

Kingdom Basics

Alignment: A kingdom's alignment affects its statistics. Choose your kingdom's alignment carefully. Lawful kingdoms gain a +2 bonus on Economy checks. Chaotic kingdoms gain a +2 bonus on Loyalty checks. Good kingdoms gain a +2 bonus on Loyalty checks. Evil kingdoms gain a +2 bonus on Economy checks. Neutral kingdoms gain a +2 bonus on Stability checks. A truly neutral kingdom gains this bonus twice.

Size: Count and record the number of hexes your party claimed for their kingdom. This is your kingdom size. This number affects a kingdom's Consumption and its Control DC.

Control DC: A kingdom's Control DC is 20 + its size. This value is the DC frequently rolled against for Stability, Economy, and Loyalty checks.

Population: Actual population numbers do not factor into your kingdom's statistics, but it can be fun to track the number anyway. A kingdom's population is equal to its size \times 250 + the total population of each of its cities.

Stability, Economy, and Loyalty: These three values are analogous to saving throws. You make Stability checks during a kingdom's Upkeep phase to determine whether it remains secure. You make Economy checks during a kingdom's Income phase to determine how much its treasury increases. You make Loyalty checks to keep the public peace. A kingdom's initial scores in all three is 0 + the kingdom's alignment modifiers. A natural 1 is always a failure for these checks, and a natural 20 is always a success.

Unrest: A kingdom's Unrest value indicates how rebellious its people are. A kingdom's Unrest score is applied as a penalty on all Stability, Economy, and Loyalty checks. If a kingdom's Unrest is above 10, you begin to lose control of hexes you have claimed. If a kingdom's Unrest score ever reaches 20, it falls into anarchy. While in anarchy, a kingdom can take no action and treats all Stability, Economy, and Loyalty check results as 0. Restoring order once a kingdom falls into anarchy typically requires a number of quests and lengthy adventures by the kingdom's would-be leaders. Unrest can never go below 0- adjustments that would normally reduce Unrest lower than 0 are wasted.

Treasury: As your kingdom earns money, favors, resources, and power, its Build Point (BP) total increases.

Consumption: A kingdom's prosperity is measured by the BP in its treasury. Its Consumption indicates how many BP it costs to keep the kingdom functioning. If a kingdom is unable to pay its Consumption, its Unrest increases by 2. A kingdom's Consumption is equal to its Size plus the number of City Districts it contains plus adjustments for Edicts minus 2 per farm and minus 1 per winery.

Special Resources: If your kingdom includes any special resources, see page 9 for instructions.

Leadership: Write in the names of the PCs or NPCs filling each of the 11 leadership roles, along with their appropriate modifiers.

Chapter 2: Kingdom Building

The Kingdom's Turn

Like a player character's stat block, a kingdom's stat block continues to evolve as the kingdom expands, gathers more resources, purchases upgrades, or suffers defeats and setbacks. As the kingdom grows, the characters will need to deal with a host of situations, all of which can influence the kingdom's stat block.

A kingdom's growth occurs during four phases, which represent a month in game time. When the characters establish a kingdom, pick a day of each month to resolve that kingdom's growth and fortunes. It may be best to select the last day of each month, so that any accomplishments the characters have made during that month can impact the kingdom's growth.

Upkeep Phase

If this is your kingdom's first turn or your kingdom has been reduced to 0 hexes, skip this phase and proceed to the Improvement phase. During a kingdom's Upkeep phase, take the following actions:

Step 1 - Determine Kingdom Stability: Make a Stability check against your Control DC to determine your kingdom's level of security for the month. If you make the check, reduce your kingdom's Unrest by 1 (if your Unrest is at 0, gain 1 BP as a result of surplus goods and services). If you fail this check by 5 or more, increase Unrest by 2.

Step 2 - Pay Consumption: Deduct your kingdom's Consumption from the kingdom's Treasury BP. If you aren't able to pay for the month's Consumption, your kingdom's BP drops into negatives. Every time you end an Upkeep phase with negative BP in your Treasury, your kingdom's Unrest increases by 2.

Step 3 - Fill Vacant Magic Item Slots: If there are any vacant magic item slots in any cities, randomly roll new items to fill these slots. This step is skipped until your kingdom has magic item slots to fill.

