



# 4 KINGDOMS AND WAR



*A* home.” Feiya sighed. “Finally, someplace that’s truly ours.”

“Bah!” Harsk spat, then went back to watching the distant artisans work on the new bridge. “You people get so worked up about your big fool houses. A soft bit o’ moss and a tree to keep off the rain is enough for anyone.”

“Oh?” The witch arched an eyebrow. “And that heated bath you put in your quarters—what about that?”

“Medicinal,” Harsk grunted. “Keeps m’ joints loose and m’ beard supple.”

Feiya laughed, then quickly sobered. “Seriously, Harsk—do you think we can defend it? The bandit lord...”

Harsk fingered his axe. “Don’t rightly know, missy. But I do know that if we fail, a whole lot of those people are going to die...”

## INTRODUCTION

Some heroes found kingdoms, driving out hostile monsters to make room for peaceful settlers. Others lead soldiers into battle, waging great and terrible wars. This chapter presents rules for building a kingdom and waging war that focus on the larger tactics of city planning and troop strategy rather than managing details of individual settlers and soldiers.

This chapter uses “kingdom” as a universal term to represent all kinds of domains, regardless of size, form of government, and gender of the ruler. Most of the decisions are in the hands of the players, and these rules are written with that assumption, using terms like “your kingdom” and “your army.” However, the GM is still in charge of the campaign, and is expected to make judgments about the repercussions of player decisions. While players running a kingdom should be allowed to read these rules (having them do so makes much of the kingdom building easier for the GM), the players shouldn’t think they can abuse these rules to exploit weird corner cases. For example, players may decide to construct a city full of graveyards because of the bonuses they provide to the city, but if the GM believes that is unreasonable, he could decide that the city is prone to frequent undead attacks. Likewise, a settlement with more magic shops than houses and businesses may slowly become a ghost town as all the normal citizens move elsewhere out of superstitious fear. As with a normal campaign, the GM is the final arbiter of the rules, and can make adjustments to events as necessary for the campaign.

## KINGDOM BUILDING

Ruling a kingdom is a complex and difficult task, one undertaken only by the very ambitious. Many PCs are content to live as mercenaries or treasure hunters, no interest in being responsible for the health and well-being of subjects; for these characters, a kingdom is simply a place they pass through on the way to the next adventure. However, characters who are keen to spread their wings and forge a place of power and influence in the world can use this chapter to create a different sort of campaign. If the PCs are interested in ruling only a single town or castle and the small region around it, kingdom building can focus primarily on the settlement and the PCs’ personal demesne. If the PCs have larger goals, such as carving out a new, independent kingdom, these rules allow them to build cities and engage in trade, diplomacy, and war.

These rules assume that all of the kingdom’s leaders are focused on making the kingdom prosperous and stable, rather than oppressing the citizens and stealing from the treasury. Likewise, the rules assume that the leaders are working together, not competing with each other or working at odds. If the campaign begins to step into those areas, the GM is free to introduce new rules to deal with these activities.

Like the exploration system (see page 154), the kingdom-building rules measure terrain in hexes. Each hex is 12 miles from corner to corner, representing an area of just less than 95 square miles. The hex measurement is an abstraction; the hexes are easy to quantify and allow the GM to categorize a large area as one terrain type without having to worry about precise borders of forests and other terrain features.

## Overview

The key parts of the kingdom-building rules that you’ll be referencing are as follows:

- Explanation of the kingdom terminology used throughout this chapter (see below).
- Step-by-step instructions for founding a kingdom (page 200).
- The turn sequence for an established kingdom (page 205).
- The game statistics for terrain improvements (page 210).
- Step-by-step instructions on how to found your first settlement (page 212).
- The game statistics for the types of buildings (page 213).
- The settlement District Grid (page 226).
- The kingdom sheet (page 227).

Following the main rules and the types of buildings are several optional rules for kingdom building, such as modifying the effect of religious buildings based on alignment or deity portfolio, tracking Fame and Infamy scores for your kingdom, rules for different types of government, and special edicts you can declare during the turn sequence.

## KINGDOM TERMINOLOGY

Kingdoms have attributes that describe and define them. These are tracked on a kingdom sheet (see page 227), like a character’s statistics are on a character sheet.

**Alignment:** Like a PC, your kingdom has an alignment, which you decide when you form the kingdom. The kingdom’s alignment represents the majority outlook and behavior of the people within that kingdom when they’re considered as a group. (Individual citizens and even some leaders may be of different alignments.)

When you decide on your kingdom’s alignment, apply the following adjustments to the kingdom’s statistics: *Chaotic*: +2 Loyalty; *Evil*: +2 Economy; *Good*: +2 Loyalty; *Lawful*: +2 Economy; *Neutral*: Stability +2 (apply this twice if the kingdom’s alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral).

A kingdom’s alignment rarely changes, though at the GM’s option, it can shift through the actions of its rulers or its people.

**Build Points:** Build points (or BP for short) are the measure of your kingdom’s resources—equipment, labor, money, and so on. They’re used to acquire new hexes and develop additional buildings, settlements, and terrain improvements. Your kingdom also consumes BP to maintain itself (see Consumption on page 199).

**Consumption:** Consumption indicates how many BP are required to keep the kingdom functioning each month. Your kingdom's Consumption is equal to its Size, modified by settlements and terrain improvements (such as Farms and Fisheries). Consumption can never go below 0.

**Control DC:** Some kingdom actions require a check (1d20 + modifiers) to succeed—this is known as a control check. The base DC for a control check is equal to 20 + the kingdom's Size in hexes + the total number of districts in all your settlements + any other modifiers from special circumstances or effects. Unless otherwise stated, the DC of a kingdom check is the Control DC.

**Economy:** This attribute measures the productivity of your kingdom's workers and the vibrancy of its trade, both in terms of money and in terms of information, innovation, and technology. Your kingdom's initial Economy is 0 plus your kingdom's alignment and leadership modifiers.

**Kingdom Check:** A kingdom has three attributes: Economy, Loyalty, and Stability. Your kingdom's initial scores in each of these attributes is 0, plus modifiers for kingdom alignment, bonuses provided by the leaders, and any other modifiers.

Many kingdom actions and events require you to attempt a kingdom check, either using your Economy, Loyalty, or Stability attribute (1d20 + the appropriate attribute + other modifiers). You cannot take 10 or take 20 on a kingdom check. Kingdom checks automatically fail on a natural 1 and automatically succeed on a natural 20.

**Loyalty:** Loyalty refers to the sense of goodwill among your people, their ability to live peaceably together even in times of crisis, and to fight for one another when needed. Your kingdom's initial Loyalty is 0 plus your kingdom's alignment and any modifiers from your kingdom's leadership role.

**Population:** Actual population numbers don't factor into your kingdom's statistics, but can be fun to track anyway. The population of each settlement is described in Settlements and Districts on page 211.

**Size:** This is how many hexes the kingdom claims. A new kingdom's Size is 1.

**Stability:** Stability refers to the physical and social well-being of the kingdom, from the health and security of its citizenry to the vitality of its natural resources and its ability to maximize their use. Your kingdom's initial Stability is 0 plus your kingdom's alignment and leadership modifiers.

**Treasury:** The Treasury is the amount of BP your kingdom has saved and can spend on activities (much in the same way that your character has gold and other valuables you can spend on gear). Your Treasury can fall below 0 (meaning your kingdom's costs exceed its savings and it is operating in debt), but this increases Unrest (see Upkeep Phase on page 205).

**Turn:** A kingdom turn spans 1 month of game time. You make your kingdom checks and other decisions about running your kingdom at the end of each month.

## KINGDOM BUILDING QUICK REFERENCE

With building a kingdom, you begin by founding a small settlement—such as a village or town—and expand your territory outward, claiming nearby hexes, founding additional settlements, and constructing buildings within those settlements. What you build in a hex or a settlement affects the economy of your kingdom, the loyalty of your citizens, the stability of the government, and the likeliness that kingdom will fall into chaos when citizens worry about monster attacks and other threats.

Use the kingdom sheet (see page 227) to track the statistics of your kingdom, just as you use a character sheet to track the statistics of your character. The terms on the kingdom sheet are described on pages 198–199.

You and the other PCs take specific roles in leading your kingdom, such as Ruler, High Priest, General, and so on (see pages 200–204). The leaders provide bonuses on rolls you make to manage the kingdom's economy and other important issues. For example, having a High Priest makes your kingdom more stable and your citizens more loyal, and having a Treasurer makes your kingdom more profitable.

Instead of using gold pieces, a kingdom uses a type of currency called build points (BP), which represent actual cash, labor, expertise, and raw materials (see page 204). While it is possible to convert gp into BP and back again, for the most part you'll just be spending BP to run your kingdom.

Running a kingdom takes place over a series of turns, similar to how combat takes place over a series of rounds. A kingdom turn (see page 205) takes 1 month of game time. Each turn has four phases which you resolve in order: the Upkeep phase, where you pay the kingdom's bills; the Edict phase, where you levy taxes and build improvements; the Income phase, where you collect taxes; and the Events phase, where you see if something especially good or bad happens to your kingdom.

If this is your first time reading these rules, start with the section on Founding a Settlement (see page 212) and read the rest of the kingdom-building rules in order. If you find a term you're not familiar with, check the Kingdom Terminology section (see pages 198–199) or refer to the Overview on page 198 for a better idea of where you can find that information.

**Unrest:** Your kingdom's Unrest indicates how rebellious your citizens are. Your kingdom's initial Unrest is 0. Unrest can never fall below 0 (anything that would modify it to less than 0 is wasted). Subtract your kingdom's Unrest from all Economy, Loyalty, and Stability checks.

If your kingdom's Unrest is 11 or higher, the kingdom begins to lose control of hexes it has claimed.

If your kingdom's Unrest ever reaches 20, the kingdom falls into anarchy (see Upkeep Phase on page 205).

## FOUNDING A KINGDOM

Once you have your first settlement, you have the start of a kingdom. You'll need to make some initial decisions that affect your kingdom's statistics, and record them on the kingdom sheet (see page 227).

**Choose Your Kingdom's Alignment.** Your kingdom's alignment helps determine how loyal, prosperous, and stable your kingdom is (see page 198). Your kingdom may be a lawful good bastion against a nearby land of devil worshippers, or a chaotic neutral territory of cutthroat traders whose government does very little to interfere with the rights of its citizens.

**Choose Leadership Roles.** Assign the leadership roles for all PCs and NPCs involved in running the kingdom, such as Ruler, General, and High Priest (see pages 200–204). The leadership roles provide bonuses on checks made to collect taxes, deal with rioting citizens, and resolve similar issues.

**Start Your Treasury.** The build points you have left over from starting your first settlement make up your initial Treasury.



**Determine Your Kingdom's Attributes.** Your initial Economy, Loyalty, and Stability scores are based on the kingdom's alignment and the buildings your settlement has. (If you start with more than one settlement, include all the settlements in this reckoning.)

Once you've completed these steps, move on to Kingdom Turn Sequence (see page 205).

## LEADERSHIP ROLES

A stable kingdom has leaders that fill different roles—tending to the economy, defense, and health of its citizens. PCs and NPCs can fill these roles; your fighter may be the kingdom's Warden, the party cleric its High Priest, and so on. Each role grants the kingdom different benefits.

A character can only fill one leadership role at a time. For example, your character can't be both the Ruler and the High Priest. Even if you want the Ruler to be the head of the kingdom's religion, she's too busy ruling to also do the work of a High Priest; she'll have to appoint someone else to do that work.

The kingdom must have someone in the Ruler role to function; without a Ruler, the kingdom cannot perform basic actions and gains Unrest every turn. All other roles are optional, though leaving certain roles vacant gives your kingdom penalties.

These leadership roles can be a part of any form of government; in some kingdoms they take the form of a formal ruling council, while in others they may be advisors, ministers, relatives of the leader, or simply powerful nobles, merchants, or bureaucrats with access to the seat of power. The names of these roles are game terms and need not correspond to the titles of those roles in the kingdom—the Ruler of your kingdom may be called king, queen, chosen one, padishah, overlord, sultan, and so on.

**Responsibilities of Leadership:** In order to gain the benefits of leadership, you must spend at least 7 days per month attending to your duties; these days need not be consecutive. This can be roleplayed or can be assumed to run in the background without needing to be defined or actively played out. Time spent ruling cannot be used for adventuring, crafting magic items, or completing other downtime activities (see Chapter 2) that require your full attention and participation. Failure to complete your duties during a turn means treating the role as though it's vacant.

For most campaigns, it's best to have the PCs pick the same days of the month for these administrative duties, so everyone is available for adventuring at the same time.

**PCs and NPCs as Leaders:** These rules include enough important leadership roles that a small group of PCs can't fill them all. You may have to recruit NPCs to fill out the remaining necessary roles for your kingdom. Cohorts, followers, and even intelligent familiars or similar companions can fill leadership roles, and you may want to consider inviting allied NPCs to become rulers, such as asking a friendly ranger you rescued to become the kingdom's Marshal.

**Abdicating a Role:** If you want to step down from a leadership position, you must find a replacement to avoid incurring the appropriate vacancy penalty for your position. Abdicating a position increases Unrest by 1 and requires a Loyalty check; if the check fails, the vacancy penalty applies for 1 turn while the new leader transitions into that role. If you are the Ruler, abdicating increases Unrest by 2 instead of 1, and you take a -4 penalty on the Loyalty check to avoid the vacancy penalty.

If you are not the Ruler and are leaving one leadership role to take a different one in the kingdom, the Unrest increase does not occur and you gain a +4 bonus on the Loyalty check to avoid the vacancy penalty.

**Leader Statistics:** The statistics for the different roles are presented as follows.

**Benefit:** This explains the benefit to your kingdom if you have a character in this role. If you have the Leadership feat, increase this benefit by 1. If this section gives you a choice of two ability scores, use whichever is highest.

Most benefits are constant and last as long as there is a character in that role, but don't stack with themselves. For example, a General increases Loyalty by 2, so the General provides a constant +2 to the kingdom's Loyalty (not a stacking +2 increase every turn), which goes away if she dies or resigns. If a benefit mentions a particular phase in kingdom building, that benefit applies every turn during that phase. For example, the Royal Enforcer decreases Unrest by 1 at every Upkeep phase.

**Vacancy Penalty:** This line explains the penalty to your kingdom if no character fills this role, or if the leader fails to spend the necessary time fulfilling his responsibilities. Some roles have no vacancy penalty. If a character in a role is killed or permanently incapacitated during a turn and not restored to health by the start of the next kingdom turn, that role counts as vacant for that next turn, after which a replacement can be appointed to the role.

Like benefits, most vacancy penalties are constant, last as long as that role is vacant, and don't stack with themselves. If a vacant role lists an increase to Unrest, however, that increase does not go away when the role is filled. For example, if the kingdom doesn't have a ruler for a turn, Unrest increases by 4 and doesn't automatically return to its previous level when you eventually fill the vacant Ruler role.

## Ruler

The Ruler is the highest-ranking person in the kingdom, above even the other kingdom leaders, and is expected to embody the values of the kingdom. The Ruler performs the kingdom's most important ceremonies (such as knighting royals and signing treaties), is the kingdom's chief diplomatic officer (though most of these duties are handled by the Grand Diplomat), is the signatory for all laws affecting the entire kingdom, pardons criminals when appropriate, and is responsible for appointing characters to all other high positions in the government (such as other leadership roles, mayors of settlements, and judges).

**Benefit:** Choose one kingdom attribute (Economy, Loyalty, or Stability). Add your Charisma modifier to this attribute. If your kingdom's Size is 26-100, choose a second kingdom attribute and add your Charisma modifier to it as well. If your kingdom's Size is 101 or more, choose a third kingdom attribute and add your Charisma modifier to it too.

If you have the Leadership feat, the bonus from the feat applies to all kingdom attributes you affect (one, two, or three attributes, depending on the kingdom's Size).

If you marry someone of equal station, you both can act as Ruler. You both add your Charisma modifiers to the kingdom attribute (or attributes, if the kingdom is large enough). As long as one of you is present for 1 week per month, you avoid the vacancy penalty.

In a typical campaign where the kingdom leaders have no ties to actual nobility, "someone of equal station" is irrelevant and your marriage is between two Rulers. In a campaign where the leaders are nobles or royals, marrying someone of lesser station means the spouse becomes a Consort rather than a Ruler.

**Vacancy Penalty:** A kingdom without a ruler cannot claim new hexes, create Farms, build Roads, or purchase settlement districts. Unrest increases by 4 during the kingdom's Upkeep phase.

## Consort

The Consort is usually the spouse of the Ruler, and spends time attending court, speaking with and advising nobles, touring the kingdom to lift the spirits of the people, and so on. In most kingdoms, you cannot have two married Rulers and a Consort at the same time.

The Consort represents the Ruler when the Ruler is occupied or otherwise unable to act. With the Ruler's permission, the Consort may perform any of the Ruler's duties, allowing the Ruler to effectively act in two places at once. If the Ruler dies, the Consort may act as Ruler until the Heir comes of age and can take over as Ruler.

**Benefit:** Add half your Charisma modifier to Loyalty. If the ruler is unavailable during a turn, you may act as the Ruler for that turn, negating the vacancy penalty for having no Ruler, though you do not gain the Ruler benefit. If you act as the Ruler for the turn, you must succeed at a Loyalty check during the kingdom's Upkeep phase or Unrest increases by 1.

**Vacancy Penalty:** None.

## Councilor

The Councilor acts as a liaison between the citizenry and the other kingdom leaders, parsing requests from the commonwealth and presenting the leaders' proclamations to the people in understandable ways. It is the Councilor's responsibility to make sure the Ruler is making decisions that benefit the kingdom's communities and its citizens.

**Benefit:** Add your Charisma modifier or Wisdom modifier to Loyalty.

## WHO ROLLS THE KINGDOM CHECK?

Running a kingdom is more fun if all the players are involved and each is responsible for making some of the kingdom checks. Who makes each roll depends on the players in your group and what roles they want to play. Some players may not want to make any of these rolls. You may want to start with the following die roll responsibilities and modify them to suit your kingdom and the other players. Anything marked as an optional rule is described in the optional kingdom-building rules beginning on page 228.

**Ruler:** Loyalty checks, any checks or edicts not covered by the Ruler when Ruler is unavailable

**Consort:** As Ruler

**Councilor:** Holiday edicts

**General:** Kingdom checks for events requiring combat

**Grand Diplomat:** Diplomatic edicts (optional rule)

**Heir:** Kingdom event rolls

**High Priest:** Holiday edicts, rolls to generate magic items from Cathedrals, Shrines, and Temples

**Magister:** Rolls to generate magic items not rolled by the High Priest

**Marshal:** Exploration edicts (optional rule)

**Royal Enforcer:** Loyalty checks to reduce Unrest or prevent Unrest increases

**Spymaster:** Kingdom checks involving crime and foreigners

**Treasurer:** Economy checks, Taxation edicts, Trade edicts (optional rule)

**Viceroy:** Vassalage edicts (optional rule)

**Warden:** Stability checks

**Vacancy Penalty:** Loyalty decreases by 2. The kingdom gains no benefits from the Holiday edict (see page 208). During the Upkeep phase, Unrest increases by 1.

