive Force. A wave of destructive energy can be directed toward a foe. Choose a hostile creature within 30 feet of you. The creature takes necrotic damage equal to 10 × the number on the power die.

Weakening Energy. Enfeebling energy suddenly washes over you. For 1 minute, you have a penalty to saving throws equal to the number on the power die.

Magic Investment. Magical energy refines a gem or art object you carry, increasing its gp value by 250 × the number on the power die.

Light Blades. Magic manifests around you as spinning blades of light. You and each creature within 30 feet of you must make a Dexterity saving throw with a DC equal to 8 + the number on the power die. A creature takes radiant damage equal to 1d4 × the number on the power die on a failed save, or half as much damage on a success.

Energy Shield. Shielding energy surrounds you. For 1 minute, your AC increases by the number on the power die.

Bold Energy. Emboldening energy washes over you. You gain temporary hit points equal to 5 × the number on the power die.

Rejuvenating Aura. A rejuvenating aura spreads out around you. Choose a number of creatures equal to the number on the power die that you can see within 30 feet of you (including you if you choose). Each creature regains all its hit points.

DOMAIN FEATURES

Explorers' society officers gain access to the following domain features.

I've Seen Weirder. Your adventures have provided you a wealth of knowledge regarding the strange and arcane. If your domain's Communications level is 2 or higher at the start of a battle, each unit your domain controls has advantage on Power tests to resist battle magic during that battle.

Research, Research, Research. If your time spent delving through dungeons has taught you anything, it's that it pays to know what you're

walking into. As a domain action, make a DC 16 Lore test. On a success, each of your domain's defense levels increases by 1 until the end of the current intrigue.

Mercenary Company

You're a team of soldiers for hire, fighting the battles no one else wants to. For the right price, of course.

> **Skill and Defense Bonuses**
> **Operations:** +1   **Resources:** +1

DOMAIN POWER

Mercenary company officers gain access to the following domain power.

Fighting Dirty. Before you make a weapon or spell attack, you can use a bonus action to target one of your opponent's vulnerable spots, making for a more challenging attack but dealing more damage. Take a power die from your domain's pool and subtract the number on the die from your attack roll. If the attack hits, it deals extra damage equal to 5 × the number on the power die.

DOMAIN FEATURES

Mercenary company officers gain access to the following domain features.

Can We Get a Raise? As a domain action, make a DC 14 Operations test. On a success, choose one of the following benefits:

- Until the end of the next battle, each officer has a +1 bonus to weapon attack and damage rolls. (The GM can rule that this bonus ends if it takes too long for the next battle to happen.)
- The next time you muster a cavalry or artillery unit, you can also muster an additional infantry unit.
- Each infantry unit you muster from now until the start of the next battle has its experience increased one level.

You can use this feature multiple times, but must pick a different benefit each time. The DC increases by 2 for each successive use.

Survive Till Payday. If your domain's Resolve level is 2 or higher at the start of a battle, each unit your domain controls has advantage on Power tests to resist battle magic during that battle.

Martial Regiment

Armed to the teeth and with battle strength to match, your characters have come together to form a martial regiment. All of you are skilled warriors, willing to fight the battles others shirk from. And while your group might not always act as the most subtle of organizations, you are well-known for your tactical strategy and efficiency in combat.

Skills	Defenses
Diplomacy: +1	**Communications:** 12
Espionage: +0	**Resolve:** 11
Lore: –1	**Resources:** 10
Operations: +2	

Domain Titles

Martial regiment officers gain access to the following titles, each of which grants a character the noted additional features.

Ambush Captain. You gain proficiency in the Stealth skill, and you can use a bonus action to take the Hide action. Additionally, when you hit a creature with a weapon attack and have advantage on the attack roll, the attack deals one additional weapon die of damage.

Bravura Commander. You gain proficiency in the Persuasion skill. Additionally, when a creature within 30 feet of you that can hear you makes a saving throw to avoid being charmed, frightened, or stunned, you can use your reaction to roll a d4 and add the result to the creature's saving throw. You use this reaction after the saving throw is made but before the result is known.

Field Medic. You gain proficiency in the Medicine skill. Additionally, when a creature within 5 feet of you takes damage, you can use your reaction to make a Wisdom (Medicine) check. The DC of the check is equal half the damage taken by the creature or 10, whichever is higher. On a success, the creature regains a number of hit points equal to

MARTIAL REGIMENT

SKILLS

THE POWER POOL

DEFENSES

SKILLS	
Diplomacy	
Espionage	
Lore	
Operations	

DEFENSES	
Size	
Power Die	
Communications	
Resolve	
Resources	

POWERS

Brute Force. When a creature you can see within 60 feet of you moves, you can use your reaction to take any number of power dice from your domain's pool and make one weapon attack against the creature. Add the total of the power dice to the attack roll, and to the damage roll if the attack hits.

_____.
_____
_____
_____

FEATURES

Armament. Once per intrigue as a domain bonus action, make a DC 15 Operations test. On a success, your domain's Resolve level cannot be lower than 0 for the remainder of the intrigue.

The Professionals (Special Unit). As a domain action, make a DC 13 Operations test. On a success, you muster the Professionals, a special unit of heroic infantry. (See page 38 in *Kingdoms & Warfare* for this unit's card.)

_____.
_____
_____
_____.
_____

Officer Reaction: _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P

	-1	+0	+1	+2		+3			+4
Diplomacy	-1	+0	**+1**	+2		+3			+4
Espionage	-1	**+0**	+1	+2		+3			+4
Lore	**-1**	+0	+1	+2		+3			+4
Operations	-1	+0	+1	**+2**		+3			+4

	10	11	12	13	14		15		16		17		18
Communications	10	11	**12**	13	14		15		16		17		18
Resolve	10	**11**	12	13	14		15		16		17		18
Resources	**10**	11	12	13	14		15		16		17		18

5 + your character level, to a maximum of half the creature's hit point maximum.

Tactical Marshal. Your speed increases by 10 feet, you gain a +3 bonus to your passive Wisdom (Perception) score, and difficult terrain no longer impedes your movement. Additionally, as a bonus action, you can choose one creature within 60 feet of you that can hear you. That creature can immediately move up to half its speed without provoking opportunity attacks.

War Mage. You gain proficiency in the Arcana skill. As a bonus action, you can charge one melee weapon you are holding with magical energy. Choose one of the following damage types: acid, cold, fire, lightning, radiant, or necrotic. While charged in this way, the weapon is magical and deals an extra 1d4 damage of the chosen type. This benefit lasts for 1 minute, or until you either end it as a bonus action or stop touching the weapon.

Additionally, when you hit a creature or object with a weapon charged in this way, you can cast *dispel magic* from the weapon to affect the target. Intelligence is your spellcasting ability for the spell. You can't cast the spell again in this way until you finish a long rest.

Domain Power

Martial regiment officers gain access to the following domain power.

Brute Force. When a creature you can see within 60 feet of you moves, you can use your reaction to take any number of power dice from your

The Professionals unit card

domain's pool and make one weapon attack against the creature. Add the total of the power dice to the attack roll, and to the damage roll if the attack hits.

Domain Features

Martial regiment officers gain access to the following domain features.

Armament. Once per intrigue as a domain bonus action, make a DC 15 Operations test. On a success, your domain's Resolve level cannot be lower than 0 for the remainder of the intrigue.

The Professionals (Special Unit). As a domain action, make a DC 13 Operations test. On a success, you muster the Professionals, a special unit of heroic infantry. (See the **Warfare** chapter for full details on how to read a unit card.)

Specialization

When you found your martial regiment, you'll also choose a specialization. Are you a localized regiment, keeping your homes safe as members of a city watch? Are you members of a military squadron, striking as a crew of highly skilled experts on the most dangerous battlefields? Or are you perhaps a knightly order, united by your dedication to a creed or religion?

City Watch

You might not be the best trained or most efficient of soldiers. But as members of a city watch, you are dedicated to protecting the place you call home—no matter the cost.

Skill and Defense Bonuses	
Communications: +1	**Resources:** +1

DOMAIN POWER

City watch officers gain access to the following domain power.