Step 4 - Unrest: If the kingdom's Unrest is 11 or higher, it loses one hex chosen by the kingdom's leaders. Any improvements in that hex (such as farms and roads) are lost and must be rebuilt after the hex is reclaimed. Any developments in that hex become towns that must be annexed if they are to be reclaimed into the kingdom. Finally, if the Kingdom employs a Royal Assassin, reduce your total Unrest by 1.

Improvement Phase

The number of improvements you can make during a single phase is limited by your kingdom's size. (See Table 2-1 Kingdom Improvements per Month for these limits.) During a kingdom's Improvement phase, take the following actions:

Step 1 - Select Leadership: Assign leaders to any vacant leadership roles. Leaders must be PCs or closely allied NPCs. You can change leaders as often as you want. The only impact on your nation's statistics is the bonuses that apply, as the ability scores of leaders differ. Reallocating roles allows you to give every player a chance to be the ruler or find the role that is best for the character.

Step 2 - Claim Hexes: A hex represents an area approximately 375 square miles, and the character's kingdom must be built hex by hex. To claim a hex, you must explore it and clear it of monsters or dangerous hazards. A newly claimed hex must be adjacent to a hex that is already part of the kingdom—with the exception of the first hex, which can be anywhere. After exploration, claim the hex as part of the kingdom by spending 1 BP. Increase your kingdom's size (and thus its Consumption) by 1 for each hex you claim. You can claim a number of hexes per month based on Kingdom size as listed in Table 2-1. During this step, you also abandon a hex to reduce your Kingdom's Size. Doing so increases Unrest by 1 (or by 4, if the abandoned hex contains a city).

Step 3 - Establish and Improve Cities: Prepare land and purchase new buildings for your kingdom's cities. You can prepare land for new cities or city districts and build new buildings based on your kingdom Size as referenced in Table 2-1 in the Cities/Districts and Buildings Columns respectively. The building's adjustments to your nation apply immediately. You can also destroy buildings at this time in order to clear a space to build something new. If you destroy a building, don't forget to remove its benefits from your kingdom's statistics!

Step 4 - Build Roads: Roads have an immediate initial cost but over the long term can reward the investor handsomely. It costs 1 BP to build a road through a hex. This cost increases to 2 BP in forests and to 4 BP in swamps and mountains. If the road crosses a river, a bridge must be built. This doubles the road's cost. The cost is halved (minimum 1 BP) if the hex contains an existing worn path or game trail. The maximum number of roads you can build per month is limited by the kingdom's Size as listed in Table 2-1.

Step 5 - Develop Open Spaces: You can develop any hex you claimed that does not contain a city. The hex being developed must contain a road.

Step 6 - Edicts: Pick or adjust your edict levels as you wish.

Table 2-1. Kingdom Improvements Per Month

Kingdom Size	Hexes Claimed	New Cities	New Buildings	Roads	Develop Open Space
1-10	1	1	1	1	1
11-25	2	1	2	2	1
26-50	3	1	5	3	2
51-100	4	2	10	4	2
101-200	8	3	20	6	3
200+	12	4	No Limit	8	4

Income Phase

Step 1 - Deposits: You can add funds to a kingdom's treasury by donating coins, gems, jewelry, weapons, armor, magic items, and other valuables you find while adventuring. For every full 4,000 gp in value of the deposit, increase your kingdom's BP by 1. Items that individually cost more than 4,000 gp must be sold as detailed under Step 3 below.

Step 2 - Withdrawals: You can withdraw funds from the kingdom's treasury, but doing so runs the risk of annoying the citizens. Each time you withdraw funds, the kingdom's Unrest increases by 1. In addition, you must make a Loyalty check (DC = Control DC + number of BP being withdrawn); a failure causes your kingdom to gain Unrest equal to the total BP withdrawn. Each BP withdrawn in this manner converts into 2,000 gp.

Step 3 - Sell Valuable Items: You can attempt to sell items that cost more than 4,000 gp through your city's markets to bolster your kingdom's Treasury. These can be items you recover during an adventure or they can be magic items currently held by your cities. To sell these items, make an Economy check (DC 20 for minor items, DC 35 for moderate items, and DC 50 for major items). A failed check indicates the item doesn't sell. Success indicates that the item sells and you can increase your kingdom's treasury by 2 BP for minor items, 6 BP for moderate items, or 12 BP for major items. You can make one Economy check per city district during each Income phase.