### General

The General is the highest-ranking member of the kingdom's military. If the kingdom has an army and a navy, the heads of those organizations report to the kingdom's General. The General is responsible for looking after the needs of the military and directing the kingdom's armies in times of war. Most citizens see the General as a protector and patriot.

**Benefit:** Add your Charisma modifier or Strength modifier to Stability.

**Vacancy Penalty:** Loyalty decreases by 4.

### Grand Diplomat

The Grand Diplomat is in charge of the kingdom's foreign policy—how it interacts with other kingdoms and similar political organizations such as tribes of intelligent monsters. The Grand Diplomat is the head of

all of the kingdom's diplomats, envoys, and ambassadors. It is the Grand Diplomat's responsibility to represent and protect the interests of the kingdom with regard to foreign powers.

**Benefit:** Add your Charisma modifier or Intelligence modifier to Stability.

**Vacancy Penalty:** Stability decreases by 2. The kingdom cannot issue Diplomatic (see page 228) or Exploration edicts (see page 230).

### Heir

The Heir is usually the Ruler's eldest son or daughter, though some kingdoms may designate a significant advisor (such as a seneschal) as Heir. The Heir's time is mostly spent learning to become a ruler—pursuing academic and martial training, touring the kingdom to get to know the land and its people, experiencing the intrigues of courtly life, and so on.

Because the Heir carries the potential of being the next Ruler, the Heir's role is similar to the Consort in that the Heir may act on behalf of the Ruler.

**Benefit:** Add half your Charisma modifier to Loyalty.

You may act as the Ruler for a turn, negating the vacancy penalty for the kingdom having no Ruler, though you do not gain the Ruler benefit.

Whenever you act as the Ruler for the turn, you must succeed at a Loyalty check during the kingdom's Upkeep phase or Unrest increases by 1.

**Vacancy Penalty:** None.

### High Priest

The High Priest tends to the kingdom's religious needs and guides its growth. If the kingdom has an official religion, the High Priest may also be the highest-ranking member of that religion in the kingdom, and has similar responsibilities over the lesser

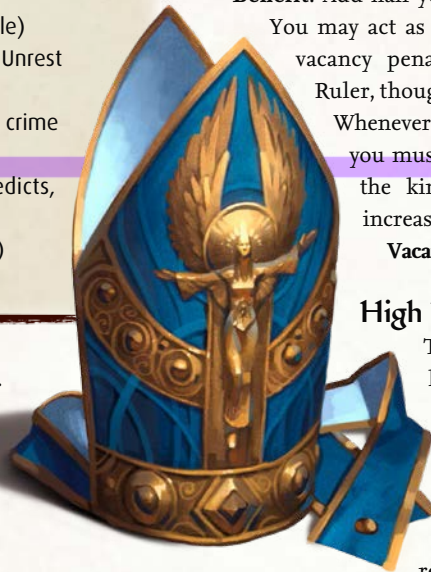
priests of that faith to those the Grand Diplomat has over the kingdom's ambassadors and diplomats. If the kingdom has no official religion, the High Priest may be a representative of the most popular religion in the kingdom or a neutral party representing the interests of all religions allowed by the kingdom.

**Benefit:** Add your Charisma modifier or Wisdom modifier to Stability.

**Vacancy Penalty:** Stability and Loyalty decrease by 2. During the Upkeep phase, Unrest increases by 1.

### Magister

The Magister guides the kingdom's higher learning and magic, promoting education and knowledge among the citizens and representing the interests of magic, science, and academia. In most kingdoms, the Magister is a sage,



a wizard, or a priest of a deity of knowledge, and oversees the governmental bureaucracy except regarding finance.

**Benefit:** Add your Charisma modifier or Intelligence modifier to Economy.

**Vacancy Penalty:** Economy decreases by 4.

### Marshal

The Marshal ensures that the kingdom's laws are being enforced in the remote parts of the kingdom as well as in the vicinity of the capital. The Marshal is also responsible for securing the kingdom's borders. He organizes regular patrols and works with the General to respond to threats that militias and adventurers can't deal with alone.

**Benefit:** Add your Dexterity modifier or Wisdom modifier to Economy.

**Vacancy Penalty:** Economy decreases by 4.

### Royal Enforcer

The Royal Enforcer deals with punishing criminals, working with the Councilor to make sure the citizens feel the government is adequately dealing with wrongdoers, and working with the Marshal to capture fugitives from the law. The Royal Enforcer may grant civilians the authority to kill in the name of the law.

**Benefit:** Add your Dexterity modifier or Strength modifier to Loyalty. During the Upkeep phase, you may decrease Unrest by 1 (this is not affected by having the Leadership feat); if you do so, you must succeed at a Loyalty check or Loyalty decreases by 1.

**Vacancy Penalty:** None.

### Spymaster

The Spymaster observes the kingdom's criminal elements and underworld and spies on other kingdoms. The Spymaster always has a finger on the pulse of the kingdom's underbelly, and uses acquired information to protect the interests of the kingdom at home and elsewhere through a network of spies and informants.

**Benefit:** During the Edict phase, choose one kingdom attribute (Economy, Loyalty or Stability). Add your Dexterity modifier or Intelligence modifier to this attribute.

**Vacancy Penalty:** Economy decreases by 4. During the Upkeep phase, Unrest increases by 1.

### Treasurer

The Treasurer monitors the state of the kingdom's Treasury and citizens' confidence in the value of their money and investigates whether any businesses are taking unfair advantage of the system. The Treasurer is

in charge of the tax collectors and tracks debts and credits with guilds and other governments.

**Benefit:** Add your Intelligence modifier or Wisdom modifier to Economy.

**Vacancy Penalty:** Economy decreases by 4. The kingdom cannot collect taxes—during the Edict phase, when you would normally collect taxes, the kingdom does not collect taxes at all and the taxation level is considered “none.”

### Viceroy

The Viceroy represents the Ruler's interests on an ongoing basis in a specific location such as a colony or vassal state (see the optional Vassalage edict on page 233). The Viceroy is in effect the Ruler for that territory; her orders are superseded only by direct commands from the Ruler.







**Benefit:** Add half your Intelligence or Wisdom modifier to Economy. You may assume any leadership role (including Ruler) for your colony or vassal state, but any benefit you provide in this role is 1 less than normal; if you do so, you must spend 7 days that month performing duties appropriate to that leadership role in addition to the 7 days spent for Viceroy duties.

**Vacancy Penalty:** If you have no Viceroy for your vassal state, treat it as if it had the Ruler vacancy penalty.

### Warden

The Warden is responsible for enforcing laws in larger settlements, as well as ensuring the safety of the kingdom leaders. The Warden also works with the General to deploy forces to protect settlements and react to internal threats.

**Benefit:** Add your Constitution modifier or Strength modifier to Loyalty.

**Vacancy Penalty:** Loyalty and Stability decrease by 2.

### BUILD POINTS

The units of a kingdom's wealth and productivity are build points (BP). Build points are an abstraction representing the kingdom's expendable assets, not just gold in the treasury. Build points include raw materials (such as livestock, lumber, land, seed, and ore), tangible goods (such as wagons, weapons, and candles), and people (artisans,

laborers, and colonists). Together, these assets represent the labor and productive output of your citizens.

You spend BP on tasks necessary to develop and protect your kingdom—planting farms, creating roads, constructing buildings, raising armies, and so on. These things are made at your command, but they are not *yours*. The cities, roads, farms, and buildings belong to the citizens who build them and use them to live and work every day, and those acts of living and working create more BP for the kingdom. As the leaders, you use your power and influence to direct the economic and constructive activity of your kingdom, deciding what gets built, when, and where.

Build points don't have a precise exchange rate to gold pieces because they don't represent exact amounts of specific resources. For example, you can't really equate the productivity of a blacksmith with that of a stable, as their goods are used for different things and aren't produced at the same rate, but both of them contribute to a kingdom's overall economy. In general, 1 BP is worth approximately 4,000 gp; use this value to get a sense of how costly various kingdom expenditures are. In practice, it is not a simple matter to convert one currency to the other, but there are certain ways for your PC to spend gp to increase the kingdom's BP or withdraw BP and turn them into gold for your character to spend.

Providing a seed amount of BP at the start of kingdom building means your kingdom isn't starving for resources in the initial months. Whether you acquire these funds on your own or with the help of an influential NPC is decided by the GM, and sets the tone for much of the campaign.

### Wealthy Sponsor

In many cases, a kingdom's initial BP come from a source outside your party. A wealthy queen may want to tame some of the wilderness on her kingdom's borders, or a merchant's guild may want to construct a trading post to increase trade with distant lands. Regardless of the intent, the work involved to create a new settlement costs thousands of gold pieces—more than most adventurers would want to spend on mundane things like jails, mills, and piers.

It is an easy matter for the GM to provide these funds in the form of a quest reward. A wealthy queen may grant you minor titles and BP for your treasury if you kill a notorious bandit and turn his ruined castle into a town, or a guild may provide you with a ship full of goods and workers and enough BP to start a small colony on a newly discovered, resource-rich continent. In exchange for this investment, the sponsor expects you to be a vassal or close ally; in some cases, you may be required to pay back these BP (such as at a rate of 1 BP per turn) or provide tribute to the patron on an ongoing basis (such as at a rate of 10% of your income per turn, minimum 1 BP).

An appropriate starting amount is 50 BP. This amount is enough to keep a new kingdom active for a few turns while it establishes its own economy, but it is still at risk of collapse from mismanagement or bad luck.

As the initial citizens represented by this BP investment are probably loyal to the sponsor, taking action against the sponsor may anger those people and cause trouble. For example, if you rebuff the queen's envoy, your citizens may see this as a snub against the queen and rebel.

Your responsibility to the sponsor usually falls into one of the following categories, based on the loan arrangement.

**Charter:** The sponsor expects you to explore, clear, and settle a wilderness area along the sponsor's border—an area where the sponsor has some territorial claims. You may have to fend off other challengers for the land.

**Conquest:** The sponsor's soldiers clashed with the army of an existing kingdom and the kingdom's old leaders have fled, surrendered, or been killed. The sponsor has placed you in command of this territory and the soldiers.

**Fief:** The sponsor places you in charge of an existing domain within his own already-settled lands. If it includes already improved terrain and cities, you're expected to govern and further improve them. (While you'll start with land and settlements, you'll still need around 50 BP to handle your kingdom's Consumption and development needs.)

**Grant:** The sponsor places you in charge of settling and improving an area already claimed by the liege but not significantly touched by civilization. You may have to expand the borders of the land or defend it against hostile creatures.

### Starting from Scratch

It's not easy to start a kingdom—probably the reason everyone doesn't have one. If you are founding a kingdom on your own, without an external sponsor or a fantastic windfall of resources, the initial financial costs can be crippling to PCs. Even building a new town with just a House and an Inn costs 13 BP—worth over 50,000 gp in terms of stone, timber, labor, food, and so on. To compensate for this (and encourage you to adventure in search of more gold that you can convert into BP), if you're running a small, self-starting kingdom, the GM may allow you to turn your gold into BP at a better rate. You may only take advantage of this if you don't have a sponsor; it represents your people seeing the hard work you're directly putting in and being inspired to do the same to get the kingdom off the ground.

This improved rate depends on the Size of your kingdom, as shown in the following table.

KINGDOM SIZE	PRICE OF 1 BP	WITHDRAWAL RATE*
01–25	1,000 gp	500 gp
26–50	2,000 gp	1,000 gp
51–100	3,000 gp	1,500 gp
101+	4,000 gp	2,000 gp

\* If you make a withdrawal from the Treasury during the Income phase (see page 207), use this withdrawal rate to determine how much gp you gain per BP withdrawn.

The GM may also allow you to discover a cache of goods worth BP (instead of gp) as a reward for adventuring, giving you the seed money to found or support your kingdom.

### KINGDOM TURN SEQUENCE

A kingdom's growth occurs during four phases, which together make up 1 kingdom turn (1 month of game time). The four phases are as follows:

**Phase 1—Upkeep:** Check your kingdom's stability, pay costs, and deal with Unrest (see below).

If your kingdom controls 0 hexes, skip the Upkeep phase and proceed to the Edict phase.

**Phase 2—Edict:** Declare official proclamations about taxes, diplomacy, and other kingdom-wide decisions (see page 206).

**Phase 3—Income:** Add to your Treasury by collecting taxes and converting gp into BP, or withdraw BP from your kingdom for your personal use (see page 207).

**Phase 4—Event:** Check whether any unusual events occur that require attention. Some are beneficial, such as an economic boom, good weather, or the discovery of remarkable treasure. Others are detrimental, such as foul weather, a plague, or a rampaging monster (see page 208).

These phases are always undertaken in the above order. Many steps allow you to perform an action once per kingdom turn; this means once for the entire kingdom, not once per leader.

## Upkeep Phase

During the Upkeep phase, you adjust your kingdom's scores based on what's happened in the past month, how happy the people are, how much they've consumed and are taxed, and so on.

**Step 1—Determine Kingdom Stability:** Attempt a Stability check. If you succeed, Unrest decreases by 1 (if this would reduce Unrest below 0, add 1 BP to your Treasury instead). If you fail by 4 or less, Unrest increases by 1; if you fail by 5 or more, Unrest increases by 1d4.

**Step 2—Pay Consumption:** Subtract your kingdom's Consumption from the kingdom's Treasury. If your Treasury is negative after paying Consumption, Unrest increases by 2.

**Step 3—Fill Vacant Magic Item Slots:** If any of your settlement districts have buildings that produce magic items (such as a Caster's Tower or Herbalist) with vacant magic item slots, there is a chance of those slots filling with new items (see the Magic Items in Settlements section on page 213).

**Step 4—Modify Unrest:** Unrest increases by 1 for each kingdom attribute (Economy, Loyalty, or Stability) that is a negative number.

The Royal Enforcer may attempt to reduce Unrest during this step.

If the kingdom's Unrest is 11 or higher, it loses 1 hex (the leaders choose which hex). See Losing Hexes on page 209 for more information.

If your kingdom's Unrest ever reaches 20, the kingdom falls into anarchy. While in anarchy, your kingdom can take no action and treats all Economy, Loyalty, and Stability check results as 0. Restoring order once a kingdom falls into anarchy typically requires a number of quests and lengthy adventures by you and the other would-be leaders to restore the people's faith in you.

*Example:* Jessica is the Ruler of a kingdom with a Size of 30 and a Control DC of 60. Based on leadership role bonuses, kingdom alignment bonuses, and buildings in her settlements, the kingdom's Economy is 52, its Loyalty is 45, and its Stability is 56. Its Unrest is currently 5, its Consumption is 5, and the Treasury has 12 BP. In Step 1 of the Upkeep phase, Adam, the Warden, attempts a Stability check to determine the kingdom's stability. Adam rolls a 19, adds the kingdom's Stability (56), and subtracts its Unrest (5), for a total of 70; that's a success, so Unrest decreases by 1. In Step 2, the kingdom pays 5 BP for Consumption. None of the kingdom's magic item slots are empty, so they skip Step 3. In Step 4, none of the attributes are negative, so Unrest doesn't increase. Mark, the Royal Enforcer, doesn't want to risk reducing the kingdom's Loyalty, so he doesn't use his leadership role to reduce Unrest. At the end of this phase, the kingdom has Economy 52, Loyalty 45, Stability 56, Unrest 4, Consumption 5, and Treasury 7 BP.

## Edict Phase

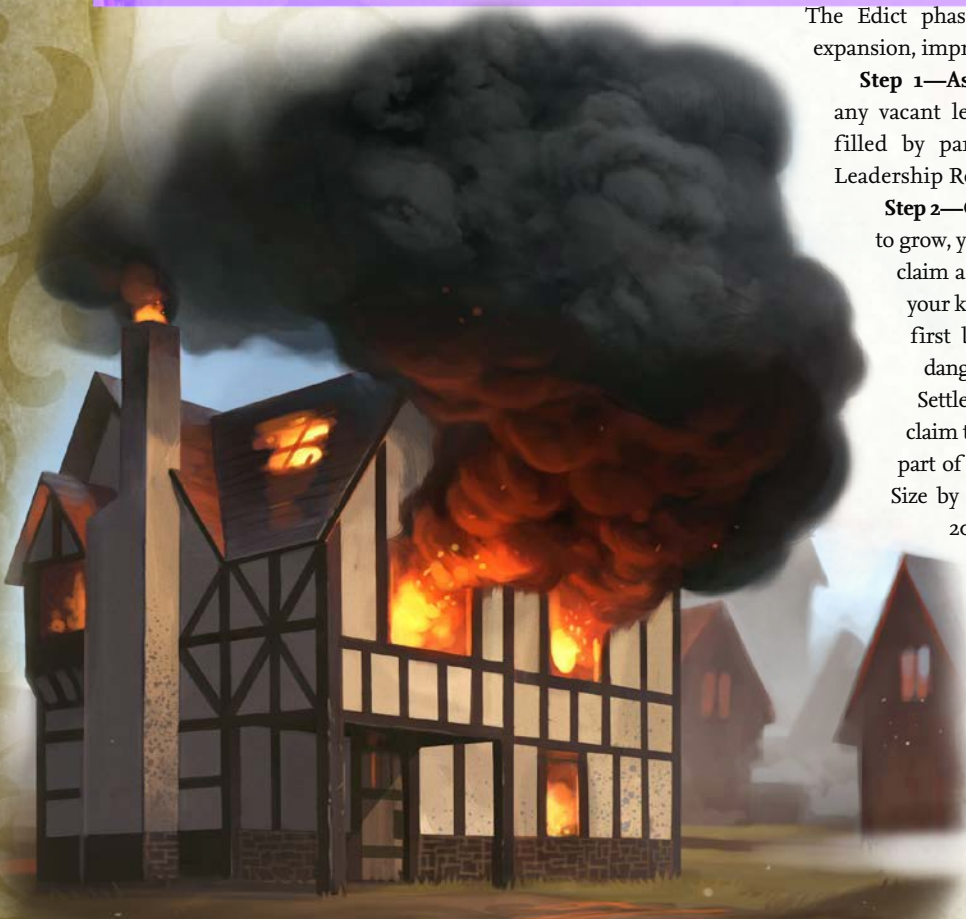
The Edict phase is when you make proclamations on expansion, improvements, taxation, holidays, and so on.