Steel Resolve. When you fail a saving throw to avoid being charmed, frightened, knocked prone, paralyzed, poisoned, or stunned, you can take a power die from your domain's pool and add the number on the power die to your saving throw.

DOMAIN FEATURES

City watch officers gain access to the following domain features.

Community Effort. Once per intrigue as a domain reaction in response to failing a Diplomacy test, you can immediately make an Operations test with a DC equal to 5 + half the DC of the Diplomacy test (rounded down). On a success, you treat the failed Diplomacy test as a success.

They Will Not Breach This Wall. As a domain action, make a DC 15 Operations test. On a success, you gain the resources to bolster your city's defenses. At the start of the next battle, each fortification you're defending gains additional hit points equal to your domain's Resolve level.

Knightly Order

Knightly orders are composed of warriors united under a single ideal. Some have religious ties, while others ascribe to more abstract creeds not bound to any church. Regardless of its members' affiliation, though, every knightly order delineates a certain sense of honor and pride.

Skill and Defense Bonuses
Diplomacy: +1   **Resolve:** +1

DOMAIN POWER

Knightly order officers gain access to the following domain power.

Sworn to Protect. As a bonus action, take a power die from your domain's pool and add the number on the die to your AC. Additionally, allied creatures within 15 feet of you gain a bonus to saving throws equal to the number on the power die. At the end of each of your turns, decrement the power die.

DOMAIN FEATURES

Knightly order officers gain access to the following domain features.

Gallant Company. As a domain action, make a DC 12 Diplomacy test targeting an NPC realm. On a success, the NPC realm's attitude toward your domain improves one step and any special units mustered from that realm gain a +2 bonus to Defense and Morale in the next battle in which

they are used. Your domain can use this feature only once on each NPC realm during an intrigue.

Stay Strong. If your domain's Resolve level is 2 or higher at the start of a battle, each cavalry unit your domain controls automatically succeeds on Morale tests for the Rally maneuver during that battle.

Military Squadron

As members of a military squadron, you are an archetypal team of soldiers. Though you can be discreet when missions call for it, your main focus is always on honing your deadly and precise skills in combat.

Skill and Defense Bonuses
Espionage: +1   **Operations:** +1

DOMAIN POWER

Military squadron officers gain access to the following domain power.

Skirmisher. As a bonus action, take a power die from your domain's pool. Your speed increases by a number of feet equal to 5 × the number on the die. While your speed is increased in this way, your movement doesn't provoke opportunity attacks, and you gain a bonus to weapon damage rolls equal to the number on the power die. At the end of each of your turns, decrement the power die.

DOMAIN FEATURES

Military squadron officers gain access to the following domain features.

No Mercy. If your domain's Communications level is 2 or higher at the start of a battle, all your infantry units gain the following trait until the end of the battle:

Take No Prisoners. When this unit makes an attack that causes an opposed unit to break, the unit can make one additional attack against any adjacent unit.

The War Room Where It Happens. As a domain action, make an Operations test against an opposed domain's Communications. On a success, the opposed domain has disadvantage on tests made to increase its Communications level for the remainder of the intrigue.

Mercantile Guild

Your characters' organization is built on the back of economic prosperity, whether you acquire income from producing, selling, or plundering goods. You might be merchants, artisans, or pirates, looking to expand and defend your empire of industry, and with a network of agents ready to battle for profit.

Skills
Diplomacy: +1
Espionage: +0
Lore: −1
Operations: +2

Defenses
Communications: 11
Resolve: 10
Resources: 12

Domain Titles

Mercantile guild officers gain access to the following titles, each of which grants a character the noted additional features.

Acquisitions Expert. You gain proficiency in the Arcana skill. Additionally, if you are unable to cast spells of 1st level or higher (either because you have no spellcasting ability, you have expended all your spell slots, or you have used all your innate spells), you can cast the following spells using Intelligence as your spellcasting ability:

At will: *detect magic, identify*
3/day each: *charm person, comprehend languages, unseen servant*
1/day each: *dispel magic, glyph of warding*

Chief of Security. When a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against that creature. If the attack hits, it deals extra damage equal to your proficiency bonus.

Executive Manager. When a creature within 5 feet of you misses with an attack or fails a saving throw, you can use your reaction to roll a d4 and add the roll to the attack roll or saving throw.

Fixer. You gain proficiency in the Stealth skill. Additionally, you can use a bonus action to take the Dash, Disengage, or Hide action.

Safety Officer. While you are not unconscious, you and friendly creatures within 10 feet of you have advantage on saving throws against being frightened. Additionally, as a bonus action, choose an ally you can see within 30 feet of you. That ally regains hit points equal to 1d4 + your domain size. You can use this feature a number of times per day equal to your Wisdom modifier (minimum one).

DOMAIN POWER

Mercantile guild officers gain access to the following domain power.

Outgunned. When you miss with an attack, you can take a power die from your domain's pool and add twice the number on the die to your attack roll. Alternatively, when you hit with an attack, you can take a power die from your domain's pool and add the number on the die to the attack's damage roll.

Soldiers of Fortune unit card

DOMAIN FEATURES

Mercantile guild officers gain access to the following domain features.

Soldiers of Fortune (Special Unit). Make a DC 13 Operations test as a domain action. On a success, you muster the Soldiers of Fortune, a highly professional (and very expensive) special unit of mercenaries. (See the **Warfare** chapter for full details on how to read a unit card.)

Spared No Expense. At the start of a battle, you can use a domain reaction to make a DC 14 Operations test. On a success, increase the levels of two of your domain's defenses by 1.

SPECIALIZATION

When you found your mercantile guild, you'll also choose a specialization. Are you a monopoly, looking to not just dominate but to own an entire industry? Are you a pirate band, sailing the seas looking for loot and plunder? Or perhaps you're a trade guild—a group of artisans banded together to establish the best business deals and working conditions?

MONOPOLY

Your organization seeks to dominate the market, squashing any resistance you encounter. As such, you invest in making your enterprise the only option, letting your expansionist views force prospective competition to fold into your ranks or fight you to survive. Depending on your market, you might be viewed as an evil corporation or a force of positive change. But at the end of the day, your organization is going to come out on top.

Skill and Defense Bonuses	
Espionage: +1	**Resources:** +1

DOMAIN POWER

Monopoly officers gain access to the following domain power.

Action Plan. On your turn, you can take a power die from your domain's pool, then take one additional action. You can add the number on the power die to one attack roll or ability check made

MERCANTILE GUILD

SKILLS

THE POWER POOL

DEFENSES

Diplomacy	
Espionage	
Lore	
Operations	

Size	
Power Die	
Communications	
Resolve	
Resources	

POWERS

Outgunned. When you miss with an attack, you can take a power die from your domain's pool and add twice the number on the die to your attack roll. Alternatively, when you hit with an attack, you can take a power die from your domain's pool and add the number on the die to the attack's damage roll.

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FEATURES

Soldiers of Fortune (Special Unit). Make a DC 13 Operations test as a domain action. On a success, you muster the Soldiers of Fortune, a highly professional (and very expensive) special unit of mercenaries. (See page 41 in _Kingdoms & Warfare_ for this unit's card.)

Spared No Expense. At the start of a battle, you can use a domain reaction to make a DC 14 Operations test. On a success, increase the levels of two of your domain's defenses by 1.

_____. _____

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_____. _____

Officer Reaction: _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P

	-1	+0	+1	+2		+3			+4
Diplomacy	-1	+0	**+1**	+2		+3			+4
Espionage	-1	**+0**	+1	+2		+3			+4
Lore	**-1**	+0	+1	+2		+3			+4
Operations	-1	+0	+1	**+2**		+3			+4

Communications	10	**11**	12	13	14	15	16	17	18
Resolve	**10**	11	12	13	14	15	16	17	18
Resources	10	11	**12**	13	14	15	16	17	18

Mercantile guild party sheet

as part of that action, or increase the DC of a spell cast during the action by the number on the die.

DOMAIN FEATURES

Monopoly officers gain access to the following domain features.

Corporate Espionage. Once per intrigue as a domain bonus action, make an Espionage test against an opposed domain's Communications. On a success, the opposed domain has disadvantage on Espionage tests until the end of the intrigue, and your domain's Communications level increases by 1.