Step 4 - Generate Income: Collect your tax revenue. Make an Economy check against your Control DC. If you're successful, divide your result by 5 (dropping any fractions) and increase your Treasury's BP by that amount. Rolling a Natural 1 automatically fails and rolling a Natural 20 is an automatic success.

Event Phase

There's a 25% chance that a random event occurs during an Event phase. This chance increases to 75% if there was no Kingdom Event in the previous turn.

Leadership Roles

A healthy kingdom has leaders filling a number of important roles. Each leader grants the kingdom different benefits and leaving a role unfilled can penalize the kingdom. A single character can only occupy one leadership role at a time. In order for a Leadership role to grant its bonus, the character in that particular role must spend at least one week per month engaged in appropriate leadership duties for the role. During this time the characters must be located within their capital. For exploration and nation building-centric campaigns, it is best to have the party pick the same week to dedicate to these duties so all characters have synchronized schedules for exploring new territory and expanding the kingdom.

The Ruler is the primary leader of the kingdom. Unlike the other leadership roles, a ruler uses one of three distinct titles, depending on the current size of the kingdom. A baron or baroness rules a Kingdom 1-20 hexes in size, a duke or duchess rules a 21-80 hex kingdom and a kingdom of 81 or more hexes is ruled by a king or queen.

Benefit A baron or baroness chooses one of a nation's statistics (Economy, Loyalty, or Stability) and modifies that score by a value equal to the character's Charisma modifier, a duke or duchess chooses two of these values to modify, and a king or queen modifies all three values.

Vacancy Penalty A kingdom without a ruler cannot claim new hexes, develop open spaces, build roads, or purchase city districts. Also, increase Unrest by 4 during each Upkeep phase in which the kingdom has no ruler.

Special Two characters can fill this role if they are married or related by blood, in which case the two rulers can jointly command the kingdom. Both rulers apply their Charisma modifiers to the kingdom's Stability, Economy, and Loyalty checks as appropriate for their title. As long as one ruler is present for 1 week per month, the vacancy penalty is avoided.

The Councilor ensures that the will of the citizenry is represented.

Benefit Increase Loyalty by a value equal to the Councilor's Wisdom or Charisma modifier.

Vacancy Penalty Decrease Loyalty by 2. The kingdom cannot gain benefits from festivals. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no Councilor.

The General commands the kingdom's armies and is a public hero.

Benefit Increase Stability by a value equal to the General's Strength or Charisma modifier.

Vacancy Penalty Decrease Stability by 4.

The Grand Diplomat oversees international relations.

Benefit Increase Stability by a value equal to the Grand Diplomat's Intelligence or Charisma modifier.

Vacancy Penalty Decrease Stability by 2. The kingdom cannot issue Promotion Edicts.

The High Priest guides the kingdom's religious growth and sees to spiritual needs.

Benefit Increase Stability by a value equal to the High Priest's Wisdom or Charisma modifier.

Vacancy Penalty Decrease Stability and Loyalty by 2. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no High Priest.

The Magister guides a kingdom's higher learning and magical employment.

Benefit Increase Economy by a value equal to the Magister's Intelligence or Charisma modifier.

Vacancy Penalty Decrease Economy by 4.

The Marshal leads the kingdom's defenders and city guards.

Benefit Increase Loyalty by a value equal to the Marshal's Strength or Constitution modifier.

Vacancy Penalty Reduce Loyalty by 4 and Stability by 2

The Royal Assassin can serve as a public executioner, a headsman, or a shadowy eradicator of kingdom rivals.

Benefit Increase Loyalty by a value equal to the Royal Assassin's Strength or Dexterity modifier. Fear provoked by the presence of the Royal Assassin reduces Unrest by 1 during each Upkeep phase.

Vacancy Penalty None

The Spymaster observes the kingdom's underworld/criminal elements and spies on other kingdoms.

Benefit Increase Loyalty, Economy, or Stability (Spymaster's choice) by a value equal to the Spymaster's Dexterity or Intelligence modifier. The Spymaster can change which value is modified during the kingdom's Improvement phase (but only once per Kingdom Turn).