**Step 1—Assign Leadership:** Assign PCs or NPCs to any vacant leadership roles or change the roles being filled by particular PCs or closely allied NPCs (see Leadership Roles, starting on page 200).

**Step 2—Claim and Abandon Hexes:** For your kingdom to grow, you must claim additional hexes. You can only claim a hex that is adjacent to at least 1 other hex in your kingdom. Before you can claim it, the hex must first be explored, then cleared of monsters and dangerous hazards (see Steps 2 and 3 of Founding a Settlement on page 212 for more details). Then, to claim the hex, spend 1 BP; this establishes the hex as part of your kingdom and increases your kingdom's Size by 1. Table 4-4: Improvement Edicts (see page 209) tells you the maximum number of hexes you can claim per turn.

You may abandon any number of hexes to reduce your kingdom's Size (which you may wish to do to manage Consumption). Doing so increases Unrest by 1 for each hex abandoned (or by 4 if the hex contained a settlement). This otherwise functions like losing a hex due to unrest (see Step 4 of the Upkeep phase).

**Step 4—Build Terrain Improvements:** You may spend BP to build terrain



improvements like Farms, Forts, Roads, Mines, and Quarries (see Terrain Improvements, starting on page 210).

You may also prepare a hex for constructing a settlement. Depending on the site, this may involve clearing trees, moving boulders, digging sanitation trenches, and so on. See the Preparation Cost column on Table 4-6: Terrain and Terrain Improvements on page 214 to determine how many BP this requires.

Table 4-4: Improvement Edicts tells you the maximum number of terrain improvements you can make per turn.

**Step 5—Create and Improve Settlements:** You may create a settlement in a claimed hex (see Founding a Settlement on page 212). Table 4-4: Improvement Edicts tells you the maximum number of settlements you can establish per turn.

You may construct a building in any settlement in your kingdom. The list of available building types begins on page 215. When a building is completed, apply its modifiers to your kingdom sheet. Table 4-4: Improvement Edicts tells you the maximum number of buildings you can construct in your kingdom per turn. The first House, Mansion, Noble Villa, or Tenement your kingdom builds each turn does not count against that limit.

**Step 6—Create Army Units:** You may create, expand, equip, or repair army units (see Mass Combat on page 234).

**Step 7—Issue Edicts:** Select or adjust your edict levels (see Edicts on page 208).

*Example:* Jessica's kingdom has no vacant leadership roles, so nothing happens in Step 1. The leaders don't want to spend BP and increase Size right now, so in Step 2 they don't claim any hexes. In Step 3, the leaders construct a Farm in one of the kingdom's prepared hexes (Consumption -2, Treasury -2 BP). In Steps 5 and 6, the leaders continue to be frugal and do not construct settlement improvements or create armies. In Step 7, the leaders issue a Holiday edict of one national holiday (Loyalty +1, Consumption +1) and set the Promotion edict level to "none" (Stability -1, Consumption +0). Looking ahead to the Income phase, Jessica realizes that an average roll for her Economy check would be a failure (10 on the 1d20 + 52 Economy - 4 Unrest = 58, less than the Control DC of 60), which means there's a good chance the kingdom won't generate any BP this turn. She decides to set the Taxation edict to "heavy" (Economy +3, Loyalty -4). At the end of this phase, the kingdom has Economy 55, Loyalty 42, Stability 55, Unrest 4, Consumption 4, and Treasury 5 BP.

## Income Phase

During the Income phase, you may add to or withdraw from the Treasury as well as collect taxes.

**Step 1—Make Withdrawals from the Treasury:** The kingdom-building rules allow you to expend BP on things related to running the kingdom. If you want to spend some of the kingdom's resources on something for your own personal benefit (such as a new magic item), you may withdraw BP from the Treasury and convert it into gp once per turn, but there is a penalty for doing so.

## CAPITAL CITY

A kingdom should have a capital city—the seat of your power. Your first settlement is your capital. If you want to designate a different settlement as the capital, you may do so in Step 7 of the Edict phase. Your capital city primarily comes into play if your kingdom loses hexes (see page 209). If you change the capital city, attempt a Stability check. Success means Unrest increases by 1; failure means Unrest increases by 1d6.

Each time you withdraw BP for your personal use, Unrest increases by the number of BP withdrawn. Each BP you withdraw this way converts to 2,000 gp of personal funds.

**Step 2—Make Deposits to the Treasury:** You can add funds to a kingdom's Treasury by donating your personal wealth to the kingdom—coins, gems, jewelry, weapons, armor, magic items, and other valuables you find while adventuring, as long as they are individually worth 4,000 gp or less. For every full 4,000 gp in value of the deposit, increase your kingdom's BP by 1.

If you want to donate an item that is worth more than 4,000 gp, refer to Step 3 instead.

**Step 3—Sell Expensive Items for BP:** You can attempt to sell expensive personal items (that is, items worth more than 4,000 gp each) through your kingdom's markets to add to your Treasury. You may sell one item per settlement district per turn. You must choose the settlement where you want to sell the item, and the item cannot be worth more than the base value of that settlement (see page 212).

To sell an item, divide its price by half (as if selling it to an NPC for gp), divide the result by 4,000 (rounded down), and add that many BP to your Treasury.

You cannot use this step to sell magic items held or created by buildings in your settlements; those items are the property of the owners of those businesses. (See Magic Items in Settlements on page 312 for more information on this topic.)

**Step 4—Collect Taxes:** Attempt an Economy check, divide the result by 3 (round down), and add a number of BP to your Treasury equal to the result.

*Example:* Jessica and the other leaders need to keep BP in the kingdom for future plans, so they skip Step 1 of the Income phase. They are worried that they won't collect enough taxes this turn, so just in case, in Step 2 they deposit 8,000 gp worth of coins, gems, and small magic items (Treasury +2 BP). The leaders aren't selling any expensive items, so nothing happens in Step 3. In Step 4, Rob, the Treasurer, rolls the Economy check to collect taxes. Rob rolls a 9 on the 1d20, adds the kingdom's Economy score (55), and subtracts Unrest (4) for a total of 60, which means the kingdom adds 20 BP (the Economy check result of 60, divided by 3) to the Treasury. At the end of this phase, the kingdom has Economy 55, Loyalty 42, Stability 55, Unrest 4, Consumption 4, and Treasury 27 BP.

## Event Phase

In the Event phase, a random event may affect your kingdom as a whole or a single settlement or hex.

There is a 25% chance of an event occurring (see Events, starting on page 220). If no event occurred during the last turn, this chance increases to 75%. Some events can be negated, ended, or compensated for with some kind of kingdom check. Others, such as a rampaging monster, require you to complete an adventure or deal with a problem in a way not covered by the kingdom-building rules.

In addition, the GM may have an adventure- or campaign-specific event take place. Other events may also happen during this phase, such as independence or unification (see page 231).

*Example:* The GM rolls on one of the event tables and determines that a monster is attacking one of the kingdom's hexes. Instead of attempting a Stability check to deal with the monster (risking increasing Unrest if it

fails), Jessica and the other leaders go on a quest to deal with the monster personally. They defeat the monster, so the event does not generate any Unrest. At the end of this phase, the kingdom's scores are unchanged: Economy 55, Loyalty 42, Stability 55, Unrest 4, Consumption 4, and Treasury 27 BP.

## EDICTS

Edicts are the official pronouncements by your government about how you are running the kingdom that turn. For example, you may decide to have low or high taxes, to have more or fewer holidays, and how much effort to put into improving the kingdom's infrastructure. Edicts fall into four types: Holiday, Improvement, Promotion, and Taxation.

In the Edict phase of the kingdom turn, you may set the Holiday, Promotion, and Taxation edict categories to whatever level you want, as well as decide how much of your allowed improvement from the Improvement edict you'll use. For example, you may decide that this turn holidays are quarterly, promotions are aggressive, taxation is minimal, and you won't build any improvements.

### Holiday Edicts

Holidays are general celebrations or observances that take place across the kingdom. The BP expenditure includes lost revenue from citizens not working during the holidays, preparations and logistical arrangements that occur year-round, and the cost of the actual celebrations (these annual costs are averaged over the year and included in the listed Consumption modifier that you pay each turn).

The number of holidays per year is the number you promise to uphold and the number that the common folk expect to enjoy over the next months. The Loyalty and Consumption modifiers change as soon as you change the number of holidays per year. The listed number assumes that you are fulfilling your promise—if you announce 12 holidays in the coming year but don't actually hold and pay for them, the GM should increase your kingdom's Unrest to reflect public disappointment and outrage.

*Example:* Logan is the Ruler of a kingdom with some Loyalty issues. He issues a Holiday edict that there will be 24 kingdom-wide official holidays in the next year (Loyalty +4, Consumption +8). In the second turn, he worries about the increased Consumption's effect on the Treasury, so he issues a new Holiday edict decreeing that until further notice, there will be no kingdom-wide holidays. He loses the previous +4 Loyalty bonus and incurs a -1 Loyalty penalty for the new Holiday edict, but no longer has to pay the 8 Consumption each turn for his previous edict. If he frequently changes Holiday edicts from high to low levels, the GM may decide that his citizens no longer believe such promises and he won't gain any benefits from having a high level of Holiday edict until he becomes consistent.

### Improvement Edicts

Improvements are physical improvements you can make to your kingdom: founding new settlements, adding



buildings to a settlement, building roads, creating facilities such as mines to tap natural resources, and claiming more hexes for your kingdom. Your kingdom's Size limits how many improvements you can make each turn; see Table 4-4: Improvement Edicts below. You can make all of the improvements listed on the appropriate row of the table. For example, if your kingdom's Size is 5, on each turn you can create 1 new settlement, 1 new building, 2 terrain improvements, and claim 1 more hex.

### Promotion Edicts

Promotion edicts are events and actions the kingdom uses to attract new citizens and increase the well-being of the kingdom, such as recruitment campaigns, advertisements about services and goods, and propaganda to improve the perception of your kingdom at home and abroad. Promotions increase Consumption, but also increase Stability.

### Taxation Edicts

Setting the tax level determines how much revenue you collect from taxes in the Income phase. Higher taxes increase your kingdom's Economy (making it easier for you to succeed at Economy checks to generate revenue) but make your citizens unhappy (reducing Loyalty).

## LOSING HEXES

If you lose control of a hex—whether because of Unrest, monster attacks, assaults from a hostile kingdom, and so on—you lose all the benefits of any terrain improvements in that hex (such as Farms and Roads). All settlements in that hex become free cities with no loyalty to you or any other kingdom (see Free City on page 211). At the GM's discretion, monsters may move into the abandoned hex, requiring you to clear it again if you want to claim it later, and terrain improvements may decay over time.

Losing a hex may break your connection to other kingdom hexes. For example, losing the only hex that bridges two sides of a mountain range creates two separate territories. If this happens, the primary territory is the part of the kingdom with your capital city (see the sidebar on page 207), and the rest of the kingdom is the secondary territory. If none of the kingdom's leaders are in the secondary territory when this split happens, you lose control of all hexes (as described above) in the secondary territory.

If at least one kingdom leader is in the secondary territory when the split occurs, you retain control of the secondary territory, but kingdom checks regarding its hexes treat Unrest as 1 higher, increasing by 1 each turn after the split. This modifier goes away if you claim a hex that reconnects the secondary territory to the primary territory.

If you claim a hex that reestablishes a connection to a leaderless secondary territory, you regain the benefits of the territory's terrain improvements. You must succeed at a Stability check to reclaim each of your former settlements in the secondary territory. You initially have a +5 bonus on these checks because the cities want to return to your kingdom, but this bonus decreases by 1 (to a minimum bonus of +0) for each subsequent turn since you lost control of the secondary territory.

If your kingdom is reduced to 0 hexes—whether through Unrest, a natural disaster, an attack by another kingdom, or other circumstances—you are at risk of losing the kingdom. On your next turn, you must claim a new hex and found or claim a new settlement, or your kingdom is destroyed and you must start over if you want to found a new kingdom. At the GM's discretion, you may be able to keep some BP from your destroyed kingdom's Treasury for a time; otherwise, those assets are lost.

**TABLE 4-1: HOLIDAY EDICTS**

PER YEAR	LOYALTY	CONSUMPTION
None	-1	+0
1	+1	+1
6	+2	+2
12	+3	+4
24	+4	+8

**TABLE 4-2: PROMOTION EDICTS**

PROMOTION LEVEL	STABILITY	CONSUMPTION
None	-1	+0
Token	+1	+1
Standard	+2	+2
Aggressive	+3	+4
Expansionist	+4	+8

**TABLE 4-3: TAXATION EDICTS**

TAX LEVEL	ECONOMY	LOYALTY
None	+0	+1
Light	+1	-1
Normal	+2	-2
Heavy	+3	-4
Overwhelming	+4	-8

**TABLE 4-4: IMPROVEMENT EDICTS**

KINGDOM SIZE	NEW SETTLEMENTS <sup>1</sup>	NEW BUILDINGS <sup>2</sup>	TERRAIN IMPROVEMENTS	HEX CLAIMS
01-10	1	1	2	1
11-25	1	2	3	2
26-50	1	5	5	3
51-100	2	10	7	4
101-200	3	20	9	8
201+	4	No limit	12	12

<sup>1</sup> Instead of creating a new settlement, your kingdom may create a new army unit (see Mass Combat, starting on page 234), expand or equip an existing army unit, or bring an existing army unit back to full strength.

<sup>2</sup> Upgrading a building (for example, from a Shrine to a Temple) or destroying a building counts toward this limit. The first House, Mansion, Noble Villa, or Tenement your kingdom builds each turn does not count against this number.

## TERRAIN IMPROVEMENTS

Terrain improvements are changes to a hex that improve the land for your kingdom's use, such as cultivating fields, digging mines, and clearing forests for lumber. The following list describes common improvements. An improvement marked with an asterisk (\*) can share the same hex as other improvements.

Some terrain improvements affect a settlement's Defense, which is used in the mass combat rules (see page 237).

**Terrain:** This indicates what kind of hex you can build this terrain improvement in.

**Effect:** This line states the effect the terrain improvement has on that hex (or in some cases, your entire kingdom).

If an improvement says you can upgrade it into another improvement, you can do so by paying the cost difference between the two improvements. When the upgrade is complete, you lose the benefit of the old improvement but gain the benefit of the new improvement.

**Cost:** This line gives the cost in BP to build the terrain improvement.

### Aqueduct\*

An Aqueduct brings water from alpine lakes and rivers to lowland cities where water is scarce or insufficient for the local populace. A finished series of Aqueduct hexes must connect to a hill or mountain hex (with a river or lake) on one end and a settlement on the other end; otherwise, you do not gain its benefit.

**Terrain:** One end must be hill or mountain hex; can pass through any type of hex.

**Effect:** Loyalty+1, Stability +1, allows settlement to build water-dependent buildings.

**Cost:** As a Road, except the cost is not doubled for hexes with rivers (see Table 4-6: Terrain and Terrain Improvements on page 214).

### Bridge\*

A Bridge allows your Road hexes to cross rivers.

**Cost:** When you build a Road in a hex that contains a river, the doubled cost of the Road includes the cost of bridges needed to cross the river. You don't need to build a Bridge as a separate unit; it's listed here for reference only.

### Canal\*

A Canal is an artificial waterway that allows barge traffic to haul heavy commodities.

**Terrain:** Desert, hill, or plain.

**Effect:** Settlements in a hex with a Canal treat the hex as if it had a river.

**Cost:** Twice the cost of a Road (see Table 4-6: Terrain and Terrain Improvements on page 214).

### Farm\*

A Farm helps feed your kingdom.

**Terrain:** Desert (requires canal, coastline, or river), hill, or plain.

**Effect:** Consumption decreases by 2 BP.

**Cost:** See Table 4-6: Terrain and Terrain Improvements on page 214.

### Fishery\*

A Fishery is like a Farm, except it provides abundant fish rather than planted crops.

**Terrain:** Coastline, water, river, or marsh.

**Effect:** Consumption decreases by 1 BP.

**Cost:** 4 BP.

### Fort\*

A Fort is a walled encampment for military forces outside a settlement. You can upgrade a Watchtower to a Fort (Unrest decreases when you do so, just as if you had built the Fort from scratch).

**Terrain:** Any land.

**Effect:** Stability +2, Defense +4, increase Consumption by 1 BP; Unrest decreases by 1 when completed. If this hex becomes a settlement, this improvement counts as one Barracks and one Stables building.

**Cost:** 24 BP.

### Highway\*

A highway is a paved and well-maintained version of a Road. You may upgrade a Road into a Highway. You must have a kingdom of Size 26 or greater to build a Highway.

**Terrain:** Any hex with a Road.

**Effect:** Economy +1 for every 4 hexes of Highway, Stability +1 for every 8 hexes of Highway; improves overland travel speed (*Pathfinder RPG Core Rulebook 172*).

**Cost:** Twice the cost of a Road (see Table 4–6: Terrain and Terrain Improvements on page 214).

### Mine

A Mine extracts metal, coal, salt, or other useful materials from the earth.

**Terrain:** Cavern, desert, hill, or mountain.

**Effect:** Economy +1, earn +1 BP per turn when collecting taxes during the Income phase.

**Cost:** 6 BP.

### Quarry

A Quarry extracts workable stone from the ground.

**Terrain:** Cavern, hill, or mountain.

**Effect:** Stability +1, earn +1 BP per turn when collecting taxes during the Income phase.

**Cost:** 6 BP.

### Road\*

A Road speeds travel through your kingdom and promotes trade. You can upgrade a Road to a Highway.

**Terrain:** Any land.

**Effect:** Economy +1 for every 4 hexes of Road, Stability +1 for every 8 hexes of Road; improves overland travel speed (*Core Rulebook 172*).

**Cost:** See the Road column of Table 4–6: Terrain and Terrain Improvements.

### Sawmill

A sawmill centralizes the activities of loggers and turns trees into lumber for use in building and crafting.

**Terrain:** Forest or jungle.

**Effect:** Stability +1, earn +1 BP per turn when collecting taxes during the Income phase.

**Cost:** 3 BP.

### Watchtower\*

A Watchtower flies your flag, is a safe place for your patrols, and establishes your power on the frontier. A Watchtower cannot share a hex with a Fort or another Watchtower.

**Terrain:** Any land.

**Effect:** Stability +1, Defense +2; Unrest decreases by 1 when completed. If this hex becomes a settlement, this improvement counts as a Watchtower building.

**Cost:** 12 BP.

### Special Terrain

Some hexes contain features or resources that impact a kingdom's Economy, Loyalty, Stability, and other game statistics. These terrain resources are placed by the GM—not by player characters—for you to discover while exploring or adventuring, and may modify terrain improvements or cities.

**Bridge:** The hex contains an existing Bridge over a waterway. If you build a Road in this hex, you do not have to double the cost of the Road.