Embargo. At the start of a battle, if your domain's Resources level is 2 or higher, choose a number of infantry units an opposed domain controls equal to your domain size. Each of those units takes −2 to Attack and Defense until the end of the battle.

Pirate Band

You are a pirate band, robbing others of their goods to be resold as you see fit. Though you might ally yourselves with other pirate crews, follow a code of conduct, or work for governments as a privateer, the members of your band are truly beholden only to yourselves. Whatever the reasons you adopted a life of piracy, your organization is viewed with caution wherever you travel.

Skill and Defense Bonuses
Espionage: +1   **Resolve:** +1

DOMAIN POWER

Pirate band officers gain access to the following domain power.

Pillage. As a bonus action, take a power die from your domain's pool and choose a power die in the opposed domain's pool showing a higher number than the die you took. Add the opposed die to your domain's pool.

DOMAIN FEATURES

Pirate band officers gain access to the following domain features.

Commandeer. Once per intrigue as a domain bonus action, make an Espionage test against an opposed domain's Resources. On a success, the

opposed domain's Resources level decreases by 1, and your domain's Resources level increases by 1.

Fight Dirty. If your domain's Resources level is 2 or higher at the end of deployment, choose a number of infantry or artillery units equal to your domain size. Each of those units gets a surprise activation before the battle goes into initiative. After this activation concludes, the battle plays out as normal.

Trade Guild

You oversee a network of like-minded artisans who pool their interests together for maximum potential. You might own businesses, or you could facilitate the businesses of others. Whatever the case, you have many skilled individuals investing in your organization to protect their own interests. While a trade guild might seem harmless to a casual observer, the number of resources at your disposal can summon a threat to rival any ruling body.

Skill and Defense Bonuses
Diplomacy: +1   **Resources:** +1

DOMAIN POWER

Trade guild officers gain access to the following domain power.

Healthcare. As a bonus action, take a power die from your domain's pool. You immediately spend and roll a number of your Hit Dice equal to the number on the power die, regaining hit points equal to the total of Hit Dice rolled.

DOMAIN FEATURES

Trade guild officers gain access to the following domain features.

Business Connections. Once per intrigue, you can make a DC 13 Diplomacy test as a domain bonus action. On a success, all of your domain's officers begin the next battle with their hit point maximum and current hit points increased by 5 × your domain size.

Well Fed. As a domain action, make a DC 13 Operations test. On a success, each of your infantry units gains a bonus to Morale equal to your domain size until the end of the next battle.

Mystic Circle

Your organization is an association of arcane practitioners whose agents include wizards, sorcerers, scribes, and sages. Not all your associates cast magic—your order needs guards and spies as much as anyone else—but every member of your mystic circle respects the power of the magical arts. The collections of scrolls and tomes in your libraries contain knowledge that others seek, and unearthing the secrets of your enemies isn't so different from uncovering forbidden spells.

Skills	Defenses
Diplomacy: +0	**Communications:** 12
Espionage: +1	**Resolve:** 10
Lore: +2	**Resources:** 11
Operations: −1	

Domain Titles

Mystic circle officers gain access to the following titles, each of which grants a character the noted additional features.

Augur. You have a second sight that grants you limited precognition. You add your Intelligence modifier to your initiative rolls. Additionally, if you and any of your allies within 60 feet of you are surprised when you roll initiative, you can choose for you and your allies to not be surprised, and for a number of enemies equal to the number of characters in your party to be surprised instead. You must finish a long rest before you can use this feature again.

Bewitcher. You have advantage on Charisma (Performance) checks. At the end of a long rest, choose one enchantment or illusion spell you can cast that requires concentration. That spell does not require concentration until the end of your next long rest.

Medium. When learning or preparing spells, all necromancy spells are available to you, regardless of whether they are on your class's spell list.

Additionally, you can channel the waning life force of a dying creature to aid an ally. When a creature you can see with a challenge rating of 1 or higher dies within 60 feet of you, another creature of your choice that you can see within 60 feet of you regains hit points equal to 1d4 × the dead creature's challenge rating.

MYSTIC CIRCLE

THE POWER POOL

Diplomacy	
Espionage	
Lore	
Operations	

Size	
Power Die	
Communications	
Resolve	
Resources	

POWERS

Universal Energy Field. As an action, take a power die from your domain's pool and recover a number of spell slots with a combined level equal to the number on the power die. None of the slots you recover can be 6th level or higher.

Alternatively, as a bonus action, you can take a power die from your domain's pool and charge one weapon you are holding with magical energy. Choose one of the following damage types: acid, cold, fire, or lightning. Until the start of your next turn, the weapon deals extra damage of the chosen type equal to the number on the power die.

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FEATURES

Forgotten Rite of Animation (Special Unit). As a domain action, make a DC 13 Lore test. On a success, your domain's spellcasters weave an ancient spell to create a special unit of magical constructs called an Ersatz Infantry. These constructs could be golems, animated suits of armor, or clockwork soldiers. (See page 46 in _Kingdoms & Warfare_ for this unit's card.)

Unravel Sorcery. Once per intrigue as a domain bonus action, you can make a Lore test against an opposed domain's Communications to learn about the magical abilities of one of that domain's officers. On a success, you learn what spells the target knows and has prepared, and you have advantage on saving throws against spells and other magical effects used by that officer until the end of the intrigue.

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_____
_____
_____

Officer Reaction: _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P

Diplomacy	-1	**+0**	+1	+2		+3			+4
Espionage	-1	+0	**+1**	+2		+3			+4
Lore	-1	+0	+1	**+2**		+3			+4
Operations	**-1**	+0	+1	+2		+3			+4

Communications	10	11	**12**	13	14		15	16	17	18
Resolve	**10**	11	12	13	14		15	16	17	18
Resources	10	**11**	12	13	14		15	16	17	18

Shade. You gain proficiency in the Stealth skill. While in darkness or dim light, you can turn invisible as an action. Anything you wear or carry is invisible as long as it is on your person. This invisibility ends after 1 hour or if you enter an area of bright light. You must finish a long rest before you can use this feature again.

Spellsword. You gain proficiency with martial weapons. Whenever you hit a creature with a melee attack, you reduce that creature's speed to 0 until the start of your next turn.

Domain Power

Mystic circle officers gain access to the following domain power.

Universal Energy Field. As an action, take a power die from your domain's pool and recover a number of spell slots with a combined level equal to the number on the power die. None of the slots you recover can be 6th level or higher.

Alternatively, as a bonus action, you can take a power die from your domain's pool and charge one weapon you are holding with magical energy. Choose one of the following damage types: acid, cold, fire, or lightning. Until the start of your next turn, the weapon deals extra damage of the chosen type equal to the number on the power die.

Domain Features

Mystic circle officers gain access to the following domain features.

Forgotten Rite of Animation (Special Unit). As a domain action, make a DC 13 Lore test. On a success, your domain's spellcasters weave an ancient spell to create a special unit of magical constructs called an Ersatz Infantry. These constructs could be golems, animated suits of armor, or clockwork soldiers. (See the **Warfare** chapter for full details on how to read a unit card.)

Unravel Sorcery. Once per intrigue as a domain bonus action, you can make a Lore test against an opposed domain's Communications to learn about the magical abilities of one of that domain's officers. On a success, you learn what spells the target knows and has prepared, and you have advantage on saving throws against spells

and other magical effects used by that officer until the end of the intrigue.

Specialization

When you found your mystic circle, you'll also choose a specialization. Are you an arcane order, tirelessly seeking answers to the mysteries of the universe? Are you a secret cabal, hiding your dark schemes from the world? Or are you a theatrical troupe, using the art of magic to enhance your performances?

Arcane Order

You are a public institution of magic, seeking to expand the understanding of the cosmic forces which ebb and flow through reality. You might be an arcane academy, a great library, or an assembly of notorious mages. Local lords approach you for counsel, unless you prefer to stay neutral in mundane affairs.

Skill and Defense Bonuses	
Lore: +1	**Resources:** +1

DOMAIN POWER

Arcane order officers gain access to the following domain power.

Your Staff is Broken. As an action, take any number of power dice from your domain's pool and target an enemy spellcaster. That caster must succeed on an Intelligence saving throw against a DC equal to the total of the power dice or lose the ability to cast spells in any way for 24 hours.