Vacancy Penalty Rampant crime reduces Economy by 4. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no Spymaster

The Treasurer organizes tax collection and manages the treasury.

Benefit Increase Economy by a value equal to the Treasurer's Intelligence or Wisdom modifier.

Vacancy Penalty Reduce Economy by 4. The kingdom cannot collect taxes.

The Warden helps organize patrols and enforces justice in rural and wilderness regions.

Benefit Increase Economy by a value equal to the Warden's Dexterity or Wisdom modifier.

Vacancy Penalty Decrease Economy by 4.

New Leadership Role: Lord Chancellor

The lord (or lady) chancellor is the chief aide to the monarch in running a kingdom and can be called upon to fill a variety of roles.

Benefit A lord chancellor can choose between one of two options at the beginning of a kingdom build phase:

- Negate the penalties to kingdom checks incurred by up to two vacancies in other leadership roles
- Claim an extra hex and the construction of additional buildings equal to the lord chancellor's lowest mental ability score modifier (minimum 0).
- If the kingdom has a councilor, high priest, ruler, and spymaster, the lord chancellor can choose to coordinate efforts to maintain the well-being of the kingdom, reducing Unrest by 1d3 points.

Vacancy Penalty While the role of a lord chancellor is not necessary, they handle much of the minutiae of a kingdom's paperwork that would otherwise be left to the ruler. The GM can opt that the bonuses to kingdom checks provided by a single ruler are all halved (round down). If there are two rulers, this penalty does not apply.

Special Resources

Some hexes do more than just add size to a kingdom; they also add resources and impact a kingdom's Stability, Economy, Loyalty, and other elements.

Bridge: An existing bridge in a hex negates the cost increase of building a road to cross the river.

Building: If you establish a city in a hex at an existing building site, you can incorporate the building into the city as a free building. The GM selects the type of building based on the encounter.

Lair: A lair can be used as a defensive fallback, storage, a guard post or even a prison. A lair in a hex increases a kingdom's Stability by 1.

Landmarks: Landmarks are sites of great pride, mystery, and wonder. They serve to bolster a kingdom's morale. A landmark in a hex increases a kingdom's Loyalty by 1.

Forests: A hex that is almost entirely trees within 5 hexes of a city reduces the Consumption of that city by 1. The Consumption of a city cannot go below 0 due to forest in close proximity. A forest hex cannot be used to reduce the Consumption of more than one city. If multiple cities are within 5 hexes, the rulers must choose which city receives the benefit. The presence of a camp in a forest hex reduces the city's Consumption by an additional 1.

Rivers/Roads: A hex with a river or a road in it allows for easier travel. For every 4 river or road hexes your kingdom controls, the kingdom's Economy increases by 1. For every 8 road hexes your kingdom controls, its Stability also increases by 1. (Rivers do not receive this Stability bonus.) Hexes with a river and a road count in both categories. Calculate the bonus to Economy separately for each type—i.e. 3 hexes of rivers and 3 hexes of roads do not receive any benefit.

Ruins: A ruin can be incorporated into a city as a building. Doing so halves the cost of the building. The ruin only needs to be repaired rather than built from the ground up. The GM selects the type of ruined building based on the encounter.

Towns: A town consists of an established settlement. Claiming a town hex is an excellent way to add a fully functional city to a kingdom. In order to claim a town hex peacefully, the annexing kingdom must make a Stability check against the Control DC. Failure indicates radicals and upstarts in the town increase your kingdom's Unrest score by 2d4.

Resources: Resources include particularly valuable lumber, metal, gems, food, minerals, compounds, plants or wildlife. A resource in a hex increases a kingdom's Economy by 1. While berry bushes might not seem to produce the same amount of economic benefit as a gold mine, this bonus represents the benefit to the kingdom's economy as a whole; a gold mine requires considerably more effort to continue its production while a rare wild berry patch requires little maintenance to collect the same benefit.

Claiming Your Own Territory

Before the players begin the operation of claiming territory, they are granted a right to rule over that land through war or contract. The right to rule is only a warrant and they must exercise their authority to tame the area's inhabitants and the land. This is where "claiming" a hex comes in.