**Building:** The hex contains an abandoned building in good repair (type determined by the GM). If you establish a settlement at the building's location in the hex, you can incorporate the building into the settlement at no cost (this does not count toward your building limit for that turn).

**Free City:** A Free City is a settlement that is not part of any established kingdom. Claiming a hex with a Free City is an excellent way to add a fully functional settlement to your kingdom. In order to claim a Free City hex peacefully, you must succeed at a Stability check. Failure indicates radicals and upstarts in the settlement and Unrest increases by 1d4.

**Lair:** A Lair is usually a cave or defensible shelter that can be used as a defensive fallback point, a storage location, or even a guardpost or prison. If you claim a hex with a Lair, Stability increases by 1. If you construct a Fort or Watchtower over a Lair, its Defense increases by 1. At the GM's option, a Lair may allow access to an underground cavern hex (see Table 4–6: Terrain and Terrain Improvements).

**Landmark:** A Landmark is a site of great pride, mystery, and wonder, such as an outcropping in the shape of a human face, a smoking volcano, or a lake with an unusual color or unique properties. The Landmark bolsters your kingdom's morale. If you claim a hex with a Landmark, Loyalty increases by 1. If the hex also has a Road or Highway, Loyalty increases by an additional 1.

**Resource:** A Resource is a ready supply of some kind of valuable commodity that offers a great economic boon to your kingdom, such as exotic lumber, precious metal, gems, rare herbs, incense, silk, ivory, furs, salt, dyes, and the like. If you claim a hex with a Resource, Economy increases by 1. If you construct a Mine, Quarry, or Sawmill in a hex with a Resource, all of its benefits increase by 1. If you construct a Farm or Fishery in a hex with a Resource, those improvements decrease Consumption by an additional 1 BP.

**River:** A River allows water travel through your kingdom (*Core Rulebook 172*), facilitating trade and allowing irrigation. Economy increases by 1 for every 4 River hexes claimed, and Stability increases by 1 for every 8 such hexes claimed.

**Ruin:** A Ruin is a partially destroyed building. If you claim a hex containing a Ruin and build a settlement at the Ruin's location, you can use the Ruin as the basis of an appropriate type of building (as determined by the GM), reducing the cost of that building by half. Alternatively, you can salvage building materials from the Ruin, reducing the cost of 1 building in that hex by 1d4 BP.

## SETTLEMENTS AND DISTRICTS

The greatest assets of your kingdom are its settlements. Most settlements start as simple villages, and some grow over time into bustling cities. You can use the District Grid on page 226 to create the initial design for your settlement and decide where to place additional buildings as it grows. You may want



to photocopy the District Grid so you can build multiple settlements in your kingdom.

The District Grid is divided into 9 large blocks separated by streets. Each block consists of 4 smaller lots separated by alleys. Treat each lot as approximately 750 feet per side, so overall the district takes up about 1 square mile. On each lot you may construct a building, and each building affects your kingdom's Economy, Loyalty, and so on. Descriptions of these buildings, as well as the bonuses they provide once they're added to a settlement, begin on page 214.

Most settlements only have 1 district. If your District Grid is full and you want to add another district (for example, if you run out of available lots in that settlement and want to construct additional buildings), you can create an additional district for that settlement by paying the preparation cost for the settlement's terrain as listed on Table 4-6: Terrain and Terrain Improvements (see page 214). Remember that your kingdom's Control DC is based on the number of districts in your settlement.

Icons representing each of the building types are shown on pages 224 and 225; you may want to print multiple copies of the icons so you can cut them out and attach them to your District Grid as your settlement grows.

The placement of buildings in your district is up to you—you can start in the center of the district and build outward, or start at the edge and build toward the center. Some buildings (such as the Guildhall) take up more than 1 lot on the grid. You can't divide up these larger structures, though you can place them so they cover a street. (Streets do not count as lots.)

**Construction:** Construction is completed in the same turn you spend BP for the building, no matter what its size is. A building's benefits apply to your kingdom immediately. At the GM's discretion, construction magic (such as *lyre of building*, *fabricate*, or *wall of stone*) can reduce a single building's BP cost by 2 (minimum 0). This is a one-time reduction per turn, regardless of the amount of magic used.

**Population:** A settlement's population is approximately equal to the number of completed lots within its districts  $\times$  250. A grid that has all 36 lots filled with buildings has a population of approximately 9,000.

**Base Value:** The base value of a settlement is used to determine what magic items may easily be purchased there. There is a 75% chance that any item of that value or lower can be found for sale in the settlement with little effort. The base value of a new settlement is 0 gp. Certain buildings (such as a Market or Tavern) increase a settlement's base value. A settlement's base value can never increase above the values listed in Table 4-5: Settlement Size and Base Value (except under special circumstances decided by the GM).

**Defense:** A settlement's Defense is used with the mass combat rules presented in this chapter (see page 237). It otherwise has no effect unless the settlement is attacked.

You can increase a settlement's Defense by building certain structures (such as City Walls).

**TABLE 4-5: SETTLEMENT SIZE AND BASE VALUE**

POPULATION	SETTLEMENT SIZE	BASE VALUE
Fewer than 21	Thorp	50 gp
21-60	Hamlet	200 gp
61-200	Village	500 gp
201-2,000	Small town	1,000 gp
2,001-5,000	Large town	2,000 gp
5,001-10,000	Small city	4,000 gp
10,001-25,000	Large city	8,000 gp
More than 25,000	Metropolis	16,000 gp

## FOUNDING A SETTLEMENT

Before you can start your own kingdom, you first need a base of operations—a fort, village, or other settlement—where you can rest between adventures and where your citizens know they can find you if they need help or want to pay their taxes. Once you have a kingdom, you'll want to create more settlements in order for the kingdom to grow and prosper. To found a settlement, you must perform the following steps. (These steps assume you're building a new settlement from scratch; if you're attempting to incorporate

an existing settlement into your kingdom, see Free City on page 211.)

**Step 1—Acquire funds.** You'll need money and resources in the form of build points (see page 198).

**Step 2—Explore and clear a hex.** You'll need to explore the hex where you want to put the settlement. See the Exploration Time column on Table 4-6: Terrain and Terrain Improvements to see how long this takes. Once you have explored the hex, clear it of monsters and dangerous hazards. The time needed to clear it depends on the nature of the threats; this step is usually handled by you completing adventures there to kill or drive out monsters.

**Step 3—Claim the hex as yours.** Once you have BP and have explored and cleared the hex, you can claim it. Spend 1 BP to do so; this represents setting up very basic infrastructure such as clearing paths, hiring patrols, setting up a tent city, and so on. This establishes the hex as part of your kingdom (or the beginning of your kingdom).

**Step 4—Prepare the site for construction.** To put a settlement on a claimed hex, you'll need to prepare it. Depending on the site, this process may involve clearing trees, moving boulders, digging sanitation trenches, and so on. See the Preparation Cost column on Table 4-6: Terrain and Terrain Improvements for the BP cost.

If your settlement is in a hex containing a canal, lake, ocean, river, or similar large body of water, you must decide which of your settlement's borders are water (riverbanks, lakeshores, or seashores) or land. Some types of buildings, such as Mills, Piers, and Waterfronts, must be adjacent to water.



A new settlement consists of 1 district, represented by the District Grid map on page 226. Mark the four borders on the District Grid as land or water, as appropriate.

**Step 5—Construct your first buildings.** Construct 1 building in your settlement and pay its BP cost. See pages 215–220 for building types. If this is your kingdom’s first settlement, you should start with an Inn, Shrine, Monastery, or Watchtower. In addition, you may also purchase and construct 1 House, Mansion, Noble Villa, or Tenement. If your first building is an Inn, you must construct a House or Tenement next to it, as building an Inn requires an adjacent House or Tenement.

When you complete these steps, you’ve founded your settlement! If this is your first settlement, it’s considered your kingdom’s capital city (see page 207).

### Magic Items in Settlements

In addition to the commonly available items in a settlement as determined by its base value (see page 212), some buildings increase the likelihood of having specific or unusual magic items available for purchase.

**Gaining Item Slots:** When you construct one of these buildings, mark the appropriate boxes in the Magic Items section of the settlement’s District Grid; this indicates that the settlement has gained a slot for an item of that type.

**Filling Item Slots:** In Step 3 of the Upkeep phase, you roll to fill vacant magic item slots in each district. Roll d% once for each district that has an open magic item slot (if the district has more than one, select one randomly). There is a 50% chance (51–100) that an appropriate magic item becomes available in that slot. This item’s price cannot exceed the base value for the settlement (reroll if the item’s price exceeds the settlement’s base value).

*Example:* Jessica’s settlement has a base value of 200 gp. She built an Herbalist last turn, giving the settlement 1 minor potion slot. In the Upkeep phase this turn, she rolls d% and gets a result of 62, meaning she can roll a random minor potion to fill the settlement’s empty slot. She rolls on Table 15–12: Potions (*Core Rulebook* 478) and gets a result of 45, indicating a potion of a 1st-level spell. If she had rolled anything more valuable than the 200 gp base value for her settlement, she would have to reroll until she got an acceptable result. Once a magic item is rolled for a settlement in this way, it remains on the market until someone purchases it.

*Pathfinder RPG Ultimate Equipment* includes extensive random magic item tables for specific slots and price increments. These tables may be more convenient than using the magic item tables in the *Core Rulebook*.

**Emptying Item Slots:** If you are unsatisfied with a magic item generated by a settlement, there are three ways to purge an undesirable item and make its slot vacant. The first is to purchase it with your own gp, which makes it your personal property and means you may do with it what you please (use it, sell it at half price for gold, deposit it in the kingdom’s Treasury during the next Income phase, use it as a reward for a local general, and so on).

## CLAIMING WATER AND ISLANDS

When you claim a hex that contains part of an ocean or lake, your claim includes the water portion of that hex. In effect, your kingdom automatically controls a small portion of the waters adjacent to its coastline. Because any new hex you claim must be adjacent to an existing hex in your kingdom, if you want to claim land beyond that water (such as an island), you must first explore and claim the intervening deep water hexes. Your exploration only applies to the water’s surface—you are searching for uncharted islands, dangerous reefs, and so on. The GM may want to treat the underwater portion of a hex as a separate hex, much like a network of large caves under a hex may count as its own hex, allowing a village of merfolk or sahuagin to thrive in your kingdom without your knowledge.

The second method is to manipulate your kingdom’s economy to encourage an NPC to purchase the item (such as a random adventurer passing through the settlement). During Step 3 of the Income phase, you may attempt one Economy check for each filled slot you want to empty. For every such check after the first one in a turn, your Economy decreases by 1, since these manipulations are harmful to your kingdom’s economy and typically only serve to get rid of an item you consider undesirable. If the check fails, nothing happens. If the check succeeds, erase the item from that slot; you may attempt to fill the empty slot as normal in the next Upkeep phase. You do not gain any gp or BP from this sale; the money goes to the building’s owner, who uses it to acquire or craft the next item.

The third way is to spend BP (1 BP = 2,000 gp) to purchase the item. If you take the item for your own use, this counts as withdrawing BP from the Treasury for your personal use (see *Make Withdrawals from the Treasury* on page 207). If you use the item in a way that doesn’t directly benefit you or the other PCs (such as giving it to a hero of your army or donating it to a settlement as a religious or historical artifact), then purchasing it is essentially like other kingdom expenditures and does not increase Unrest or decrease Loyalty.

## BUILDINGS

You improve settlements by constructing buildings, which provide bonuses to the kingdom in general and the settlement in particular. Pages 224 and 225 present icons for these buildings, and the building descriptions and effects begin on page 214. Some buildings also intersect with the mass combat rules, notably with fortifications (page 237) and reserve armies (page 246).

**Demolition:** If a lot has a building, you can clear it for new construction. Doing so costs 1 BP. You may construct a building on a lot the same turn you demolish the old building there. You do not regain BP for a demolished building (but see *Rebuilding*, below).

**Destroyed Lots:** If an event or a pillaging army destroys 1 or more lots, the devastation causes Unrest to increase by 1 per lot destroyed.

**Rebuilding:** If you rebuild the same type of building on a destroyed lot, the cost is halved, as you can reuse some of the materials for the same purpose. If you rebuild a different type of building on that lot, reduce the cost of the new building by 1/4 the cost of the old building (minimum 1 BP). If you build smaller buildings on top of a site that held a multi-lot building, split the discount evenly over the new buildings. For example, if you demolish an Academy and construct a Mansion and a Luxury Store on top of those lots, each building gets a 6 BP discount (1/4 of 52 BP is 13, divided evenly between the two).

## Building Descriptions

Buildings are described in the following format.

**Building Name:** The type of buildings contained in this lot. In most cases, each lot represents numerous buildings of that type, rather than a single edifice.

**Cost:** The cost in BP to construct the building.

**Lots:** How many lots the building fills.

**Kingdom:** Building modifiers to Economy, Loyalty, and Stability stack, affect your entire kingdom, and are ongoing from turn to turn. Modifiers to Unrest occur once when the building is completed. This category also lists any bonuses to Fame (see Fame and Infamy on page 230) from having the building.

**Discount:** Some buildings halve the cost of constructing a related type of building in the same settlement. This cost reduction applies only to the first constructed building of the types listed in this line. For example, an Academy halves the cost of your next Library in that settlement; if you build a second Library in that settlement, you pay the normal cost for it. If 2 buildings give the same discount, only one discount applies per new building, but you may construct 2 buildings at the discounted cost. For example, Market and Theater both halve the cost of an Inn; if your settlement has a Market and a Theater, you may construct 2 Inns at half cost (the Market discounts one, and the Theater discounts the other).

**Limit:** This lists limitations on the number of buildings of this type, special requirements for adjacent buildings, or prohibitions against certain buildings being adjacent.

For most buildings, you can construct as many of them as you want in a settlement, but some are limited in the number that can be built per settlement or district. For example, you can only construct 1 Arena per settlement.

Some buildings require that you construct them adjacent to at least 1 or 2 of a specific kind of building or feature of the settlement. For example, a Shop or Tavern must be adjacent to a House or Mansion. The required adjacent building can only count toward 1 building that requires it. For example, if you have a House and a Shop, that House can't be used to meet the requirement for another Shop or a Tavern; you have to construct a new House and use it to meet the requirement of the new Shop or Tavern.

**TABLE 4-6: TERRAIN AND TERRAIN IMPROVEMENTS**

TERRAIN	EXPLORATION TIME <sup>1</sup>	PREPARATION TIME <sup>2</sup>	PREPARATION COST <sup>3</sup>	FARM COST <sup>4</sup>	ROAD COST <sup>5,6</sup>
Cavern <sup>7</sup>	3 days	3 months	8 BP	—	4 BP
Coastline <sup>8</sup>	Special	Special	Special	Special	Special
Desert	2 days	1 month	4 BP	8 BP	4 BP
Forest	2 days	2 months	4 BP	—	2 BP
Hills	1 day	1 month	2 BP	4 BP	3 BP
Jungle	2 days	4 months	12 BP	—	4 BP
Marsh	3 days	3 months	8 BP	—	4 BP
Mountains	3 days	4 months	12 BP	—	4 BP
Plains	1 day	Immediate	1 BP	2 BP	1 BP
Water	2 days	—	—	—	—

<sup>1</sup> Exploration time represents how many days a typical scouting party requires to explore a hex of this type. These times assume a party speed of 30 feet. For parties with different speeds, see Table 3-3: Exploration Time (1 Hex) on page 154. Treat Cavern as Mountain and Jungle as Marsh for exploration time. Do not adjust the speed for Water hexes; it's assumed that the party is already using a boat or other watercraft to explore.

<sup>2</sup> Preparation time represents the months of labor (beginning with the current turn) required to prepare the hex for settlement. Construction of buildings can begin in the current month for settlements built on plains.

<sup>3</sup> Preparation cost represents the BP cost to clear a hex of this type in preparation for founding a settlement.

<sup>4</sup> Farm cost represents the BP cost to cultivate a hex for farming. A Farm must be within or adjacent to a hex containing a river, lake, swamp, or Canal, or adjacent to at least 2 hexes that already contain Farms.

<sup>5</sup> Road cost represents the BP cost to establish a Road that crosses a hex and connects to all adjacent hexes. The cost to build a Road doubles if the hex contains rivers. A kingdom with a Size of 26 or greater can build a Highway (or upgrade a Road to a Highway). <sup>6</sup> If the hex contains any rivers, double the listed cost to reflect the need to build bridges.

<sup>7</sup> This is a large system of caves and underground passages and can be found in any terrain type except Marsh. It functions as an additional hex that exists underground, below the surface hex.

<sup>8</sup> Treat this as the adjacent land terrain type for all purposes.

Some buildings cannot be adjacent to certain buildings. For example, you can't construct a Tannery next to a House, Mansion, Noble Villa, or Tenement. If you want to use a lot for this type of building, you must demolish all prohibited adjacent structures first (see Demolition on page 214).

If you get overzealous in constructing a particular type of building in a settlement, the GM should feel free to add events to discourage this practice. For example, a settlement with too many Dumps is prone to otyugh and wererat attacks, and a settlement with too many Graveyards tends to have frequent undead attacks. This should not occur, however, if you build too many Houses, Parks, Tenements, or Waterways.

**Upgrade To/From:** Some buildings can be converted into a more advanced form of the existing building, such as converting a Shrine into a Temple. To upgrade a building, pay the BP cost difference between the current building and the new building. Remove the modifiers from the old building and apply the modifiers from the new building. Upgrading counts as constructing a building for the purpose of the maximum number of buildings you can construct on your turn. You can't upgrade a building to a larger one if there isn't space in the District Grid for the building's new size. **Special:** This lists any other effect the building has, such as increasing Defense, the settlement's base value (see page 212), or the output of a nearby Mine.

**Magic Items:** This lists any magic item slot the building creates, which may be filled in the Upkeep phase (see Magic Items in Settlements on page 213). If a building lists multiple options within a category (such as "1 minor potion or wondrous item"), it has an equal chance for each option.

**Settlement:** This lists settlement modifiers from page 205 of the *Pathfinder RPG GameMastery Guide* that affect specific skills within the settlement. These modifiers are ongoing from turn to turn, but apply only to skill checks within that settlement (not other settlements in the hex or anywhere else in your kingdom). Note that the *GameMastery Guide* also uses a settlement statistic called Economy; to avoid confusion with the Economy kingdom score, this book renames the Economy settlement statistic "Productivity."

**ACADEMY** **52 BP, 2 LOTS**

**Kingdom** Economy +2, Loyalty +2  
**Discount** Caster's Tower, Library, Magic Shop  
**Upgrade From** Library; **Upgrade To** University  
**Magic Items** 3 minor scrolls or wondrous items, 2 medium scrolls or wondrous items  
**Settlement** Lore +2, Productivity +1, Society +2; increase Lore bonus by 2 for questions relating to one Knowledge or Profession skill  
 An institution of higher learning.