Ersatz Infantry unit card

This power doesn't break the target's concentration on a spell already cast, or prevent the target from taking actions that are part of an ongoing spell that the target has already cast (such as *call lightning*).

DOMAIN FEATURES

Arcane order officers gain access to the following domain features.

Find True Name. As a domain action, you make a Lore test against an opposed domain's Communications. On a success, you learn the true name of one of that domain's spellcasting officers of the GM's choice, and during the next battle, that officer has disadvantage on saving throws against the Your Staff is Broken domain power.

Midnight Oil. If you prepare spells and you succeed on any Lore test made as a domain action, you can then use a domain reaction to make a DC 12 Lore test. On a success, the number of spells that all officers of your domain are able to prepare the day of the next battle increases by 1.

Wards of Protection Against Missiles. If your domain's Communications level is 2 or higher at the end of deployment, choose a number of units equal to your domain size. The first time during the battle that each chosen unit would be hit by an Attack test from an opposed artillery or aerial unit, that Attack test fails.

Secret Cabal

Your organization is clandestine. People might know you exist, but your work stays hidden to protect your members, keep your studies confidential, or better allow you to pull strings from behind the scenes. No matter what the reasons for your secrecy, one thing is certain: You look out for your own first and foremost.

Skill and Defense Bonuses	
Espionage: +1	**Communications:** +1

DOMAIN POWER

Secret cabal officers gain access to the following domain power.

Elemental Bargain. As an action, take a power die from your domain's pool and conjure an elemental with a challenge rating equal to or lower than the number on the die. The creature appears in an unoccupied space that you can see within 30 feet of you. You mentally control the actions the creature takes. It acts when it is summoned, and on each of your turns thereafter.

Creatures summoned by this power disappear when they are reduced to 0 hit points or after a number of rounds equal to 1 + your domain size, whichever comes first.

DOMAIN FEATURES

Secret cabal officers gain access to the following domain features.

Curse of Vitiation. If your domain's Communications level is 2 or higher at the start of a battle, choose one lieutenant from an opposed domain. That lieutenant has disadvantage on saving throws during the battle.

We Were Never Here. As a domain action, make a Lore test against an opposed domain's Communications. On a success, your domain's Communications level increases by 1 and the opposed domain's Communications level decreases by 1.

Theatrical Troupe

Magic and artifice have always gone hand in hand, and the art of spellcasting makes for some impressive stage effects. Whether you are a performance company with an established base of operations or a band of entertainers travelling far and wide, you endeavor to make magic accessible to all! Your organization doesn't believe in keeping sorcery hidden away in secluded towers, underground lairs, or exclusive clubs. Showing magic to the world encourages others to take up the art, dispels fears of spellcasting, and can bring joy to the common folk.

Skill and Defense Bonuses	
Diplomacy: +1	**Operations:** +1

DOMAIN POWER

Theatrical troupe officers gain access to the following domain power.

Magic Misdirection. As an action, take a power die from your domain's pool and make a Charisma check contested by one creature of your choice that you can see. Add the number on the power die to your check. On a success, the creature

is charmed by you until the end of your next turn. While charmed in this way, the creature sees its allies as enemies, and it must use its action before moving on its turn to make a melee weapon attack against an ally it can reach. If the creature has no allies within reach, it takes no action on its turn.

DOMAIN FEATURES

Theatrical troupe officers gain access to the following domain features.

Combat Anthem. As a domain action, make a DC 12 Operations test. On a success, during the next battle, you can choose a number of units your domain controls equal to your domain size. Any opposed unit has disadvantage on Morale tests while adjacent to any selected unit, and any allied unit has advantage on Power tests while adjacent to any selected unit.

You Didn't Hear This From Me. As a domain action, make a DC 12 Diplomacy test. On a success, whenever you succeed on a Diplomacy test to muster a unit through an alliance, your domain's Communications level increases by 1 until the end of the intrigue.

Nature Pact

Your organization lives and thrives in the untamed wilds, whether forests, deserts, tundra, or even oceans. Nature cannot be controlled, but you know how to channel primal magic. Barbarians, druids, rangers, beasts, and nature spirits are your domain's agents, and with these forces on your side, you are unstoppable.

Skills	Defenses
Diplomacy: +1	**Communications:** 10
Espionage: +0	**Resolve:** 12
Lore: +2	**Resources:** 11
Operations: −1	

Domain Titles

Nature pact officers gain access to the following titles, each of which grants a character the noted additional features.

The Connected. Nature links a companion's senses with your own. As an action, you can link yourself to a willing creature you can see within 30 feet of you for 1 hour. This replaces any previous links you made using this feature.

While a linked creature is within 100 feet of you and one of you has to make an ability check or a saving throw, both of you roll the same check or save. The creature making the check or save then uses the highest roll.

The Pack Leader. As an action, you summon a beast of your choice with a challenge rating equal to or lower than your domain size into an unoccupied space you can see within 30 feet of you. The beast's weapon attacks are magical, and it gains temporary hit points equal to 5 × your domain size. The beast acts on its own initiative and understands and follows your verbal commands. The beast follows your commands for 1 hour or until it is reduced to 0 hit points, at which point it disappears. You must finish a long rest before you can use this feature again.

The Primal. If you move at least 10 feet toward a Huge or smaller creature, then hit that creature with a melee weapon attack on the same turn, the attack deals extra damage equal to twice your proficiency bonus and the target must succeed on a Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + your proficiency bonus + your Strength or Dexterity modifier, whichever is higher.

The Speaker. You gain proficiency in the Persuasion skill. Additionally, as an action, you can select a number of willing creatures you can see within 100 feet of you equal to your level + your domain size. For 1 hour, any of these creatures and you can speak telepathically to each other, singly or in groups, regardless of distance.

The Stalwart. As an action, you grant yourself and one ally you can see temporary hit points equal to 5 × your domain size. You must finish a long rest before you can use this feature again.

Domain Power

Nature pact officers gain access to the following domain power.

Vine Entrapment. As a bonus action, take a power die from your domain's pool and choose a creature within 30 feet of you that you can see. That creature must make a Dexterity saving

throw with a DC equal to 10 + the number on the power die. On a failure, thorny vines erupt from the ground and wrap around the creature, which is restrained for a number of rounds equal to the number on the power die. A restrained creature can use an action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the save DC. On a success, the creature ends the restrained condition but takes piercing damage equal to 1d10 × your domain size.

Domain Features

Nature pact officers gain access to the following domain features.

Frog of War (Special Unit). As a domain action, make a DC 16 Lore test. On a success, you summon the Frog of War, a special unit that is a single massive amphibian ready to devour enemies of nature. (See the **Warfare** chapter for full details on how to read a unit card.)

Natural Disaster. Once per intrigue as a domain bonus action, you can make a Lore test against an opposed domain's Resources. On a success, the opposed domain's Resources level decreases by 2.

"The Frog of War"

COMMANDER

REGULAR, LIGHT, FROG, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+13	19	+12	20	+3	+2

TRAITS
- Magic Resistant
- Hop
- Gulp

SIZE **8**

DMG **4**

TIER **V**

The Frog of War unit card

Specialization

When you found your nature pact, you'll also choose a specialization. Are you a barbarian tribe, escaping the conventions and customs of settled life by making your own rules in the wild? Are you a druid circle, living as an extension of the natural world and unable to fathom a home anywhere else? Or are you a hunter conclave defending nature from evil's corruption and industry's greed?

NATURE PACT

THE POWER POOL

SKILLS

Diplomacy	
Espionage	
Lore	
Operations	

DEFENSES

Size	
Power Die	
Communications	
Resolve	
Resources	

POWERS

Vine Entrapment. As a bonus action, take a power die from your domain's pool and choose a creature within 30 feet of you that you can see. That creature must make a Dexterity saving throw with a DC equal to 10 + the number on the power die. On a failure, thorny vines erupt from the ground and wrap around the creature, which is restrained for a number of rounds equal to the number on the power die. A restrained creature can use an action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the save DC. On a success, the creature ends the restrained condition but takes piercing damage equal to 1d10 × your domain size.