When claiming a hex, the characters exert their authority over the land and establish their rule of law. While the rulers of other kingdoms may recognize that a certain territory belongs to the characters, the presence of their rule must be felt by the inhabitants. Patrols need to routinely keep the area safe from monsters or bandits. Collectors need to consistently visit homes and towns to enforce taxes. Farmers must have safe roads to bring their food to markets. Remote areas will always be more lawless than those closer to the kingdom's cities. Goblins, orcs and other dark denizens will always be present, but claimed hexes keep the power of these foes in check.

Building Cities

The greatest asset of any kingdom is its cities. It is here that the bulk of a kingdom's citizens live, its armies train, its culture develops, and its future is forged. The city grid provided in the Appendix gives players a visual representation of a city as they build using the following rules.

Reading the Grid

The city grid consists of 36 city blocks, each arranged into 9 larger squares. Each block is separated by alleys, while each square is separated by streets. The 9 squares are enclosed by 4 borders to make city district. A district border can represent a city wall, a river, a lake or ocean shore, a cliff, a street or alley, or merely the transition from one city district into another.

Preparing a City District Site

Terrain Type	Cost to Prepare	Time to Prepare
Forest	4BP	2 Months
Grassland	1BP	Immediate*
Hills	2BP	1 Month
Mountains	12BP	4 Months
Rock Desert	6BP	3 Months
Sand Desert	2BP	1 Month
Swamp	8BP	3 Months

Preparing the Site

Once you select a location for your city (which must be in a hex you have explored and claimed), you must pay to have the site cleared and prepared to support the city's roads and buildings. The cost and time required to clear the location is determined by its prominent terrain (see sidebar).

Once you finish preparing the site, decide the makeup of each of the district's borders and record your choices at each border of your city grid. Adding a city district to a kingdom increases its Consumption by 1.

The City Grid in Play

You can use your city grid to aid in resolving encounters and adjusting kingdom/city statistics.

Destroyed Blocks: If an event destroys one or more blocks, the devastation causes +1Unrest per destroyed block. The cost to rebuild the block is halved if the replacement building is the same type of structure as the one that preceded the destruction.

City Grid Scale: Although encounters in a city are played out normally, you might need to determine how long it takes to travel from one location to another between encounters. Treat each city block as a 750-foot square and an entire city district is about 1 square mile in size.

Building A City

Once you've prepared your city district, you can start to build. The placement of a building represents the notable structure within the block. When you build, write the name or create an icon for the appropriate type of structure on your city grid. Two-block and four-block structures cannot be split up. It takes 1month to construct a building, no matter what size the building is and its benefits apply immediately.

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

Defensive Modifier: A city's Defensive Modifier can be increased by building certain structures (such as city walls) and has an impact on mass combat. Keep track of your city's Defensive Modifier on the city district sheet to assist in combating invaders.

Base Value: When using these rules to build a settlement, the city's base value (see the "Purchasing Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game) starts at 200 gp. It increases as you construct certain buildings, like shops and marketplaces.

The base value therefore is tied not to its size but rather to the number of Economy-based buildings it has. Cities with multiple districts add the individual base values of each district together to determine the entire city's base value, with an upper limit of 16,000 gp per city. Any nonmagical

item from the equipment chapter in the Pathfinder RPG Core Rulebook is always available for sale or use if its cost is lower than the city's base value.

Magic Item Availability: Any magic item equal to or lower than the city's base value is available for purchase 50% of the time—this check may be made every month during the upkeep phase. A certain number of more powerful and valuable magic items, however, may be available for purchase in any city, although these items tend to be of a somewhat random nature, as new items are found or created and enter the economy. A city's size does not influence the number of magic items above base value that are available for purchase. Instead, these items become available as certain buildings (like academies or magic shops) are added to a city. Whenever such a building is added to a city, place an "X" on one of the lines below the appropriate item category on the city district sheet to indicate that the city has gained a "slot" in that category. There are no limits to the number of slots that can be gained in any category.

During every Upkeep phase, randomly roll a magic item of the appropriate category for each "X" line. After it is generated, a magic item remains on the market until it is purchased. Once per Income phase, a kingdom can make Economy checks to try to sell items. Once the item is sold, its slot remains empty until the next Upkeep phase.