**ALCHEMIST** **18 BP, 1 LOT**

**Kingdom** Economy +1  
**Limit** Adjacent to 1 House  
**Special** Base value +1,000 gp  
**Magic Items** 1 minor potion or wondrous item

**GAINING EXPERIENCE FOR LEADERSHIP**

As the kingdom grows, the party gains experience points the first time it reaches each of the following milestones.

- Found a Kingdom:** 2,400 XP
- Establish a Capital City:** 1,200 XP
- Reach a Kingdom Size of 11:** 2,400 XP
- Reach a Kingdom Size of 26:** 4,800 XP
- Reach a Kingdom Size of 51:** 9,600 XP
- Reach a Kingdom Size of 101:** 12,800 XP
- Reach a Kingdom Size of 151:** 25,600 XP
- Reach a Kingdom Size of 201:** 76,800 XP
- Fill a Settlement with 4 Lots of Buildings:** 1,600 XP
- Fill a Settlement with 16 Lots of Buildings:** 4,800 XP
- Fill a Settlement with 36 Lots of Buildings:** 12,800 XP

The laboratory and home of a crafter of poisons, potions, or alchemical items.

**ARENA** **40 BP, 4 LOTS**

**Kingdom** Stability +4; Fame +1  
**Discount** Brothel, Garrison, Inn, Stable, Theater  
**Limit** 1 per settlement  
**Upgrade From** Theater  
**Settlement** Crime +1  
 A large public structure for competitions and team sports.

**BANK** **28 BP, 1 LOT**

**Kingdom** Economy +4  
**Special** Base value +2,000 gp  
 A secure building for storing valuables and granting loans.

**BARDIC COLLEGE** **40 BP, 2 LOTS**

**Kingdom** Economy +1, Loyalty +3, Stability +1; Fame +1  
**Discount** Library, Museum, Theater  
**Magic Items** 2 minor scrolls or wondrous items  
 A center for artistic learning. Education in a Bardic College also includes research into a wide-range of historical topics.

**BARRACKS** **6 BP, 1 LOT**

**Kingdom** Unrest -1  
**Upgrade To** Garrison  
**Special** Defense +2  
**Settlement** Law +1  
 A building to house conscripts, guards, militia, soldiers, or similar military forces.

**BLACK MARKET** **50 BP, 1 LOT**

**Kingdom** Economy +2, Stability +1, Unrest +1  
**Discount** Brothel  
**Limit** Adjacent to 2 Houses  
**Special** Base value +2,000 gp  
**Magic Items** 2 minor items, 1 medium item, 1 major item  
**Settlement** Corruption +2, Crime +2  
 A number of shops with secret and usually illegal wares.

**BREWERY 6 BP, 1 LOT**

**Kingdom** Loyalty +1, Stability +1

A building for beer brewing, winemaking, or some similar use.

**BRIDGE 6 BP, 1 LOT**

**Kingdom** Economy +1

**Special** Shares the space with a river or Waterway lot

Allows travel across a river or Waterway, easing transportation.

**BUREAU 10 BP, 2 LOTS**

**Kingdom** Economy +1, Loyalty -1, Stability +1

**Settlement** Corruption +1, Law +1

A large warren of offices for clerks and record-keepers working for a guild or government.

**CASTER'S TOWER 30 BP, 1 LOT**

**Kingdom** Economy +1, Loyalty +1

**Magic Items** 3 minor items, 2 medium items

The home and laboratory for a spellcaster.

**CASTLE 54 BP, 4 LOTS**

**Kingdom** Economy +2, Loyalty +2, Stability +2, Unrest -4; Fame +1

**Discount** Noble Villa, Town Hall

**Limit** 1 per settlement

**Special** Defense +8

The home of the settlement's leader or the heart of its defenses.

**CATHEDRAL 58 BP, 4 LOTS**

**Kingdom** Loyalty +4, Stability +4, Unrest -4; Fame +1

**Discount** Academy, Temple

**Limit** 1 per settlement

**Special** Halves Consumption increase for Promotion edicts

**Magic Items** 3 minor potions or wondrous items, 2 medium potions or wondrous items

**Settlement** Law +2

The focal point of the settlement's spiritual leadership.

**CISTERN 6 BP, 1 LOT**

**Kingdom** Stability +1

**Limit** Cannot be adjacent to a Dump, Graveyard, Stable, Stockyard, or Tannery

**Special** Can share lot with another building

Contains a safe supply of fresh water for the settlement.

**CITY WALL 2 BP**

**Kingdom** Unrest -2 (once per settlement)

**Limit** Land district border

**Special** Defense +1

A fortification of one side of a district with a sturdy wall. The GM may allow for cliffs and other natural features to function as a City Wall for one or more sides of a district. You may construct gates through your own city wall at no cost.

**DANCE HALL 4 BP, 1 LOT**

**Kingdom** Economy +1, Loyalty +2, Unrest +1

**Limit** Adjacent to 1 House

**Settlement** Corruption +1, Crime +1

An establishment for dancing, drinking, carousing, and holding celebrations.

**DUMP 4 BP, 1 LOT**

**Kingdom** Stability +1

**Limit** Cannot be adjacent to House, Mansion, or Noble Villa

A centralized place to dispose of refuse.

**EVERFLOWING SPRING 5 BP**

**Limit** Settlement must have a building that can create medium magic items

**Special** Can share lot with Castle, Cathedral, Market, Monument, Park, or Town Hall

A fountain built around several *decanter*s of endless water that provides an inexhaustible supply of fresh water.

**EXOTIC ARTISAN 10 BP, 1 LOT**

**Kingdom** Economy +1, Stability +1

**Limit** Adjacent to 1 House

**Magic Items** 1 minor ring, wand, or wondrous item

The shop and home of a jeweler, tinker, glassblower, or the like.

**FOREIGN QUARTER 30 BP, 4 LOTS**

**Kingdom** Economy +3, Stability -1

**Special** Increase the value of trade routes (see Trade Edicts on page 232) by 5% (maximum 100%)

**Settlement** Crime +1, Lore +1, Society +2

An area with many foreigners, as well as shops and services catering to them.

**FOUNDRY 16 BP, 2 LOTS**

**Kingdom** Economy +1, Stability +1, Unrest +1

**Discount** Smithy

**Limit** Adjacent to water district border

**Special** Increase the Economy and BP earned per turn by 1 for 1 Mine connected to this settlement by a river or Road

**Settlement** Productivity +1

Processes ore and refines it into finished metal.

**GARRISON 28 BP, 2 LOTS**

**Kingdom** Loyalty +2, Stability +2, Unrest -2

**Discount** City Wall, Granary, Jail

**Upgrade From** Barracks

A large building to house armies, train guards, and recruit militia.

**GRANARY 12 BP, 1 LOT**

**Kingdom** Loyalty +1, Stability +1

**Special** If Farms reduce Consumption below 0, store up to 5 BP of excess production for use on a later turn when Consumption exceeds the Treasury

A place to store grain and food.

**GRAVEYARD 4 BP, 1 LOT**

**Kingdom** Loyalty +1

A plot of land to honor and bury the dead.

**GUILDHALL 34 BP, 2 LOTS**

**Kingdom** Economy +2, Loyalty +2  
**Discount** Pier, Stable, Trade Shop  
**Upgrade From** Trade Shop  
**Special** Base value +1,000 gp  
**Settlement** Law +1, Productivity +2  
 The headquarters for a guild or similar organization.

**HERBALIST 10 BP, 1 LOT**

**Kingdom** Loyalty +1, Stability +1  
**Limit** Adjacent to 1 House  
**Magic Items** 1 minor potion or wondrous item  
 The workshop and home of a gardener, healer, or poisoner.

**HOSPITAL 30 BP, 2 LOTS**

**Kingdom** Loyalty +1, Stability +2  
**Special** Increase Stability by 2 during plague events  
**Settlement** Lore +1, Productivity +2  
 A building devoted to healing the sick.

**HOUSE 3 BP, 1 LOT**

**Kingdom** Unrest -1  
**Upgrade From** Tenement  
**Special** The first House you build during the Improvement phase does not count against the total number of buildings you can build during the phase  
 A number of mid-sized houses for citizens.

**INN 10 BP, 1 LOT**

**Kingdom** Economy +1, Loyalty +1  
**Limit** Adjacent to 1 House  
**Special** Base value +500 gp  
**Settlement** Society +1  
 A place for visitors to rest.

**JAIL 14 BP, 1 LOT**

**Kingdom** Loyalty +2, Stability +2, Unrest -2  
**Settlement** Crime -1, Law +1  
 A fortified structure for confining criminals or dangerous monsters.

**LIBRARY 6 BP, 1 LOT**

**Kingdom** Economy +1, Loyalty +1  
**Upgrade To** Academy  
**Settlement** Lore +1  
 A large building containing an archive of books.

**LUXURY STORE 28 BP, 1 LOT**

**Kingdom** Economy +1  
**Limit** Adjacent to 1 House  
**Upgrade To** Magic Shop; **Upgrade From** Shop  
**Special** Base value +2,000 gp  
**Magic Items** 2 minor rings, wands, or wondrous items  
 A shop that specializes in expensive comforts for the wealthy.

**MAGIC SHOP 68 BP, 1 LOT**

**Kingdom** Economy +1

**Limit** Adjacent to 2 Houses  
**Upgrade From** Luxury Store  
**Special** Base value +2,000 gp  
**Magic Items** 4 minor wondrous items, 2 medium wondrous items, 1 major wondrous item  
 A shop that specializes in magic items and spells.

**MAGICAL ACADEMY 58 BP, 2 LOTS**

**Kingdom** Economy +2; Fame +1  
**Discount** Caster's Tower, Library, Magic Shop  
**Magic Items** 3 minor potions, scrolls, or wondrous items; 1 medium potion, scroll, or wondrous item  
**Settlement** Lore +2, Society +1; increase Lore bonus by 2 for questions relating to Knowledge (arcana)  
 An institution for training students in spellcasting, magic item crafting, and various arcane arts.

**MAGICAL STREETLAMPS 5 BP**

**Limit** Settlement must have a Cathedral, Magic Shop, Magical Academy, or Temple  
**Special** Can share a lot with any building or improvement  
**Settlement** Crime -1  
*Continual flame* lamps that illuminate the lot.

**MANSION 10 BP, 1 LOT**

**Kingdom** Stability +1  
**Upgrade To** Noble Villa  
**Settlement** Law +1, Society +1  
 A single huge manor housing a rich family and its servants.

**MARKET 48 BP, 2 LOTS**

**Kingdom** Economy +2, Stability +2  
**Discount** Black Market, Inn, Shop  
**Limit** Adjacent to 2 Houses  
**Upgrade From** Shop  
**Special** Base value +2,000 gp  
**Magic Items** 2 minor wondrous items  
 An open area for traveling merchants and bargain hunters.

**MENAGERIE 16 BP, 4 LOTS**

**Kingdom** Economy +1, Loyalty (special); Fame +1  
**Special** Increase Loyalty by 1/4 the CR of the highest-CR creature in the Menagerie  
 A large park stocked with exotic creatures for public viewing.

**MILITARY ACADEMY 36 BP, 2 LOTS**

**Kingdom** Loyalty +2, Stability +1; Fame +1  
**Discount** Barracks  
**Limit** 1 per settlement  
**Special** Armies and commanders recruited at the settlement gain one bonus tactic (see Army Tactics on page 237)  
**Magic Items** 1 minor armor, shield, or weapon; 1 medium armor, shield, or weapon  
**Settlement** Law +1, Lore +1  
 An institution dedicated to the study of war and the training of elite soldiers and officers.

**MILL 6 BP, 1 LOT**

**Kingdom** Economy +1, Stability +1

**Limit** Adjacent to water district border

**Special** With GM approval, you can construct a windmill at the same cost without the water district border requirement

**Settlement** Productivity +1

A building used to cut lumber or grind grain.

**MINT 30 BP, 1 LOT**

**Kingdom** Economy +3, Loyalty +3, Stability +1; Fame +1

A secure building where the kingdom's coinage is minted and standard weights and measures are kept.

**MOAT 2 BP**

**Kingdom** Unrest -1 (once per settlement)

**Limit** Land district border

**Special** Defense +1; cannot be damaged by siege engines

A fortification of one side of a district with an open or water-filled ditch, often backed by a low dike or embankment. The GM may allow a river or similar natural feature to function as a moat for one or more sides of a district.

**MONASTERY 16 BP, 2 LOTS**

**Kingdom** Stability +1

**Settlement** Law +1, Lore

A cloister for meditation, study, and the pursuit of various other scholarly paths.

**MONUMENT 6 BP, 1 LOT**

**Kingdom** Loyalty +1, Unrest -1

A local memorial such as a bell tower, a statue of a settlement founder, a large tomb, or a public display of art.

**MUSEUM 30 BP, 2 LOTS**

**Kingdom** Economy +1, Loyalty +1; Fame +1

**Settlement** Lore +2, Society +1; increase Lore bonus by 2 for questions relating to Knowledge (history); apply Lore bonus on Appraise checks regarding art objects

A place to display art and artifacts both modern and historical. The GM may allow the kingdom leaders to display a valuable item (such as a magic item or bejeweled statue) in the museum, increasing Fame during this display by 1 for every 10,000 gp of the item's price (maximum +5 Fame), and by an additional 1 if the item is significant to the kingdom's history.

**NOBLE VILLA 24 BP, 2 LOTS**

**Kingdom** Economy +1, Loyalty +1, Stability +1; Fame +1 **Discount**

Exotic Artisan, Luxury Store, Mansion

**Upgrade From** Mansion

**Settlement** Society +1

A sprawling manor with luxurious grounds that houses a noble's family and staff.

**OBSERVATORY 12 BP, 1 LOT**

**Kingdom** Stability +1

**Magic Items** 1 minor scroll or wondrous item

**Settlement** Lore +2

A dome or tower with optical devices for viewing the heavens.

**ORPHANAGE 6 BP, 1 LOT**

**Kingdom** Stability +1, Unrest -1

A place for housing and taking care of large numbers of orphans.

**PALACE 108 BP, 4 LOTS**

**Kingdom** Economy +2, Loyalty +6, Stability +2; Fame +1 **Discount**

Mansion, Mint, Noble Villa

**Special** Base value +1,000 gp; you may make two special edicts per turn (see page 229), but take a -2 penalty on kingdom checks associated with each special edict

**Settlement** Law +2

A grand edifice and walled grounds demonstrating one's wealth, power, and authority to the world.

**PARK 4 BP, 1 LOT**

**Kingdom** Loyalty +1, Unrest -1

A plot of land set aside for its serene beauty.

**PAVED STREETS 24 BP**

**Kingdom** Economy +2, Stability +1

**Limit** 1 per district

**Settlement** Productivity +2

Brick or stone pavement that speeds transportation.

**PIER 16 BP, 1 LOT**

**Kingdom** Economy +1, Stability +1

**Limit** Adjacent to water district border

**Upgrade To** Waterfront

**Special** Base value +1,000 gp

**Settlement** Crime +1

Warehouses and workshops for docking ships and handling cargo and passengers.



**SEWER SYSTEM 24 BP**

**Kingdom** Loyalty +1, Stability +2  
**Discount** Cistern, Dump  
**Limit** 1 per district  
**Settlement** Crime +1, Productivity +1  
 An underground sanitation system that keeps the settlement clean, though it may become home to criminals and monsters.

**SHOP 8 BP, 1 LOT**

**Kingdom** Economy +1  
**Limit** Adjacent to 1 House or Mansion  
**Upgrade To** Luxury Store, Market  
**Special** Base value +500 gp  
**Settlement** Productivity +1  
 A general store.

**SHRINE 8 BP, 1 LOT**

**Kingdom** Loyalty +1, Unrest -1  
**Upgrade To** Temple  
**Magic Items** 1 minor potion, scroll, or wondrous item  
 A shrine, idol, sacred grove, or similar holy site designed for worship by pious individuals.

**SMITHY 6 BP, 1 LOT**

**Kingdom** Economy +1, Stability +1  
 The workshop of an armorsmith, blacksmith, weaponsmith, or other craftsman who works with metal.

**STABLE 10 BP, 1 LOT**

**Kingdom** Economy +1, Loyalty +1  
**Limit** Adjacent to 1 House, Mansion, or Noble Villa  
**Special** Base value +500 gp  
 A structure for housing or selling horses and other mounts.

**STOCKYARD 20 BP, 4 LOTS**

**Kingdom** Economy +1, Stability -1  
**Discount** Stable, Tannery  
**Special** Farms in this hex or adjacent hexes reduce Consumption by 3 instead of 2  
**Settlement** Productivity +1  
 Barns and pens that store herd animals and prepare them for nearby slaughterhouses.

**TANNERY 6 BP, 1 LOT**

**Kingdom** Economy +1, Stability +1  
**Limit** Cannot be adjacent to House, Mansion, Noble Villa, or Tenement  
**Settlement** Society -1  
 A structure that prepares hides and leather.

**TAVERN 12 BP, 1 LOT**

**Kingdom** Economy +1, Loyalty +1  
**Limit** Adjacent to 1 House or Mansion  
**Special** Base value +500 gp  
**Settlement** Corruption +1  
 An eating or drinking establishment.

**TEMPLE 32 BP, 2 LOTS**

**Kingdom** Loyalty +2, Stability +2, Unrest -2  
**Discount** Graveyard, Monument, Shrine  
**Upgrade From** Shrine  
**Magic Items** 2 minor items  
 A large place of worship dedicated to a deity.

**TENEMENT 1 BP, 1 LOT**

**Kingdom** Unrest +2  
**Upgrade To** House  
**Special** Counts as House for buildings that must be adjacent to a House  
 A staggering number of low-rent housing units.

**THEATER 24 BP, 2 LOTS**

**Kingdom** Economy +2, Stability +2  
**Discount** Brothel, Exotic Artisan, Inn, Park, Tavern  
**Upgrade To** Arena  
 A venue for entertainments such as plays, operas, and concerts.

**TOWN HALL 22 BP, 2 LOTS**

**Kingdom** Economy +1, Loyalty +1, Stability +1  
**Discount** Barracks, Cistern, Dump, Jail, Watchtower  
**Settlement** Law +1  
 A public venue for town meetings, repository for town records, and offices for minor bureaucrats.

**TRADE SHOP 10 BP, 1 LOT**

**Kingdom** Economy +1, Stability +1  
**Limit** Adjacent to 1 House  
**Upgrade To** Guildhall  
**Special** Base value +500 gp  
**Settlement** Productivity +1  
 A shop front for a tradesperson, such as a baker, butcher, candle maker, cobbler, rope maker, or wainwright.