_____. _____

FEATURES

Frog of War (Special Unit). As a domain action, make a DC 16 Lore test. On a success, you summon the Frog of War, a special unit that is a single massive amphibian ready to devour enemies of nature. (See page 49 in *Kingdoms & Warfare* for this unit's card.)

Natural Disaster. Once per intrigue as a domain bonus action, you can make a Lore test against an opposed domain's Resources. On a success, the opposed domain's Resources level decreases by 2.

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_____. _____

Officer Reaction: _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P

	-1	+0	+1	+2			+3			+4
Diplomacy	-1	+0	**+1**	+2			+3			+4
Espionage	-1	**+0**	+1	+2			+3			+4
Lore	-1	+0	+1	**+2**			+3			+4
Operations	**-1**	+0	+1	+2			+3			+4

	10	11	12	13	14		15		16		17		18
Communications	**10**	11	12	13	14		15		16		17		18
Resolve	10	11	**12**	13	14		15		16		17		18
Resources	10	**11**	12	13	14		15		16		17		18

Nature pact party sheet

Barbarian Tribe

Power, ferocity, and strength define the barbarian warriors who make up your organization, allowing you to push through enemies and knock all obstacles out of your path.

Skill and Defense Bonuses
Operations: +1   **Resolve:** +1

DOMAIN POWER

Barbarian tribe officers gain access to the following domain power.

Impenetrable Defense. As a bonus action, take a power die from your domain's pool and select a number of creatures within 15 feet of you equal to the number on the power die. Until the end of your next turn, any damage each of those creatures takes is reduced by the number on the power die.

DOMAIN FEATURES

Barbarian tribe officers gain access to the following domain features.

Ready to Slay. If your domain's Resources level is 2 or higher at the start of a battle, whenever a unit your domain controls is attacked by an opposed unit, the target unit can use its reaction to make an attack against the opposed unit. This feature can be used a number of times during the battle equal to your domain size.

Trial by Pyre. As a domain action, make an Operations test against an opposed domain's Resolve. On a success, reduce the target domain's Resolve level by 1 and select one of that domain's lieutenants. That lieutenant is vulnerable to fire damage until the end of the intrigue. Additionally, each time that lieutenant takes fire damage until the end of the intrigue, they become frightened of the source of the damage until the end of their next turn.

Druid Circle

As the leaders of a druid circle, you gain the allegiance of beasts, plants, and even the elements to your cause. Your agents learn how to use terrain to their advantage, hiding in plain sight and creating an information network unlike any other.

Skill and Defense Bonuses
Espionage: +1   **Lore:** +1

DOMAIN POWER

Druid circle officers gain access to the following domain power.

Primal Conjuration. As an action, take a power die from your domain's pool and conjure a beast, a fey, or a plant creature (your choice) with a challenge rating equal to or lower than the number on the power die. The creature appears in an unoccupied space that you can see within 30 feet of you. You mentally control the actions the creature takes. It acts when it is summoned, and on each of your turns thereafter.

Creatures summoned by this power disappear when they are reduced to 0 hit points or after a number of rounds equal to 1 + your domain size, whichever comes first.

DOMAIN FEATURES

Druid circle officers gain access to the following domain features.

Eagle Eye. Make an Espionage test against an opposed domain's Resources as a domain action. On a success, you increase your domain's Communications level by 1, and you learn the ability scores, AC, hit points, traits, and action options of one lieutenant from the opposed domain.

Torrential Terrain. If your domain's Communications level is 2 or higher at the end of deployment, select a number of spaces on the battlefield equal to your domain size. These spaces contain rain until the end of the battle. Any unit your domain controls ignores the effect of rain in these spaces.

Hunter Conclave

You lead a hunter conclave, whose members are dedicated to taking on aberrations, monstrosities, undead, and other unnatural creatures that threaten the wilds.

Skill and Defense Bonuses
Diplomacy: +1   **Espionage:** +1

DOMAIN POWER

Hunter conclave officers gain access to the following domain power.

Rapid Assault. When you hit with a weapon attack, you can use a bonus action to take a power die from your domain's pool and immediately make another attack with the same weapon. The attack has a bonus to the attack and damage roll equal to the number on the power die.

DOMAIN FEATURES

Hunter conclave officers gain access to the following domain features.

Marked Targets. If your domain's Communications level is 2 or higher at the end of deployment, select a number of opposed units equal to 3 + your domain size. The next Attack test made against any chosen unit by a unit your domain controls has advantage.

Ruinous Fire. As a domain action, make an Espionage test against an opposed domain's Communications. On a success, at the end of the next deployment, select a number of that opposed domain's units equal to your domain size. Those units cannot move during the first round of the battle.

Noble Court

A noble court domain is unique among the organizations in this section, as it allows the characters to take responsibility for governing a land and the citizens who live and work there. (And if your noble court reaches size 5, it could become a kingdom! Yay, it's the title of the book!) Farmers, smiths, carpenters, and shepherds might be the agents of a rural noble court, while clockmakers, luthiers, butchers, or musicians might serve you in a city. Whoever your followers are, they all look to you for guidance and protection.

Skills	Defenses
Diplomacy: +2	**Communications:** 10
Espionage: +0	**Resolve:** 12
Lore: −1	**Resources:** 11
Operations: +1	

Domain Titles

Noble court officers gain access to the following titles, each of which grants a character the noted additional features.

Court Mage. You must have the Spellcasting feature to claim this title. You can cast the *detect magic* spell at will, without expending a spell slot. Additionally, you have one extra spell slot of the highest spell level you can cast, to a maximum of 5th level.

Court Minstrel. You have advantage on Charisma (Performance) checks. Additionally, you know the *vicious mockery* cantrip and can cast it as a bonus action. Charisma is your spellcasting ability for this cantrip.

High Priest. Once per turn when you damage a creature with an attack or a spell, you can choose another creature you can see within 30 feet of you. The chosen creature gains temporary hit points equal to 1d6 × your proficiency bonus.

Master Assassin. You gain proficiency in the Stealth skill. Additionally, whenever you hit with a light weapon or a ranged weapon, you gain a bonus to damage rolls equal to your proficiency bonus.

Master-at-Arms. You gain proficiency in the Athletics skill. Additionally, you learn a fighting style of your choice from the fighter's Fighting Style feature in the core rules.

The Lancers unit card
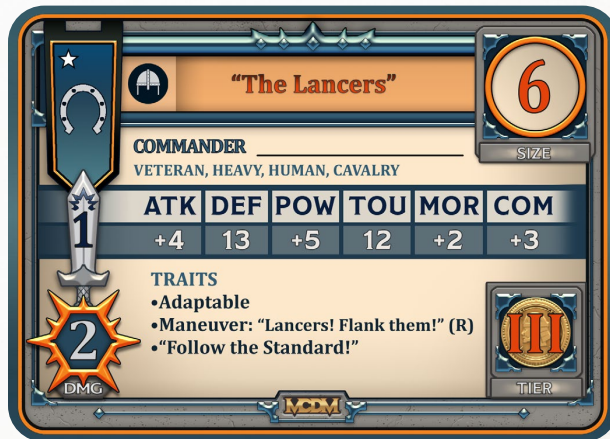
Domain Power

Noble court officers gain access to the following domain power.

Mantle of Authority. The burden of leadership passed down from your forebears allows you to call upon their strength in battle. As a bonus action, take a power die from your domain's pool and add half the number on the die (rounded up) to one of your ability scores. This can increase your ability score above 20. At the end of each of your turns, decrement the power die.

Domain Features

Noble court officers gain access to the following domain features.

Prepare the Steeds (Special Unit). As a domain action, make a DC 13 Operations test. On a success, you muster the Lancers, a special unit of skilled equestrians. (See the **Warfare** chapter for full details on how to read a unit card.)

Skilled Negotiators. Once per intrigue as a domain bonus action, you can make a Diplomacy test to gain a special unit from an NPC realm. On a success, the unit also has its casualty die increased one step.

Specialization

When you found your noble court, you'll also choose a specialization. Are you a court of war, focused on growing your holdings and resources through military might? Are you a political administration, engaging in trade and detente to provide for your people? Or are you a regent state, honoring the traditions of your land and the family that leads it?