**UNIVERSITY 78 BP, 4 LOTS**

**Kingdom** Economy +3, Loyalty +3; Fame +1  
**Discount** Academy, Bardic College, Library, Magical Academy, Military Academy, Museum  
**Upgrade From** Academy  
**Magic Items** 4 minor scrolls or wondrous items, 2 medium scrolls or wondrous items  
**Settlement** Lore +4, Society +3; increase Lore bonus by 4 for questions relating to one Knowledge or Profession skill  
 An institution of higher learning, focusing mainly on mundane subjects but dabbling in magical theory.

**WATCHTOWER 12 BP, 1 LOT**

**Kingdom** Stability +1, Unrest -1  
**Special** Defense +2  
 A tall structure that serves as a guard post.

**WATERGATE 2 BP**

**Special** Shares City Wall  
 A gate in a City Wall that allows water (such as a river, Aqueduct,



or Waterway) to enter the settlement. A Watergate has underwater defenses to block unwanted access. If you construct a Watergate when you construct a City Wall, the Watergate does not count toward the limit of the number of buildings you can construct per turn.

**WATERFRONT** **90 BP, 4 LOTS**

**Kingdom** Economy +4

**Discount** Black Market, Guildhall, Market, Pier

**Limit** Adjacent to water district border, 1 per settlement **Upgrade From** Pier

**Special** Base value +4,000 gp; halves Loyalty penalty for Taxation edicts

**Magic Items** 2 minor wondrous items, 1 medium wondrous item, 1 major wondrous item

**Settlement** Productivity +2

A port for waterborne arrival and departure, with facilities for shipping and shipbuilding.

**WATERWAY** **3 BP, 1-2 LOTS**

**Special** Counts as water district border for adjacent buildings

A river or canal occupying part of the District Grid. At the GM's option, a natural Waterway may already exist on the grid, requiring no action or BP to build. If you construct a City Wall that touches or crosses the Waterway, you must also build Watergates on the same turn.

**EVENTS**

Listed below are unusual events that can happen during a kingdom's Event phase. Most events occur immediately and are instantaneous or terminate at the end of the Event phase.

Some events impact the whole kingdom, while others are centered on a specific settlement or hex. Roll on Table 4-7: Event Type and Danger Level to determine the type of event and whether it is beneficial or harmful. Then roll on the appropriate beneficial or dangerous settlement or kingdom event table. If this results in an invalid event (such as a pilgrimage when there are no Cathedrals, Shrines, or Temples in the kingdom), roll again.

**Continuous Events:** A continuous event's effects continue each turn during the Event phase until you resolve the event (as explained in the event description, usually by succeeding at a kingdom check).

**Localized Events:** Some events are listed as "settlement" or "hex." The effect of these events are localized to a single settlement or hex. Randomly select a settlement or hex for the location of that event. Some events (such as a feud) could be confined to a settlement or start in one settlement and spread to affect the entire kingdom, depending on whether they're rolled on one of the Kingdom Events tables or one of the Settlement Events tables.

**Settlement Modifiers:** Some events adjust settlement modifiers (Crime, Lore, etc.). If an event is localized to 1 settlement, its settlement modifier adjustments apply only to that settlement; if it's localized to a hex, it affects only settlements in that hex. If the GM is using settlement modifiers for the entire kingdom (see Expanding Settlement Modifiers on page 230) and the event is not localized, its

adjustments apply to the final modifier for the entire kingdom. For example, the new subjects event increases Society and Stability for the entire kingdom by 1.

**Hiring Adventurers:** Once per Event phase, you can hire NPC adventurers to help deal with an event, gaining a bonus on one Economy, Loyalty, or Stability check made as part of that event. Adventurers of levels 1-2 grant a +2 bonus on the check and cost 4 BP; adventurers of levels 3-5 grant a +5 bonus on the check and cost 8 BP; adventurers of level 6+ (but never higher than your APL) grant a +10 bonus on the check and cost 16 BP.

**TABLE 4-7: EVENT TYPE AND DANGER LEVEL**

d%	EVENT
01-02	Natural blessing and roll again <sup>1</sup>
03-04	Good weather and roll again <sup>1</sup>
05-25	Beneficial kingdom event (Table 4-8)
26-50	Dangerous kingdom event (Table 4-9)
51-75	Beneficial settlement event (Table 4-10)
76-96	Dangerous settlement event (Table 4-11)
97	Bandit activity and roll again <sup>2</sup>
98	Squatters and roll again <sup>2</sup>
99	Monster attack and roll again <sup>2</sup>
100	Vandals and roll again <sup>2</sup>

<sup>1</sup> If the reroll indicates the same event, ignore the duplicate event and do not reroll again.

<sup>2</sup> If the reroll indicates the same event, the second event occurs elsewhere in the kingdom.

**TABLE 4-8: BENEFICIAL KINGDOM EVENTS**

d%	EVENT
01-07	Archaeological find
08-12	Diplomatic overture
13-20	Discovery
21-31	Economic boom
32-39	Festive invitation
40-53	Food surplus
54-66	Good weather
67-75	Land rush
76-85	Natural blessing
86-90	New subjects
91-100	Political calm

**TABLE 4-9: DANGEROUS KINGDOM EVENTS**

d%	EVENT
01-05	Assassination attempt
06-18	Bandit activity
19-28	Feud
29-41	Food shortage
42-51	Improvement demand
52-59	Inquisition
60-64	Large disaster
65-76	Monster attack
77-84	Plague
85-92	Public scandal
93-100	Smugglers

TABLE 4-10: BENEFICIAL SETTLEMENT EVENTS

d%	EVENT
01-14	Boomtown
15-26	Discovery
27-40	Justice prevails
41-46	Noblesse oblige
47-58	Outstanding success
59-66	Pilgrimage
67-72	Remarkable treasure
73-81	Unexpected find
82-93	Visiting celebrity
94-100	Wealthy immigrant

TABLE 4-11: DANGEROUS SETTLEMENT EVENTS

d%	EVENT
01-10	Building demand
11-17	Crop failure
18-25	Cult activity
26-33	Drug den
34-41	Feud
42-49	Inquisition
50-54	Localized disaster
55-61	Monster attack
62-66	Plague
67-74	Sensational crime
75-80	Slavers
81-90	Squatters
91-100	Vandals

**Archaeological Find:** A well-preserved ruin is found in your kingdom, with historical artifacts connected to the people who lived in your land long ago. *Effect:* Lore +1. If you have a Museum, the discoverers donate 10,000 gp worth of historical artifacts to its collection (if you have multiple Museums, choose one as the recipient).

**Assassination Attempt:** One of your leaders (determined randomly) is the target of an assassination attempt. If the target is a PC, the GM should run the attempt as an encounter, using an assassin of a CR equal to the targeted PC's level. If the target is an NPC, you must succeed at a Stability check to prevent the assassination. If the assassination occurs, Unrest increases by 1d6 and the kingdom immediately incurs the penalties for not having a leader in that role.

**Bandit Activity:** Bandits are preying upon those who travel through your kingdom. Attempt a Stability check. If you succeed, your kingdom's defenses stop the bandits before they cause any harm. If you fail, the bandits reduce your kingdom's Treasury by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Boomtown (Settlement):** Randomly select one settlement. Commerce booms among that settlement. Until the next Event phase, Economy increases by the number of buildings in the settlement that grant an Economy bonus, and Corruption increases by 1d4 in that settlement.

**Building Demand (Settlement, Continuous):** The citizens demand a particular building be built (01-75) or demolished

(76-100). Select the building type randomly from those available for the settlement. If the demand is not met by the next Event phase, Unrest increases by 1. Alternatively, you can suppress the citizens' demands and negate the event by succeeding at a Loyalty check, but this reduces Loyalty by 2 and increases Unrest by 1.

**Crop Failure (Settlement):** Pests, blight, and weather ruin the harvest in the settlement's hex and all adjacent hexes. Attempt two Stability checks. If both succeed, the problem is fixed before your kingdom takes any penalties from the event. If only one succeeds, affected farms reduce Consumption by 1 (instead of the normal reduction) in the next Upkeep phase. If neither succeeds, affected farms do not reduce Consumption at all in the next Upkeep phase.

**Cult Activity (Settlement, Continuous):** A religious cult of an alignment opposed to the kingdom's alignment begins kidnapping, converting, or even publicly sacrificing citizens. Attempt a Loyalty check and a Stability check. If both succeed, the cult is disbanded before your kingdom takes any penalties from the event. For each of these checks you fail, Unrest increases by 1 and Productivity, Society, and Stability decrease by 1. If both checks fail, the event continues in the next Event phase.

**Diplomatic Overture:** A nearby kingdom sends an ambassador to you to negotiate an embassy (01-60), treaty (61-90), or alliance (91-100), as if using a diplomatic edict (see Special Edicts on page 229). If the GM doesn't have an appropriate kingdom in mind when this event occurs, determine the kingdom's alignment randomly; it may be hostile or friendly. The ambassador bears 1d4 BP worth of gifts for your kingdom.

**Discovery (Settlement):** Scholars unearth a bit of ancient lore or devise important new research of their own. Fame increases by 1 and Lore increases by 1d4.

**Drug Den (Settlement, Continuous):** One of your Houses or Tenements becomes a hive of illicit drug trade. Attempt a Loyalty check and a Stability check, with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, you eliminate the drug den before your kingdom takes any penalties from the event. If you fail at one check, Crime and Unrest increase by 1. If you fail at both checks, Crime and Unrest increase by 1; Economy, Loyalty, and Stability decrease by 1; and on the next Event phase, a second drug den event occurs in the same settlement (01-50) or the nearest settlement (51-100).

**Economic Boom:** Trade is booming in your kingdom! Your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Festive Invitation:** Your kingdom's leaders are invited to a festival in a neighboring kingdom. If you attend and bring 1d4 BP worth of gifts, for 1 year Society increases by 1, Fame increases by 1 for any check relating to that kingdom, and you gain a +2 bonus on edict checks relating to that kingdom.

**Feud (Settlement, Continuous):** Nobles (or other influential rival groups) are bickering. Attempt a Loyalty check. If you

succeed, you end the event but Unrest increases by 1. If you fail, Corruption increases by 1, Unrest increases by 1d6, and the event is continuous.

**Food Shortage:** Spoilage, treachery, or bad luck has caused a food shortage this turn. Attempt a Stability check. If you succeed, Consumption in the next Upkeep phase increases by 50%. If you fail, Consumption in the next Upkeep phase increases by 100%.

**Food Surplus:** Farmers produce an unexpected windfall! In the next Upkeep phase, the kingdom's Consumption is halved (but returns to normal on the next turn).

**Good Weather:** Good weather raises spirits and productivity. Economy, Loyalty, and Productivity increase by 2 until the next Event phase.

**Improvement Demand (hex):** This event is identical to the building demand event, but the citizens want the construction or destruction of a terrain improvement in the hex.

**Inquisition (settlement, continuous):** Zealots mobilize public opinion against a particular race, religion, kingdom, behavior, or kingdom leader. Attempt a Loyalty check. If you fail, the zealots run rampant; Infamy and Law increase by 1 and Lore, Loyalty, Productivity, and Stability decrease by 2. If you succeed, the zealots are somewhat suppressed; Lore, Loyalty, Productivity, and Stability decrease by 1. Two successful checks in a row end the event (if a check ends the event, no penalties from it occur that turn).

**Justice Prevails (settlement):** Authorities shut down a major criminal operation or thwart a plot against the settlement. Law and Loyalty increase by 1 and Crime and Unrest decreases by 1.

**Land Rush:** Overeager settlers claim an unclaimed hex and construct a Farm, Mine, Quarry, or Sawmill at their own expense, but are fighting over ownership. This hex is not part of your kingdom, so you gain no benefits from it. Productivity, Society, and Stability decrease by 1. Attempt a Loyalty check. If you succeed, Unrest increases by 1. If you fail, Unrest increases by 1d4. If you construct an identical improvement in an adjacent hex during your next Edict phase, remove this event's changes to Productivity, Society, and Stability.

**Large Disaster (Hex):** A fire, storm, earthquake, flood, massive sabotage, or other disaster strikes! Roll 1d6; on a result of 1–5, the disaster threatens only 1 improved hex. On a result of 6, the disaster is widespread and threatens 1d6 additional improved hexes adjacent to the target hex. Attempt a Stability check for each threatened hex; failure means the disaster destroys one terrain improvement in the hex and Unrest increases by 1. (This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

**Localized Disaster (Settlement):** A fire, a flood, a storm, an earthquake, massive sabotage, or another disaster strikes the settlement! Roll 1d6 to determine how many lots are threatened by the disaster. On a result of 6, the disaster is widespread and affects 1d6 additional adjacent lots. Attempt a Stability check for each threatened lot; failure means the disaster destroys the building in that lot and Unrest increases

by 1. (This Stability check represents your kingdom's ability to prepare for or react to the disaster as well as the structure's ability to withstand damage.)

**Monster Attack (Settlement, Continuous):** A monster (or group of monsters) attacks the kingdom. The GM picks a claimed hex in the kingdom in which the monster is active. The CR of the monster encounter is equal to the party's APL + 1d4 – 1. You can personally deal with the monster (earning XP and treasure normally for your efforts) or succeed at a Stability check to eliminate it (which doesn't affect you or the kingdom's statistics). If the monster is not defeated this turn, Unrest increases by 4. If the kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed—this is in addition to losing control of hexes in the Upkeep phase because of the kingdom's high Unrest score.

**Natural Blessing:** A natural event, such as a bloom of rare and beautiful wildflowers or a good omen in the stars, raises your kingdom's morale. You gain a +4 bonus on Stability checks until the next Event phase.

**New Subjects:** A small group of indigenous intelligent creatures joins your kingdom and submits to your rule. Society and Stability increase by 1, Unrest decreases by 1, and your Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Noblesse Oblige (Settlement):** A noble family offers to construct a Monument (01–50) or Park (51–100) in your settlement at the family's own expense. The nobles pay all costs and Consumption for this purpose.

**Outstanding Success (Settlement):** One of your kingdom's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings glory to your kingdom. Fame increases by 1, your Treasury increases by 1d6 BP, and Unrest decreases by 2. You gain a +4 bonus on Economy checks until the next Event phase.

**Pilgrimage (settlement):** Randomly select one settlement with a Cathedral, Shrine, or Temple. Pious religious folk journey to your settlement, holding a religious festival in that settlement at no BP cost to you.

**Plague (Hex or Settlement, Continuous):** A deadly sickness strikes the target hex or settlement. You cannot construct terrain improvements or buildings there while plague persists. Attempt two Stability checks, each with a penalty equal to the number of Brothels, Foreign Quarters, Highways, Inns, Piers, Roads, Stables, Stockyards, Tenements, and Waterfronts in the hex, and a bonus equal to the number of Alchemists, Cathedrals, Herbalists, Hospitals, and Temples in the hex. If you succeed at both checks, the event ends, but Stability decreases by 2 and Treasury by 1d3 BP. If you fail at one check, Stability decreases by 4, Treasury decreases by 1d6 BP, and Unrest increases by 1d3. If you fail at both, Stability decreases by 4, Treasury decreases by 1d6 BP, Unrest increases by 1d6, and in the next Event phase the plague spreads to an adjacent hex.

**Political Calm:** A sudden absence of political machinations coincides with an increase in public approval. Unrest decreases

by 1d6. Until the next Event phase, you gain a +2 bonus on checks to resolve continuous events. If your kingdom has no Unrest and no continuous events, both Loyalty and Stability increase by 1. If you are using Law settlement modifiers for the kingdom (see Expanding Settlement Modifiers on page 230), this also increases Law by 1 for the entire kingdom.

**Public Scandal:** One of your leaders is implicated in a crime or an embarrassing situation, such as an affair with another leader's spouse. Infamy increases by 1. Attempt a Loyalty check. If you fail, Unrest increases by 2 and you take a -4 penalty on all Loyalty checks until the next Event phase.

**Remarkable Treasure (Settlement):** The settlement immediately fills one of its open magic item slots (selected randomly) with a better than normal item (medium if a minor slot, major if a medium slot). Treat the settlement's base value as 50% higher than normal for determining the item's maximum price. If the settlement doesn't have any open magic item slots, treat this event as Unexpected Find.

**Sensational Crime (Settlement, Continuous):** A serial killer, arsonist, or daring bandit plagues your kingdom. Attempt two Stability checks, adding the settlement's Law and subtracting its Crime. If you succeed at both checks, the criminal is caught before your kingdom takes any penalties from the event. If you fail at one, the criminal escapes, Unrest increases by 1, and the event is continuous. If you fail at both, the criminal makes a fool of the authorities; Law and Loyalty decrease by 1, Treasury decreases by 1d4 BP, Unrest increases by 2, and the event is continuous.

**Slavers (Settlement, Continuous):** Criminals begin kidnapping citizens and selling them into slavery. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Brothels, Tenements, Waterfronts, and lots with squatters in the settlement. If you succeed at both checks, the slavers are caught before your kingdom takes any penalties from the event. If you fail at one of the checks, Loyalty, Stability, and Unrest decrease by 1, but the event is not continuous. If you fail at both checks, Loyalty, Stability, and Unrest decrease by 2, and the event is continuous.

**Smugglers (Continuous):** Unscrupulous merchants are subverting legitimate businesses. Attempt a Loyalty check and a Stability check, each with a penalty equal to the number of Piers, Waterfronts, and trade routes in the kingdom. If you succeed at both checks, the smugglers are stopped before your kingdom takes any penalties from the event. If you fail at one of the checks, Corruption increases by 1d2 in each settlement, Crime increases by 1 for the kingdom (Optional Kingdom Rules; see page 228), Productivity for the kingdom decreases by 1d3, Treasury decreases by 1d3 BP, and the event is not continuous. If you fail at both of the checks, Corruption increases by 1d4, Crime for the kingdom increases by 1, Productivity for the kingdom decreases by 1d6, Treasury decreases by 1d6 BP, and the event is continuous.

**Squatters (Settlement, Continuous):** An empty settlement lot is taken over by beggars, troublemakers,

and people unable to find adequate work or housing; they camp there with tents, wagons, and shanties. You cannot use the lot for anything until the squatters are dispersed. Fame and Stability decrease by 1, and Unrest increases by 2. You may try to disperse the squatters with a Stability check. Success means the squatters are dispersed and the event is not continuous, but if a House or Tenement is not built in that lot on the next turn, Infamy increases by 1 and Unrest by 2. Failing the Stability check means the event is continuous, and you may not build on that lot until the event is resolved.

**Unexpected Find (Settlement):** Local citizens discover a forgotten magical item. The settlement gains one temporary minor (01-70) or medium (71-100) magic item slot that is automatically filled in the next Upkeep phase. This slot and the item go away if the item is purchased or in the next Event phase, whichever comes first.

**Vandals (Settlement):** Thugs and dissidents riot and destroy property. Attempt a Loyalty check and a Stability check. If you succeed at both, the vandals are stopped before your kingdom takes any penalties. If you fail at one check, Society decreases by 1 and one random building in the settlement is damaged. If you fail at both, one random building is destroyed (Unrest increases by 1 for each lot of the destroyed building), and 1d3 other random buildings are damaged. A damaged building provides no benefits until half its cost is spent repairing it.

**Visiting Celebrity (Settlement):** A celebrity from another kingdom visits one of your settlements, causing a sudden influx of other visitors and spending. Fame increases by 1 and Treasury increases by 1d6 BP (each time you roll a 6, add the result to the total and roll again).

**Wealthy Immigrant (Settlement):** A rich merchant or a noble from another land is impressed with your kingdom and asks to construct a Mansion (01-75) or Noble Villa (76-100) in the settlement at no cost to you. If you allow it, the building provides its normal benefits to your kingdom.



**ONE-LOT BUILDINGS**



Alchemist



Bank



Barracks



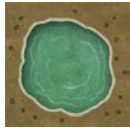
Black Market



Brewery



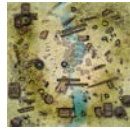
Caster's Tower



Cistern



Dance Hall



Dump



Exotic Artisan



Granary



Graveyard



Herbalist



House



Inn



Jail



Library



Luxury Store



Magic Shop



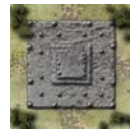
Mansion



Mill



Mint



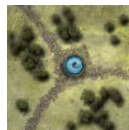
Monument



Observatory



Orphanage



Park



Pier



Shop



Shrine



Smithy



Stable



Tannery



Tavern



Tenement

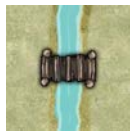


Trade Shop

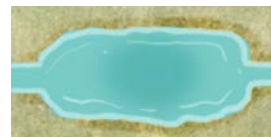
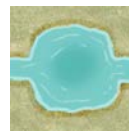
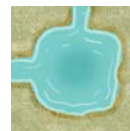
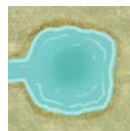


Watchtower

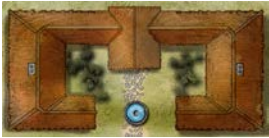
**BRIDGES**



**WATERWAYS**



**TWO-LOT BUILDINGS**



Academy



Bardic College



Bureau



Foundry



Garrison



Guildhall



Hospital



Magical Academy



Market



Military Academy



Monastery



Museum



Noble Villa



Temple



Theater



Town Hall

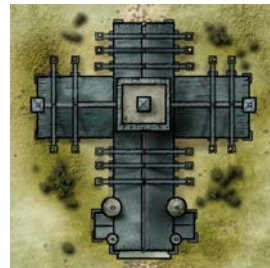
**FOUR-LOT BUILDINGS**



Arena



Castle



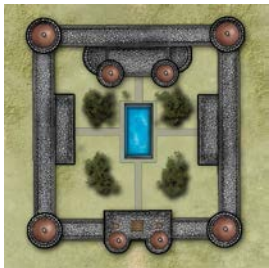
Cathedral



Foreign Quarter



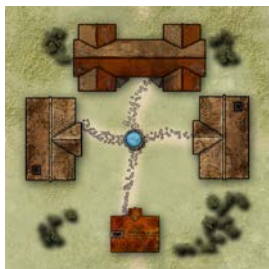
Menagerie



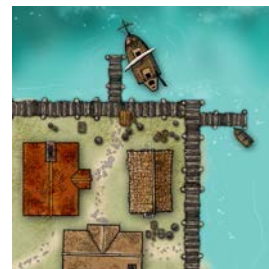
Palace



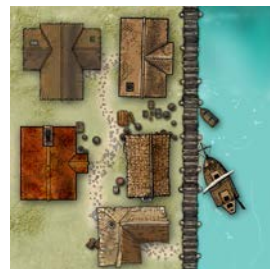
Stockyard



University



Waterfront



Waterfront



**DISTRICT GRID**

SETTLEMENT NAME \_\_\_\_\_

BASE VALUE \_\_\_\_\_ DEFENSE \_\_\_\_\_ POPULATION \_\_\_\_\_

FEATURES  Paved Streets  Sewer System

Land  Cliff  Moat  River  Wall  Water  Other

Land  Cliff  Moat  River  Wall  Water  Other

Land  Cliff  Moat  River  Wall  Water  Other

Land  Cliff  Moat  River  Wall  Water  Other

POTIONS	SCROLLS	WONDROUS ITEMS	OTHER
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**KINGDOM SHEET**

KINGDOM NAME \_\_\_\_\_ CAMPAIGN \_\_\_\_\_  
 GOVERNMENT \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ POPULATION \_\_\_\_\_ SIZE \_\_\_\_\_ CONTROL DC \_\_\_\_\_

**BONUSES**

**PENALTIES**

	TOTAL	BUILDINGS	EDICTS	EVENTS	LEADERSHIP	RESOURCES	ALIGNMENT	SKILL	GOVERNMENT	EDICTS	UNREST	VACANCIES	OTHER
<b>ECONOMY</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____
<b>LOYALTY</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____
<b>STABILITY</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____
<b>CORRUPTION</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____
<b>CRIME</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____
<b>LAW</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____
<b>LORE</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____
<b>PRODUCTIVITY</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____
<b>SOCIETY</b>	_____	= _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	+ _____	- _____	- _____	- _____	- _____

<b>FAME</b>	TOTAL _____	=	BASE _____	+ LORE/10 _____	+ SOCIETY/10 _____	+ SIZE BONUS _____	+ BUILDINGS _____	+ EVENTS _____	+ OTHER _____	NOTES _____
<b>INFAMY</b>	TOTAL _____	=	BASE _____	+ CORRUPTION/10 _____	+ CRIME/10 _____	+ SIZE BONUS _____	+ BUILDINGS _____	+ EVENTS _____	+ OTHER _____	

**ONGOING EVENTS**

**LEADERSHIP**

LEADERSHIP ROLE	BONUS	ATTRIBUTE
RULER _____	+ _____	ECONOMY, LOYALTY, STABILITY
RULER _____	+ _____	ECONOMY, LOYALTY, STABILITY
CONSORT _____	+ _____	LOYALTY
COUNCILOR _____	+ _____	LOYALTY
GENERAL _____	+ _____	STABILITY
GRAND DIPLOMAT _____	+ _____	STABILITY
HEIR _____	+ _____	LOYALTY
HIGH PRIEST _____	+ _____	STABILITY
MAGISTER _____	+ _____	ECONOMY
MARSHAL _____	+ _____	ECONOMY
ROYAL ENFORCER _____	+ _____	LOYALTY, -1 UNREST/UPKEEP
SPYMASTER _____	+ _____	_____
TREASURER _____	+ _____	ECONOMY
VICEROY _____	+ _____	ECONOMY
WARDEN _____	+ _____	LOYALTY

**EDICTS**

PROMOTION LEVEL \_\_\_\_\_  
 + \_\_\_\_\_ STABILITY + \_\_\_\_\_ BP CONSUMPTION

TAXATION LEVEL \_\_\_\_\_  
 + \_\_\_\_\_ ECONOMY - \_\_\_\_\_ LOYALTY

FESTIVALS PER YEAR \_\_\_\_\_  
 + \_\_\_\_\_ LOYALTY + \_\_\_\_\_ BP CONSUMPTION

**UNREST**

PENALTY ON ALL CHECKS

**CONSUMPTION**

BP

SIZE	CITIES	EDICTS	FARMS	OTHER
_____	+ _____	+ _____	- _____	+ _____

**TREASURY**

BP

**TRADE ROUTES**

DESTINATION	LENGTH (TRL)	ROUTE MODIFIER	LENGTH MODIFIER	TYPE	DC	CONTROL DC	CORRUPTION	ROUTE MODIFIER	LENGTH MODIFIER	PRODUCTIVITY
_____	_____	_____	_____	_____	_____	= _____	+ _____	+ _____	+ _____	- _____
_____	_____	_____	_____	_____	_____	= _____	+ _____	+ _____	+ _____	- _____
_____	_____	_____	_____	_____	_____	= _____	+ _____	+ _____	+ _____	- _____
_____	_____	_____	_____	_____	_____	= _____	+ _____	+ _____	+ _____	- _____





## OPTIONAL KINGDOM RULES

The following sections are optional rules for the kingdom-building system. These rules are modular; if the group prefers a simpler version of the kingdom rules, the GM can ignore the options and only use the standard kingdom-building rules. Many of these optional rules introduce more math into kingdom-building and use complex formulas to derive additional effects to be placed on the kingdom. The GM decides whether to use any of these optional rules in the campaign, and whether to keep or discard them if they interfere with the campaign's intended style of play.

### ABANDONED BUILDINGS

If a building requires another to be adjacent (such as how a Tavern must be adjacent to a House or Mansion), and that required building is demolished or destroyed, the GM may decide that the associated building goes out of business or otherwise shuts down 1d3 turns later because of lack of customers or support. If this occurs, you lose the building's benefit and Unrest increases by 1.

If you build a replacement for the abandoned building, on the next Upkeep phase you may attempt an Economy check to activate the abandoned building; success means the abandoned building is occupied and provides its bonuses. If you fail, you may keep trying on the next turn.

### DEITIES AND HOLY SITES

Instead of Cathedrals, Shrines, and Temples providing the same bonuses to Economy, Loyalty, and Stability regardless of that building's religious affiliation, they can instead provide a bonus to an attribute related to the alignment of the god worshipped.

A Temple increases attributes as follows: *Chaotic*: Loyalty +2; *Evil*: Economy +2; *Good*: Loyalty +2; *Lawful*: Economy +2; *Neutral*: Stability +2 (apply this twice if the god's alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral). A Cathedral increases these attributes by 4 instead of 2. A Shrine increases one attribute, and only by 1; for example, a lawful good Shrine increases Economy by 1 or Loyalty by 1).

Instead of granting alignment-based bonuses, a religious building may grant bonuses based on the portfolio of its chosen god. For example, a Temple of the goddess of wine may increase Economy and Loyalty (the same attributes as a Tavern) each by 2, and a Temple of the god of greed may increase Economy and Stability (the same attributes as a Black Market) each by 2. These values replace the building's normal modifiers to Economy, Loyalty, and Stability, and should never provide bonuses greater than the building's normal bonuses (+1 for a Shrine, +4 for a Temple, +8 for a Cathedral).

### DIPLOMATIC EDICTS

Diplomatic edicts are special edicts that allow you to establish an embassy, treaty, or alliance with another kingdom. You must have an official representative of your

kingdom, such as an ambassador or leader, present in the other kingdom to make this edict (though the GM may allow magical communication to handle most of the edict's details and bypass this requirement). Using this edict costs 1d4 BP in travel and other expenses.

Your representative must attempt a Diplomacy check. The DC is determined using the following formula:

$$\begin{aligned} & \text{DC} = 10 + \text{your kingdom's Infamy} \\ & + \text{the target kingdom's special Size modifier} \\ & + \text{your kingdom's special Size modifier} \\ & + \text{alignment difference modifier} \\ & + \text{relationship modifier} \\ & + \text{the target kingdom's attitude} \\ & - \text{your kingdom's Fame} \\ & + \text{BP you spend on bribes or gifts} \end{aligned}$$

**Special Size Modifier:** This is equal to the kingdom's Size divided by 5.

**Alignment Difference Modifier:** This is based on how close your kingdom's alignment is to the target kingdom's alignment, according to the following table.

**TABLE 4-12: DIPLOMATIC ALIGNMENT DIFFERENCE MODIFIER**

ALIGNMENT DIFFERENCE*	DC MODIFIER
Same	+0
1 step	+5
2 steps	+15

\* Per alignment axis.

**Relationship Modifier:** This takes into account your treaties, alliances, and conflicts with the target kingdom's allies and enemies. If you are friendly with the same kingdoms, the target is more interested in diplomacy with you. If you are friendly with the target kingdom's enemies, the target is less interested in negotiating with you. Modify the DC as follows for each third party you have in common.

**TABLE 4-13: DIPLOMATIC RELATIONSHIP MODIFIER**

RELATIONSHIP	DC MODIFIER
You and the target kingdom both have an alliance with a third party	-8
You have a treaty with the target kingdom's ally	-4
You and the target kingdom both have a treaty with a third party	-2
You have an embassy with the target kingdom's enemy	+2
You have a treaty with the target kingdom's enemy	+5
You have an alliance with the target kingdom's enemy	+10

**Attitude:** Much like the starting attitude of an NPC, the target kingdom's initial attitude toward you is indifferent, though the GM may modify this based on alignment differences, your shared history, culture, warfare, espionage, racial tensions, and other factors in the campaign world. These factors may also influence the

Diplomacy DC for using this edict (generally increasing the DC by 5 for every attitude step worse than helpful).

The act of making this Diplomacy check takes place over several days, with the emissary socializing with representatives of the target kingdom, discussing common interests and the benefits and goals of entering a diplomatic agreement with your kingdom. Because this check is not a singular event, abilities and spells that modify a single roll have no effect on this check unless they last at least 24 hours (for example, *glibness* does not affect this check).

### Type of Diplomatic Relationships

You use Diplomatic edicts to establish an embassy, treaty, or alliance; each is a closer relation than the previous one.

**Embassy:** You attempt to establish mutual recognition of authority and territory with the target kingdom, represented by granting dominion over embassies in each other's settlements. Attempt a Diplomacy check using the Diplomatic edict DC. If the Diplomacy check fails, the other kingdom rejects your diplomatic efforts and you cannot attempt to establish an embassy with it again for 1 year; if the check fails by 5 or more, your kingdom's Fame decreases by 1 and the other kingdom's attitude toward your kingdom worsens by 1 step.

If you succeed at the Diplomacy check, you create an embassy agreement with the target kingdom; if you succeed at the check by 5 or more, the target kingdom's attitude toward your kingdom improves by 1 step and your kingdom's Fame increases by 1. You may purchase or build a Mansion or Noble Villa in one of the other kingdom's settlements to use as an embassy (if so, your ambassador uses it as a residence). The target kingdom's leaders may do the same in one of your settlements. Your embassy is considered your territory (and vice versa). Your embassy grants your kingdom the normal bonuses for a building of its type (they apply to your kingdom's totals but not to any specific settlement in your kingdom) and increases Consumption by 1, Economy by 2, and Society by 2. If the target kingdom builds an embassy in one of your settlements, that kingdom gains these bonuses.

If you founded your kingdom with the support of a wealthy sponsor from another kingdom (see page 205), your kingdom automatically has an embassy agreement with your sponsor's, and you can use Diplomatic edicts to establish a treaty or an alliance.

Alternatively, your envoy may attempt to threaten rather than befriend the other kingdom. In this case, your envoy attempts an Intimidate check, applying your kingdom's Infamy as a bonus. You also gain a +1 bonus for every active army your kingdom has. This check's DC is the same as the Diplomatic edict DC above, except your Fame and Infamy do not modify it. You may spend BP on bribes or gifts to modify the DC. Your Infamy increases by 1 whether you succeed or fail at the check. If you succeed at the check, you create an embassy agreement with the target kingdom. If you fail, the target kingdom's attitude toward you worsens

### SPECIAL EDICTS

There are four types of optional special edicts: Diplomatic (see page 228), Exploration (see page 230), Trade (see page 232), and Vassalage (see page 233). Each turn in the Edict phase, after you have issued your Holiday, Improvement, Promotion, and Taxation edicts, you may issue one of these special edicts.

by 1 step, Infamy increases by an additional 1 and you cannot make this threat again for 1 year. If it fails by 5 or more, the kingdom's attitude toward you worsens by 2 steps and Infamy increases by an additional 1; if the kingdom's attitude becomes or is already hostile, it declares war on you.

An embassy is considered a permanent agreement. Replacing your ambassador does not affect the edict or the embassy. If you want to close your embassy and break the embassy agreement, attempt a Loyalty check. Success means you close the embassy. Failure means your citizens reject the idea of severing ties with the other kingdom and continue to staff the embassy; you may try again next turn.

If you attack a kingdom with which you have an embassy, attempt a Loyalty check. If you succeed, your Infamy increases by 1. If you fail, Infamy and Unrest both increase by 1.

**Treaty:** If you have an embassy agreement with another kingdom, you can approach that kingdom's leaders to establish a treaty that formalizes your economic and social cooperation and understanding. Doing so requires a new Diplomatic edict and requires your envoy to attempt three Diplomacy checks using the Diplomatic edict DC. These checks must be attempted in order (as an extreme success or failure can change the target kingdom's attitude and the difficulty of the later checks). If two or more of the checks fail, the attempt to create a treaty fails; your kingdom's Fame decreases by 1 and you cannot attempt to establish a treaty with the other kingdom for 1 year.

If two or more of the checks succeed, your envoy and one of the target kingdom's leaders (typically the Ruler or Grand Diplomat) attempt opposed checks with the following skills, rerolling ties: Bluff, Diplomacy, Knowledge (local), Knowledge (nobility), and Sense Motive. Either or both parties may substitute Intimidate for Diplomacy (even if this means one party is making a Diplomacy check opposed by the other's Intimidate check). As with Diplomatic edicts, abilities or spells that modify skill checks do not apply unless they last at least 24 hours. Whichever party wins most of these opposed checks has the advantage in the negotiations and decides whether the treaty is balanced or unbalanced.

For a balanced treaty, increase each kingdom's Economy by 10% of the other country's Economy. The Fame of the party with the advantage in the negotiations by 1.

For an unbalanced treaty, the advantaged kingdom's Economy increases by 15% of the disadvantaged kingdom's Economy, and the disadvantaged kingdom's Economy



increases by 5% of the advantaged kingdom's Economy. The advantaged kingdom's Infamy increases by 1. You may use a Diplomatic edict to change an unbalanced treaty in your favor to a balanced treaty; doing so does not require a check.

If one kingdom is an NPC kingdom and the GM doesn't want to calculate its exact Economy modifier, estimate its Economy as  $2d6 + \text{its Size}$ .

A treaty is considered a permanent agreement. If you want to renegotiate it, attempt a Loyalty check. If you succeed, your envoy and one of the target kingdom's leaders attempt opposed checks as described for embassies above (this doesn't guarantee you end up with a more favorable treaty). If you fail, the existing treaty remains in effect and your Unrest increases by 1.

If you withdraw from the treaty, attempt a Loyalty check. Success means Unrest increases by 1; failure means Unrest increases by 2.

If you attack a kingdom with which you have a treaty, attempt a Loyalty check. If you succeed, Infamy and Unrest increase by 1d2 each. If you fail, Infamy and Unrest increase by 1d4 each.