Court of War

Your noble court focuses on conquest, seeking growth through martial power. Like the subjects of so many great empires, your people are kept happy through the prosperity gained by annexing new

NOBLE COURT

SKILLS

THE POWER POOL

DEFENSES

SKILLS

- Diplomacy
- Espionage
- Lore
- Operations

DEFENSES

- Size
- Power Die
- Communications
- Resolve
- Resources

POWERS

Mantle of Authority. The burden of leadership passed down from your forebears allows you to call upon their strength in battle. As a bonus action, take a power die from your domain's pool and add half the number on the die (rounded up) to one of your ability scores. This can increase your ability score above 20. At the end of each of your turns, decrement the power die.

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FEATURES

Prepare the Steeds (Special Unit). As a domain action, make a DC 13 Operations test. On a success, you muster the Lancers, a special unit of skilled equestrians. (See page 52 in *Kingdoms & Warfare* for this unit's card.)

Skilled Negotiators. Once per intrigue as a domain bonus action, you can make a Diplomacy test to gain a special unit from an NPC realm. On a success, the unit also has its casualty die increased one step.

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Officer Reaction: _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P

	-1	+0	+1	+2			+3			+4
Diplomacy	-1	+0	+1	**+2**			+3			+4
Espionage	-1	**+0**	+1	+2			+3			+4
Lore	**-1**	+0	+1	+2			+3			+4
Operations	-1	+0	**+1**	+2			+3			+4

	10	11	12	13	14		15	16		17		18
Communications	**10**	11	12	13	14		15	16		17		18
Resolve	10	11	**12**	13	14		15	16		17		18
Resources	10	**11**	12	13	14		15	16		17		18

Noble court party sheet

territory. But those you conquer might view your actions as those of a tyrant rather than a hero.

Skill and Defense Bonuses
Operations: +1   **Resolve:** +1

DOMAIN POWER

Court of war officers gain access to the following domain power.

Conqueror. As a bonus action, take a power die from your domain's pool. Until the end of your next turn, you gain a bonus to weapon attack rolls equal to the number on the power die, your speed increases by 10 feet, and your movement doesn't provoke opportunity attacks.

DOMAIN FEATURES

Court of war officers gain access to the following domain features.

Forewarned is Forearmed. Once per intrigue, as a domain reaction when an opposed domain musters a special unit, you can make a DC 13 Operations test. On a success, you increase your domain's Communications level by 2.

Outmaneuvered. If your domain's Communications level is 2 or higher at the end of deployment, choose a number of opposed units equal to your domain size. Each of those units must make a DC 15 Command test. If a unit fails the check, you can move one of your deployed units into any unoccupied space next to that unit.

Political Administration

Your organization is focused on the skills and traditions of statecraft. Its officers are politicians first, pulling strings and manipulating neighbors, gathering favors and making deals. You prefer to use your diplomatic skills to avoid war—but if that proves impossible, you ensure that the battle happens on your terms, surrounded by allies while your enemy stands alone.

Skill and Defense Bonuses
Diplomacy: +2

DOMAIN POWER

Political administration officers gain access to the following domain power.

Timely Aid. As a reaction to a successful attack made against a creature you can see within 30 feet of you, take a die from the power pool. Until the end of its next turn, that creature gains a bonus to its AC (including against the triggering attack) equal to the number on the power die. Additionally, the creature regains hit points equal to the number on the power die.

DOMAIN FEATURES

Political administration officers gain access to the following domain features.

Diplomacy for Intel. As a domain action, make a DC 15 Diplomacy test. On a success, your domain's Communications level increases by 1, and you can make Diplomacy tests in place of Espionage tests until the end of the intrigue.

Enchantment Economy. As a domain action, make a DC 14 Diplomacy test. On a success, all officers in your organization have advantage on saving throws against spells and other magical effects during the next combat against the officers of an opposed domain.

Regent State

A regent holds power in trust to someone else, usually an absent monarch or an heir too young to rule. But a regent can also hold power in trust to the people, always working to act in their best interests. Regents concern themselves first with their people's well-being, and work hard to establish justice, prosperity, and security.

Skill and Defense Bonuses
Resolve: +1   **Resources:** +1

DOMAIN POWER

Regent state officers gain access to the following domain power.

Voices of the Past. Past custodians of your domain answer your call for aid. As an action, take a power die from your domain's pool and conjure a celestial or an undead (your choice)

with a challenge rating equal to or lower than the number on the power die. The creature appears in an unoccupied space that you can see within 30 feet of you. You mentally control the actions the creature takes. It acts when it is summoned, and on each of your turns thereafter.

Creatures summoned by this power disappear when they are reduced to 0 hit points or after a number of rounds equal to 1 + your domain size, whichever comes first.

DOMAIN FEATURES

Regent state officers gain access to the following domain features.

Backdoor Negotiations. As a domain reaction when an opposed domain gains a special unit from an NPC realm, make a Diplomacy test against the opposed domain's Communications. On a success, the NPC realm doesn't send the special unit to aid the opposed domain, and the NPC realm's attitude toward your domain improves one step.

Volunteer Blacksmiths. As a domain action, make a DC 13 Operations test. On a success, any levies you muster before the end of intrigue start with heavy equipment.

Religious Order

Your characters have formed a religious order, assembled in service to a higher power such as a god, archfiend, or unfathomable elder entity. You are no stranger to poring over ancient scriptures, and you can mobilize your tight-knit community of acolytes, priests, and champions to care for the poor and vulnerable, defend the faith, or conduct occult rituals. Whether congregating beneath the scintillating glow of stained glass windows or engaging in lost rites before ancient altars, your faith is strong, and you know that through prayer, all things are possible.

Skills	Defenses
Diplomacy: +0	**Communications:** 11
Espionage: –1	**Resolve:** 12
Lore: +2	**Resources:** 10
Operations: +1	

Domain Titles

Religious order officers gain access to the following titles, each of which grants a character the noted additional features.

Conduit. You know the *thaumaturgy* cantrip. Additionally, as an action, you can channel the power of your faith to become a sacred vessel, manifesting one of the following effects that you choose when you take this title:

Light. You emit an aura of divine light in a 15-foot radius. Choose a number of creatures that you can see in the area. Each creature must succeed on a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier or be blinded for 1 minute. An affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Darkness. You emanate a 15-foot-radius sphere of magical darkness for 1 minute. The sphere moves with you and spreads around corners, and its area is heavily obscured for all creatures except you.

Once you manifest your chosen effect, you can't do so again until you finish a short or long rest.

Crusader. You have advantage on Wisdom saving throws and death saving throws, and you regain the maximum number of hit points from any effect that restores hit points.

Herald. You gain proficiency in the Persuasion skill. Additionally, you can cast *sanctuary* and *calm emotions* once each, and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Omen. As an action or a bonus action, you utter a loud, empowering chant. The first creature you hit with a weapon attack before the start of your next turn takes an extra 1d8 radiant or necrotic damage from the attack (your choice). If you use a bonus action to chant again on your following turn, the extra damage increases to 2d8. If you use a bonus action to chant for three or more turns in a row, the extra damage increases to a maximum 3d8, and you have advantage on attack rolls until the start of your next turn.

Prophet. When a creature you can see within 30 feet of you makes a saving throw, you can use your reaction to grant that creature advantage on attack rolls and saving throws (including the triggering saving throw) until the start of your next turn.

Domain Power

Religious order officers gain access to the following domain power.

Beseech the Most High. You can summon servants of your higher power to aid you in battle. As an action, take a power die from your domain's pool and conjure an aberration, a celestial, or a fiend (your choice) with a challenge rating equal to or lower than the number on the power die. The creature appears in an unoccupied space that you can see within 30 feet of you. You mentally control the actions the creature takes. It acts when it is summoned, and on each of your turns thereafter.

Creatures summoned by this power disappear when they are reduced to 0 hit points or after a number of rounds equal to 1 + your domain size, whichever comes first.

RELIGIOUS ORDER

SKILLS

Diplomacy	
Espionage	
Lore	
Operations	

THE POWER POOL

DEFENSES

Size	
Power Die	
Communications	
Resolve	
Resources	

POWERS

Beseech the Most High. You can summon servants of your higher power to aid you in battle. As an action, take a power die from your domain's pool and conjure an aberration, a celestial, or a fiend (your choice) with a challenge rating equal to or lower than the number on the power die. The creature appears in an unoccupied space that you can see within 30 feet of you. You mentally control the actions the creature takes. It acts when it is summoned, and on each of your turns thereafter. Creatures summoned by this power disappear when they are reduced to 0 hit points or after a number of rounds equal to 1 + your domain size, whichever comes first.

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FEATURES

Consult the Scriptures. Once per intrigue, you can make a DC 14 Lore test as a domain bonus action. On a success, you can bless one unit your domain controls of your choice, granting it a bonus to Attack tests equal to your domain size and advantage on Power tests to resist battle magic. This bonus lasts until the end of the next battle.

Spread the Holy Word (Special Unit). Make a DC 15 Diplomacy test as a domain action. On a success, you muster the Crusaders, a special unit of devout warriors. Additionally, at the end of deployment, you can choose one of an opposed domain's Tier I units. That unit's casualty die is decreased one step. (See page 59 in *Kingdoms & Warfare* for this unit's card.)

_____. _____
_____
_____
_____. _____

Officer Reaction: _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P

Diplomacy	-1	+0	+1	+2		+3			+4
Espionage	-1	+0	+1	+2		+3			+4
Lore	-1	+0	+1	+2		+3			+4
Operations	-1	+0	+1	+2		+3			+4

Communications	10	11	12	13	14		15	16	17	18
Resolve	10	11	12	13	14		15	16	17	18
Resources	10	11	12	13	14		15	16	17	18

Religious order party sheet

Crusaders unit card

DOMAIN FEATURES

Religious order officers gain access to the following domain features.

Consult the Scriptures. Once per intrigue, you can make a DC 14 Lore test as a domain bonus action. On a success, you can bless one unit your domain controls of your choice, granting it a bonus to Attack tests equal to your domain size and advantage on Power tests to resist battle magic. This bonus lasts until the end of the next battle.
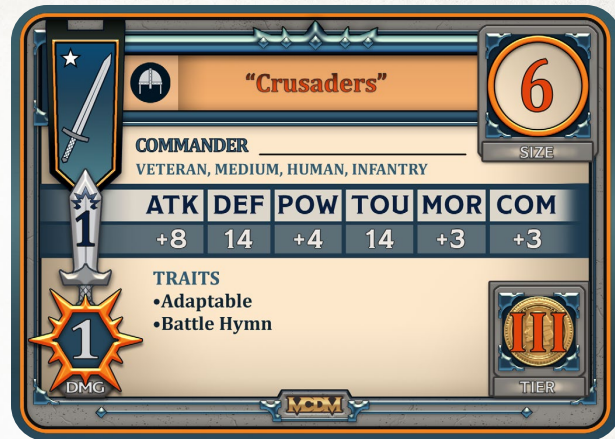
Spread the Holy Word (Special Unit). Make a DC 15 Diplomacy test as a domain action. On a success, you muster the Crusaders, a special unit of devout warriors. (See the **Warfare** chapter for full details on how to read a unit card.) Additionally, at the end of the next deployment, you can choose one of an opposed domain's Tier I units. That unit's casualty die is decreased one step (minimum d4).

SPECIALIZATION

When you found your religious order, you'll also choose a specialization. Are your rituals taboo or even illegal, forcing you to operate from the shadows as a hidden cult? Does your god command you to grow their faith by operating as a holy church, sending missionaries throughout the land? Or perhaps you're part of a monastic order, guarding ancient secrets in some secluded domain of faith?

HIDDEN CULT

Society is rife with close-minded individuals who disapprove of your causes or your methods, so you must conduct your rituals in secret. The agents of your hidden cult are everyday people—acolytes and blacksmiths, guards and government officials—who mask their true natures behind ceremonial garb and closed-door meetings. Your stronghold is likely a front for occult activity, and your allies are won through temptation, manipulation, and intimidation. And though you try to keep a low profile, conflict is sometimes inevitable.

Skill and Defense Bonuses
Espionage: +1   **Lore:** +1

DOMAIN POWER

Hidden cult officers gain access to the following domain power.

Penance. As a bonus action, take a power die from your domain's pool and choose an enemy creature you can see within 60 feet of you. The target takes necrotic or radiant damage (your choice) equal to double the number on the power die at the start of each of its turns, and its speed is reduced by a number of feet equal to 5 × the number on the power die. At the end of each of your turns, decrement the power die.

DOMAIN FEATURES

Hidden cult officers gain access to the following domain features.

Blood Sacrifice. As a domain action, destroy one unit you control. At the start of the next battle, choose a number of units you control equal to

your domain size. Each unit has its casualty die increased one step.

Poison the Well. Once per intrigue as a domain reaction when an opposed domain makes an Operations test, make an Espionage test against the opposed domain's Resources. On a success, the opposed domain's Resources level decreases by 1, and your domain's Resolve level increases by 1.

Holy Church

As a devout group of worshipers, you act as the instruments of a god. Your agents are dedicated and organized, proudly proclaiming their faith to would-be converts and constructing gleaming temples to receive them. Your clothing or armor is emblazoned with the holy symbol of your deity as a reminder that your cause has been ordained by the ultimate authority.

Skill and Defense Bonuses
Diplomacy: +1   **Resources:** +1

DOMAIN POWER

Holy church officers gain access to the following domain power.

Turn the Tide. As a bonus action, take any number of power dice from your domain's pool and multiply their total by your domain size. You can restore a number of hit points equal to that number, divided among any number of creatures of your choice that you can see (including yourself) within 60 feet of you.

DOMAIN FEATURES

Holy church officers gain access to the following domain features.

Having the Gods on Our Side. Once per intrigue as a domain reaction when an opposed domain musters a unit from another domain, make a Diplomacy test against the opposed domain's Communications. On a success, the opposed domain fails to muster the unit.

Resplendent Armor. As a domain action, make a DC 13 Operations test. On a success, at the end of the next deployment, choose a number

of units equal to your domain size. Each of those units gains +2 to Defense and has its casualty die increased one step. These benefits last until the end of the battle.

Monastic Order

As a monastic order, you create a secluded community devoted to a cause, doctrine, or philosophy. Your agents are servants, scholars, and sages who renounced the world in favor of a nobler path. Monasticism is a way of life, full of strict regimens designed to hone the body, mind, and spirit. But though you spend your days in peaceful meditation, your order's arduous training makes you a dangerous weapon.

Skill and Defense Bonuses
Lore: +1   **Operations:** +1

DOMAIN POWER

Monastic order officers gain access to the following domain power.

Quaking Fist. When you hit a creature with a melee attack, take any number of power dice from your domain's pool. You push the target of your attack away from you a number of feet equal to 5 × the total of the power dice. If the target's movement is stopped early by a wall or other surface, the target takes 1d6 bludgeoning damage for every 5 feet it was pushed, and is knocked prone.

DOMAIN FEATURES

Monastic order officers gain access to the following domain features.

Ancient Archives. Once per intrigue, you can make a DC 13 Lore test as a domain action. On a success, all officers gain a bonus to saving throws against spells and other magical effects equal to your domain size during the next combat against officers of an opposed domain.

Iron Will. If your domain's Communications level is 2 or higher at the end of deployment, choose a number of units equal to your domain size. Each of these units has advantage on Morale tests for the Rally maneuver until the end of the battle.

Underworld Syndicate

Your organization is an underworld syndicate acting from the shadows, running agents who might be thugs, spies, killers, or cutpurses. The resources you control put you in a perfect position to undertake clandestine activities, morally ambiguous deals, and jobs not for the faint of heart. You go in, you get the job done, and you get out again, all without anyone knowing. Or, if you're especially good at what you do, you'll leave everyone thinking someone else was responsible.

Skills
Diplomacy: +0
Espionage: +2
Lore: −1
Operations: +1

Defenses
Communications: 12
Resolve: 10
Resources: 11

Domain Titles

Underworld syndicate officers gain access to the following titles, each of which grants a character the noted additional features.

Enforcement. You gain proficiency with light, medium, and heavy armor. Additionally, any enemy within 5 feet of you has disadvantage on melee attacks against any of your allies within 5 feet of you.