**Alliance:** If you have a treaty with another kingdom, you can use a Diplomatic edict to form an alliance—a military agreement of mutual defense and support. This works like the negotiations for a treaty, except it requires six Diplomacy or Intimidate checks. Four of these must succeed for the alliance to form.

If successful, negotiations proceed as for a treaty, with three opposed Diplomacy or Intimidate checks to determine who has the advantage in negotiations. The party with the advantage may decide whether the alliance is balanced or unbalanced, but the bonuses apply to each kingdom's Stability instead of Economy.

Kingdoms in an alliance can move their armies through each others' territories and station them in each others' territories or in unoccupied Forts and Watchtowers, though not inside allied settlements. If an allied kingdom stations an army inside your territory, you must succeed at a Loyalty check or gain 1d2 Unrest; this does not apply if your kingdom has been attacked and you have requested aid from the ally.

If you are attacked by another kingdom, you can call for aid from your allies. Failure to send aid increases an ally's Infamy by 1d4; the precise nature and amount of aid sent is at the discretion of the rulers of each kingdom, and the GM decides whether this Infamy increase happens.

If you attack a kingdom with which you have an alliance, attempt a Loyalty check. If you succeed, Infamy and Unrest increase by 1d4 each. If you fail, Infamy and Unrest increase by 2d4 each. An attacked ally may end an alliance, treaty, or embassy agreement with the aggressor without penalty.

## Relationships with Multiple Kingdoms

A kingdom may have embassies with any number of kingdoms. For each treaty or alliance after the first, the bonus to Economy or Stability is reduced by 1 (minimum +0).

## EXPANDING SETTLEMENT MODIFIERS

As explained in the Buildings section, the Settlement entry for a building lists modifiers that affect skill checks in the settlement (*GameMastery Guide* 204). If the GM wants these modifiers to influence the kingdom as a whole, add up the Settlement modifiers for all settlements in your kingdom, divide them by 10, and apply the following adjustments according to your kingdom's alignment: *Chaotic*: +1 Crime; *Evil*: +1 Corruption; *Good*: +1 Society; *Lawful*: +1 Law; *Neutral*: +1 Lore (apply this twice if the kingdom's alignment is simply Neutral, not Chaotic Neutral or Lawful Neutral). Use these total modifiers everywhere in your kingdom. If a settlement has its own settlement modifier, use the higher of the two modifiers for rolls relating to that settlement.

## EXPLORATION EDICTS

Exploration edicts are special edicts that allow you to commission explorers to map unclaimed hexes and prepare them for your kingdom. You may choose to accompany the explorers or let them explore on their own.

When commissioning an expedition, you must determine the length of time and plan the route in advance. Financing explorers costs 1d4 BP per month of the expedition, paid in advance. The explorers start at your capital, and spend the agreed-on time traveling to, exploring, and mapping unclaimed hexes. At the end of the contracted period, they return to your capital. See Table 4-6: Terrain and Terrain Improvements on page 214 for travel and exploration times. Each expedition requires a separate Exploration edict.

Explorers note obvious terrain features and resources on the first day in a hex. Each day spent in the hex allows Knowledge (geography) and/or Survival checks to locate hidden landmarks, lairs, or resources, with a DC ranging from 15 for things that are relatively easy to find or well known in local lore to DC 30 for those that are well hidden or generally unknown.

Explorers have the same chances for random encounters and other dangers that you would if you traveled through or explored the hex yourself. If you are not traveling with the explorers and they have a hostile encounter, you may have the expedition attempt a Stealth check (DC 10 + twice the encounter's CR), using the worst Stealth modifier among the expedition members. If the check fails, you may attempt a Stability check (DC = Control DC + twice the encounter's CR). If you succeed at the Stability check, the explorers escape and survive but are temporarily scattered and make no more progress that month. If you fail the Stability check, the explorers are killed; Unrest increases by 1, and the remainder of your BP investment in the expedition is lost.

## FAME AND INFAMY

Kingdoms gain notoriety for the actions of their leaders and citizens, as well as for constructing certain types of buildings. This leads to the development of Fame or Infamy. Fame represents a positive perception of a kingdom—it's seen as a place of culture, learning, peace, and honor—as

well as reflecting its measure of success in diplomacy, trade, and battle. Infamy represents a negative perception of a kingdom—it's perceived as treacherous, corrupt, prejudiced, ruthlessly warmongering, and villainous.

As a kingdom grows, it can gain and lose both Fame and Infamy, but these are not opposite statistics—an increase in Fame does not mean an equal decrease in Infamy. For example, a kingdom may be famous for culture and learning as well as infamous for treachery and corruption.

These Fame and Infamy values are not associated with the similar terms in Chapter 3.

**Starting Values:** When you found a kingdom, it starts with Fame 1 or Infamy 1 (Ruler's choice). The other value starts at 0. Fame and Infamy cannot go below 0. Certain buildings (such as Arenas and Castles) increase Fame. Some events (such as Squatters or Visiting Celebrity) can increase or reduce Fame or Infamy.

**Settlement Modifiers:** Add all the Lore and Society modifiers from all your settlements and divide by 10; add this amount to your Fame. Add all the Corruption and Crime modifiers from all your settlements and divide by 10; add this amount to your Infamy.

**Size Increases:** When your kingdom's Size increases to 11, 26, 51, 101, and 201, Fame or Infamy (Ruler's choice) increases by 1.

**Using Fame and Infamy:** Fame and Infamy affect skill checks relating to other kingdoms. For every 10 points of your kingdom's Fame, your citizens gain a +1 bonus on Diplomacy checks to influence government officials of other kingdoms. For every 10 points of your kingdom's Infamy, your citizens gain a +1 bonus on Intimidate checks to influence government officials of other kingdoms.

## FORMS OF GOVERNMENT

The kingdom-building rules presume your government is a feudal monarchy; the leaders are appointed for life (either by themselves or an outside agency such as a nearby monarch), and pass their titles to their heirs. The form of government you choose can help establish the flavor and feel of the kingdom and also adjust its settlements' modifiers. You may choose one of the following as the kingdom's government.

**Autocracy:** A single person rules the kingdom by popular acclaim. This person may be elected by the people, a popular hero asked to lead, or even a hereditary monarch who rules with a light hand. *Modifiers:* None.

**Magocracy:** An individual or group with potent magical power leads the kingdom and promotes the spread of magical and mundane knowledge and education. Those with magical abilities often enjoy favored status in the kingdom. *Modifiers:* Lore +2, Productivity -1, Society -1.

**Oligarchy:** A group of councilors, guild masters, aristocrats, and other wealthy and powerful individuals meet in council to lead the kingdom and direct its policies. *Modifiers:* Corruption +1, Law -1, Lore -1, Society +1.

**Overlord:** The kingdom's ruler is a single individual who either seized control or inherited command of the

settlement and maintains a tight grasp on power. *Modifiers:* Corruption +1, Crime -1, Law +1, Society -1.

**Republic:** The kingdom is ruled by a parliament of elected or appointed officials who represent the various geographic areas and cultural constituents of the kingdom, making decisions for the whole through voting, bureaucratic procedures, and coalition-building. *Modifiers:* Crime -1, Law -1, Productivity +1, Society +1.

**Secret Syndicate:** An unofficial or illegal group like a thieves' guild rules the kingdom—the group may use a puppet leader to maintain secrecy, but the group pulls the strings. *Modifiers:* Corruption +1, Crime +1, Law -3, Productivity +1.

**Theocracy:** The kingdom is ruled by the leader of its most popular religion, and the ideas and members of that religion often enjoy favored status in government and the kingdom. *Modifiers:* Corruption -1, Law +1, Lore +1, Society -1.

## INDEPENDENCE AND UNIFICATION

Sometimes, breaking a kingdom into multiple pieces or joining with another kingdom is the best option for long-term survival.

### Declaring Independence

Though many kingdoms break apart due to military, racial, or religious conflicts, you can divide up your kingdom amiably if all leaders agree. During the Event phase, follow these steps.

**Step 1:** Decide how many kingdoms you'll make out of the old one.

**Step 2:** Split up the kingdom. Determine which hexes belong to each daughter kingdom. Divide the treasury in a fair manner (such as proportionate to population or Size), and divide any other mobile assets (such as armies).

**Step 3:** Determine how much Unrest in the parent kingdom does not result from leadership and building modifiers. Divide this by the number of daughter kingdoms being made from the parent kingdom (minimum 1 Unrest).

**Step 4:** Each daughter kingdom should follow the steps for founding a kingdom (see page 200). Treat leaders moving from the parent kingdom to a daughter kingdom as abdicating their posts in the parent kingdom. Loyalty increases by 1 for each daughter kingdom for the next 6 months. Add the Unrest from Step 3 to the Unrest for the daughter kingdoms.

The GM may influence any of these steps as appropriate to the situation, such as by giving one kingdom an Economy penalty and a Loyalty bonus, or dividing the Unrest in Step 4 unequally between the kingdoms.

If independence occurs as a result of creating a secondary territory by losing control of a connecting hex (see Losing Hexes on page 209), the additional Unrest penalty from having a kingdom leader act as the Ruler ends.

**Independence and Diplomatic Edicts:** If you're using Diplomatic edicts (see page 228), you may wish to use such an edict to declare independence. Treat this act as a Diplomatic edict to form an alliance, but the sponsor's initial attitude toward your kingdom is 2 steps worse.



If successful, the negotiation emancipates your kingdom and ends any treaty or alliance with your former patron; you retain an embassy with that kingdom and can try to negotiate a new treaty or alliance. If the negotiation fails, it worsens the patron's attitude by 1 additional step. If this changes the patron's attitude to hostile, it leads to war against your rebellious kingdom.

The paragraph above describes an optimal, peaceful situation where part of the kingdom wants to split away from the rest or the rulers want to divide the kingdom into smaller kingdoms. Splitting a country because of invasion, revolution, or a similar conflict usually involves unique circumstances and is beyond the scope of these rules; the GM should use the above steps as guidelines for when the kingdom leaders reach an agreement with others about how to split the kingdom.

## Forming a Union

Just as a kingdom can divide into separate pieces, kingdoms may want to unite to become a more powerful political entity. If the leaders in each kingdom agree to the union, the process is relatively smooth. During the Event phase, follow these steps.

First, combine the Treasuries and any other mobile assets (such as armies) of the kingdoms. Next, determine how much Unrest in each kingdom is not from leadership and building modifiers. Average these numbers together (minimum 1 Unrest).

Then follow the steps for founding a kingdom (see page 200). Treat leaders who change roles as changing roles within the same kingdom.

Once you've got your new, combined kingdom, add the Unrest from earlier to the Unrest for the new kingdom.

The GM may influence any of these steps as appropriate to the situation, such as giving hexes in the smaller kingdom a temporary Loyalty penalty for 1 year, or giving the entire kingdom a 1d4-2 Stability modifier each turn for 6 months.

## LEADERSHIP ROLE SKILLS

Each leadership role provides bonuses to kingdom statistics based on one of the leader's ability scores. The GM may want to allow a leader's ranks in a relevant skill (such as Diplomacy or Intimidate) to also affect the kingdom statistics. For every 5 full ranks in a relevant skill, the leader may increase the leadership modifier by an additional 1. These skill-based additional bonuses modify the standard leadership role bonuses in the same way that the Leadership feat grants additional bonuses.

The relevant skills for each leadership role are as follows.

- Ambassador:** Diplomacy
- Consort:** Knowledge (nobility)
- Councilor:** Knowledge (local)
- General:** Profession (soldier)
- Grand Diplomat:** Diplomacy
- Heir:** Knowledge (nobility)
- High Priest:** Knowledge (religion)
- Magister:** Knowledge (arcana)

**Marshal:** Survival

**Royal Enforcer:** Intimidate **Ruler:**

Knowledge (nobility) **Spymaster:**

Sense Motive **Treasurer:**

Profession (merchant) **Viceroy:**

Knowledge (geography) **Warden:**

Knowledge (engineering)

## SETTLEMENT SIZES

The GM may want to adjust settlement modifiers based on the kingdom's Size and how that corresponds to the standard settlement size categories in the *Core Rulebook*.

**TABLE 4-14: SETTLEMENT SIZES AND MODIFIERS**

LOTS	CATEGORY	MODIFIERS	DANGER
1	Village	-4	-10
2-8	Small Town	-2	-5
9-20	Large Town	0	0
21-40	Small City	+1	+5
41-100	Large City	+1*	+5*
101+	Metropolis	+1*	+5*

\* Per district.

**Modifiers:** Add the listed number to the settlement's Corruption, Crime, Law, Lore, Productivity, and Society.

**Danger:** Add the listed number to the settlement's Danger value (*GameMastery Guide* 204).

## TRADE EDICTS

Trade edicts are special edicts that allow you to create a trade route with another kingdom, increasing the BP you gain every month, as well as possibly increasing your Fame and other kingdom statistics.

To plan a trade route, select another kingdom as your trade partner and determine the distance in hexes from a settlement in your kingdom to a settlement in the target kingdom, tracing the path of the trade route rather than a direct line. A trade route can pass through grassland, desert, or any terrain that has a road or highway. If your settlement contains a Pier, the trade route can pass along rivers and coastal hexes. If your settlement contains a Waterfront, your trade route can pass through water hexes.

Longer trade routes are harder to maintain than short ones. To determine the effective length of your trade route, hexes with roads or rivers count normally. Grassland and desert hexes count double. Water hexes and hexes with highways count as half. This total distance is the Trade Route Length (TRL). Divide the Trade Route Length by 10 to get the Route Modifier (RM). Subtract the TRL from your kingdom's Size to get the Length Modifier (LM), with a minimum LM of 0.

Establishing a trade route takes 1 hex per day along Roads and Rivers (upstream), 2 along coastlines, and 4 along water or Rivers (downstream). If the journey requires 1 turn or more, you gain no benefits from it until the turn the traders arrive at their destination.

You must invest at least 5 BP into the initial trade expedition using this trade route. The first time your traders reach the destination settlement, attempt an Economy check, a Loyalty check, and a Stability check. Determine the DC as follows:

**DC = Control DC + your settlement's Corruption  
+ the RM + the LM – your settlement's Productivity**

If all three checks fail, the trade route is a total loss; Fame decreases by 1 and Unrest increases by 1. If one check succeeds, the expedition fails to reach its destination but sells its goods elsewhere for 1d4 BP per every 5 BP invested.

If two checks succeed, the trade route is established; Economy increases by 1 and Treasury increases by the RM + 2d4 BP per 5 BP invested in the initial trade expedition. For example, if you invested 5 BP in a trade route with an RM of 2, Treasury increases by 2 + 2d4 BP.

If all three checks succeed, the trade route is established and is a great success; Economy increases by 2, Fame increases by 1, and Treasury increases by the RM + 2d4 BP per 5 BP invested in the initial trade expedition.

An established trade route provides its benefits for 1 year.

A kingdom can have one of each of the following types of trade route. Each type requires certain buildings in your settlement, and each increases the Economy bonus from a successful trade route.

**Food:** If your kingdom has surplus production from farms and fisheries that reduces its Consumption to below 0, you may export food. A successful food trade route increases Economy by 1 for every 10 Farms and Fisheries in the kingdom; this benefit is lost in any month that Farms and Fisheries do not reduce Consumption below 0. You must have at least 1 Granary and 1 Stockyard in your settlement.

**Goods:** The trade route transports goods such as weapons and textiles. Count all Guildhalls, Smithies, Shops, Trade Shops, and Tanneries in the starting settlement and divide by 10; a successful goods trade route increases Economy by this amount. You must have at least 1 Guildhall in your settlement.

**Luxuries:** This trade route carries exotic goods such as art, musical instruments, books, spices, dyes, and magic items. Count all Alchemists, Caster's Towers, Exotic Artisans, Herbalists, Luxury Stores, and Magic Shops in the starting settlement and divide by 10; a successful luxuries trade route increases Economy by that amount. You must have at least 1 Luxury Store in your settlement.

**Raw Materials:** This trade route carries common raw materials such as lumber, stone, ore, or metal. A successful raw materials trade route increases Economy by 1 for every 10 Mines, Quarries, and Sawmills in the kingdom. You must have at least 1 Foundry in the starting settlement to count Mines.

## VASSALAGE EDICTS

Vassalage edicts are special edicts that allow you to cede a portion of your lands (or unclaimed lands you deem yours

to take) to a subordinate leader, sponsoring that leader's rulership in exchange for fealty. You can also use a Vassalage edict to found a colony beholden to your kingdom. You may also use a Vassalage edict to subjugate an existing kingdom you have conquered without having to absorb the entire kingdom hex by hex. When you issue a Vassalage edict, you must select a person to take the Viceroy leadership role.

Issuing a Vassalage edict requires you to spend 1d4 BP and give additional BP to the Viceroy as a starting Treasury for the vassal kingdom (just as a wealthy sponsor may have granted to your initial Treasury). You may give up to 1/4 of your kingdom's Treasury to your new vassal as a grant to help found the kingdom.

When you issue a Vassalage edict, you are creating a new kingdom or attaching an existing kingdom to your own. Your vassal functions in most respects as a separate entity with its own kingdom scores. You decide how it is governed; you may give its leaders full autonomy, or give occasional suggestions or commands about buildings and improvements, or control it directly by giving orders to the Viceroy.

**New Vassal or Colony:** When you issue a Vassalage edict to create a new colony or kingdom, you may immediately establish an embassy, treaty, or alliance (your choice) with your new vassal (see Diplomatic edicts on page 228). You may decide that the treaty and alliance are balanced or unbalanced. These decisions are automatically successful and do not require rolls.

**Subjugation:** When you issue this edict to subjugate another kingdom, you may immediately establish an embassy (see page 229), but you must follow the normal rules if you wish to establish a treaty or alliance. If you spend BP on bribes or gifts to reduce the DC and you succeed at forming the treaty or alliance, you may count half of this amount as going toward new improvements or buildings built in the vassal kingdom that turn.

The starting attitude of the vassal kingdom is based on alignment compatibility (as per Diplomatic edicts on page 228) and modified by the circumstances under which you deposed the prior leadership per GM discretion—for example, improving if you removed a hated tyrant or worsening if you unseated a popular ruler.

Subjugation may cause friction between your established citizens and the newly conquered. You must attempt a Loyalty check each turn (when you issue the edict, and on future turns during the Upkeep phase), increasing the DC by the subjugated kingdom's Size divided by 5. Failure means Unrest increases by 1d4. If you succeed at this check three turns in a row, you establish a peaceful equilibrium and no longer need to attempt these checks.

**Vacancy Penalty:** If the vassal kingdom take a vacancy penalty for not having a Viceroy or a Viceroy not doing his duties, that kingdom also takes the Ruler vacancy penalty. A Consort or Heir from your kingdom may mitigate this penalty if she is touring the vassal state; however, she cannot also mitigate the Ruler vacancy penalty in your kingdom.