Narcotics. You have advantage on saving throws against poison. Additionally, when a creature within 5 feet of you that you can see is reduced to 0 hit points but not killed outright, you can use your reaction to give that creature a stimulant. The creature regains a number of hit points equal to 1d8 + your proficiency bonus, and gains a number of temporary hit points equal to 10 + your character level.

Negotiations. You gain proficiency in the Persuasion skill. You can make a Charisma check with advantage, and can do so again after you finish a long rest.

Additionally, you can cast the *disguise self* and *suggestion* spells, requiring no material components. Charisma is your spellcasting ability for these spells. You can cast each spell once in this way, and regain the ability to do so when you finish a long rest.

Operations. As an action, choose one ally and one enemy, each of which is within 30 feet of you

UNDERWORLD SYNDICATE

SKILLS

THE POWER POOL

DEFENSES

Skill	
Diplomacy	
Espionage	
Lore	
Operations	

Defense	
Size	
Power Die	
Communications	
Resolve	
Resources	

POWERS

Find Weakness. As a bonus action, take a power die from your domain's pool. One target of your choice that you can see takes a penalty to AC equal to the number on the power die until the end of your next turn.

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FEATURES

Plans within Plans. Once per intrigue as a domain bonus action, you can make an Espionage test against an opposed domain's Communications. On a success, you raise your domain's Communications level by 1 and decrease the opposed domain's Communications level by 1.

The Crew (Special Unit). As a domain action, make a DC 13 Operations test. On a success, you muster the Crew, a special unit of thieves, fighters, bandits, and brawlers who have low morale and are hard to command—but who fight like demons. (See page 63 in *Kingdoms & Warfare* for this unit's card.)

_____. _____

_____. _____

Officer Reaction: _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P _____ R P

	-1	+0	+1	+2		+3			+4
Diplomacy	-1	**+0**	+1	+2		+3			+4
Espionage	-1	+0	+1	**+2**		+3			+4
Lore	**-1**	+0	+1	+2		+3			+4
Operations	-1	+0	**+1**	+2		+3			+4

	10	11	12	13	14		15		16		17		18
Communications	10	11	**12**	13	14		15		16		17		18
Resolve	**10**	11	12	13	14		15		16		17		18
Resources	10	**11**	12	13	14		15		16		17		18

Underworld syndicate party sheet

and that you can see. The ally can use a reaction to move their speed and make a weapon attack against the enemy. If the attack hits, the enemy is knocked prone.

Records. You gain proficiency in the Arcana skill. Additionally, if you are unable to cast spells of 1st level or higher (either because you have no spellcasting ability, you have expended all your spell slots, or you have used all your innate spells), you can cast the following spells using Intelligence as your spellcasting ability:

At will: *detect magic*, *mage hand*, *minor illusion*
3/day each: *comprehend languages*, *disguise self*,
    faerie fire
1/day each: *invisibility*, *locate object*

Domain Power

Underworld syndicate officers gain access to the following domain power.

Find Weakness. As a bonus action, take a power die from your domain's pool. One creature of your choice that you can see takes a penalty to AC equal to the number on the power die until the end of your next turn.

Domain Features

Underworld syndicate officers gain access to the following domain features.

Plans within Plans. Once per intrigue as a domain bonus action, you can make an Espionage test against an opposed domain's Communications. On a success, you raise your domain's Communications level by 1 and decrease the opposed domain's Communications level by 1.

The Crew (Special Unit). As a domain action, make a DC 13 Operations test. On a success, you muster the Crew, a special unit of thieves, fighters, bandits, and brawlers who have low morale and are hard to command—but who fight like demons. (See the **Warfare** chapter for full details on how to read a unit card.)

Specialization

When you found your underworld syndicate, you'll also choose a specialization. Are you a venerable and prestigious assassins' college, training a proud
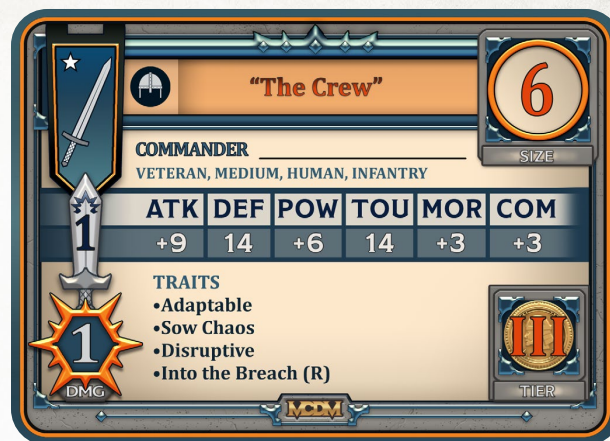
The Crew unit card

line of professional killers? Are you an official spy network, your existence known to the general public even as your work is shrouded in mystery? Or are you a down-and-dirty thieves' guild, taking on any jobs for the right price?

Assassins' College

Assassination is a most misunderstood art. You kill people for money, sure—but only certain people and only under certain circumstances. There are rules, after all, and new assassins must learn those rules at the hands of masters.

Skill and Defense Bonuses
Espionage: +1   **Resources:** +1

DOMAIN POWER

Assassins' college officers gain access to the following domain power.

Assassin's Strike. When you hit with a weapon attack, take all the power dice from your domain's pool. The target of your attack must make a Constitution saving throw with a DC equal to 12 plus your domain size. On a failure, the target takes extra damage equal to 3 × the total of the dice. On a success, the target takes extra damage equal to the total of the dice.

DOMAIN FEATURES

Assassins' college officers gain access to the following domain features.

Looks Like We Need a New Boss. As a domain reaction when an opposed domain makes an Operations test, you can make an Espionage test against the opposed domain's Resolve. On a success, the opposed domain makes the Operations test with disadvantage.

The Best There Is. If your domain's Resolve level is 2 or higher when one or more of your officers roll their power dice, choose a number of power dice equal to your domain size. Increase each of these dice to their maximum value.

Spy Network

As part of a covert team of spies, you gather intelligence and engage in clandestine activities for a government, a specific organization—or the highest bidder. Your agents are well trained and savvy, able to operate in even the most challenging conditions.

Skill and Defense Bonuses	
Diplomacy: +1	**Espionage:** +1

DOMAIN POWER

Spy network officers gain access to the following domain power.

Traitor. As an action, select a creature that is not another domain's leader that you can see within 30 feet of you, and take all the power dice from your domain's pool. If the target's current hit points are equal to or less than the total of the power dice × your domain size, the target turns traitor and serves you as a retainer, or is revealed to secretly already be in your service.

DOMAIN FEATURES

Spy network officers gain access to the following domain features.

Create Vulnerability. Once per intrigue, if your domain's Communications level is 2 or higher, you can choose one opposed domain's lieutenant and one damage type. That lieutenant is vulnerable to that damage type until the end of the next combat involving that lieutenant.

False Orders. As a domain action, make an Espionage test against an opposed domain's

Communications. On a success, at the end of the next deployment, you can move one of the opposed domain's Tier I artillery or infantry units to any space on your side of the field. You can use this feature multiple times to affect additional units in the same battle.

Thieves' Guild

Your organization is a second-story crew, focusing on getting into where you don't belong, taking what isn't yours, and earning your well-deserved rewards. You're not much for politics, spying, and information brokering—except when it helps you cut deals with the law.

Skill and Defense Bonuses	
Espionage: +1	**Operations:** +1

DOMAIN POWER

Thieves' guild officers gain access to the following domain power.

Poison Weapons. As a bonus action, take a power die from your domain's pool and choose one of your weapons. When that weapon hits, it deals extra poison damage equal to the number on the power die, and any creature that takes that damage is poisoned until the end of their next turn. At the end of each of your turns, decrement the power die.

DOMAIN FEATURES

Thieves' guild officers gain access to the following domain features.

Stolen Supplies. Once per intrigue as a domain action, you can make an Operations test against an opposed domain's Resolve. On a success, choose a number of your infantry units equal to your domain size. Each unit has +2 to Attack and Defense during the next battle.

They're Going to Have a Hard Time Making Payroll This Week. As a domain action, make an Espionage test against an opposed domain's Resources. On a success, your domain's Resources level increases by by 1, and at the start of the next battle, one of the opposed domain's Tier I units of your choice must decrement its casualty die.