NPCs: Players may also record NPCs of note in the city. A city should gain a new notable NPC every month the city is in operation until all available slots are filled (4 per district). Half of all notable NPCs should have NPC class levels only. New notable NPCs have 1d4 levels and each has a 50% chance of gaining a new level every year. Players and GMs should agree on notable NPCs.

Building Types

Adding buildings to a city is one of the most efficient ways to enhance your kingdom's statistics, as each building added to a city block in your kingdom grants a specific bonus. Descriptions of each of these buildings, as well as the bonuses they provide are listed below. The building's BP cost, any prerequisite buildings and its size (if it is larger than 1 city block) are listed in parentheses after its name. The building's benefit to the city or kingdom is noted in bold italics. If a building effects Unrest, it does so only once, when it is first constructed.

Additional residential structures commonly surround most one- and two-block structures. At the GM's discretion, using construction magic (such as a *lyre of building* or spells like *fabricate* or *wall of stone*) can reduce the cost of a building's BP by 2 (minimum 0 BP). This is a singular reduction per building, regardless of quantity of magic used.

Academy (52 BP; 1 x 2 city blocks): An institution of higher learning that can focus on any area of knowledge or education, including magic. ***Halves cost of Caster's Tower, Library, and Magic Shop in same city; 3 minor items, 2 medium items; Economy +2, Loyalty +2.***

Alchemist (18 BP; must be adjacent to 1 house): The laboratory and home of a creator of potions, poisons, and alchemical items. ***City base value +1,000 gp; 1 minor item; Economy +1.***

Arena (40 BP; 2 x 2 city blocks): A large public structure for competitions, demonstrations, Team sports, or bloodsports. ***Halves cost of Garrison or Theater in same city; halves Consumption increase penalty for festival edicts; Stability +4; limit one per city.***

Aviary (6 BP): A building to cultivate birds to keep the area free from small pests and to send messengers throughout the lands. ***Stability +2.***

Baker (6 BP): A building for baking breads and other baked goods. ***Economy +1, Stability +1.***

Bank (30 BP): (1 city block) A place to store valuables and exchange monies. ***Economy +1, Stability +1; City value +1,000 gp.***

Barracks (8 BP): A building to house city guards, militia, and military forces. **Defense Modifier +2; Unrest -1.**

Black Market (50 BP; must be adjacent to 2 houses): A number of shops with secret and usually illegal or dangerous wares. **City base value +2,000; 2 minor items, 1 medium item, 1 major item; Economy +2, Stability +1; Unrest +1.**

Brewery (6 BP): A building for beer-making, winemaking, or spirits production. **Loyalty +1, Stability +1.**

Brothel (6 BP; must be adjacent to 1 house): A place to pay for companionship of any sort. **Economy +1, Loyalty +2; Unrest +1.**

Butcher (6 BP): A building for slaughtering animals and selling meat. **Loyalty +1, Economy +1.**

Carpenter (30 BP; must be adjacent to a mill; maximum 1 per city; 1 x 2 city blocks): A building for the production of wooden objects and building materials. **Reduces the cost of all buildings by 1 BP; Economy +2.**

Caster's Tower (30 BP): The home and laboratory for a spellcaster. **3 minor items, 2 medium items; Economy +1, Loyalty +1.**

Castle (54 BP; 2 x 2 city blocks): The home of the city's leader and the heart of its defenses. (See Castle Additions below.) **Halves cost of Keeps, Noble Villa or Town Hall in same city; Economy +2, Loyalty +2, Stability +2; Defense Modifier +8; Unrest -4; limit one per city.**

Cathedral (58 BP; 2 x 2 city blocks): The focal point of the city's religion and spiritual leadership. **Halves cost of Temple or Academy in same city; halves Consumption increase penalty for promotion edicts; 3 minor items, 2 medium items; Loyalty +4; Unrest -4; limit one per city. See expanded Cathedral rules at bottom of document**

City Wall (8 BP): City walls do not occupy a city block—rather, purchasing a city wall fortifies one of a district's four outer borders. A city wall cannot be built on a water border. **Defense Modifier +4; Unrest -2.**

Dump (4 BP): A centralized place to dispose of refuse. **Stability +1.**

Exotic Craftsman (10 BP; must be adjacent to 1 house): The workshop and home of an exotic craftsman, such as a creator of magic items, a tinker, a fireworks maker, or a glassblower. **1 minor item; Economy +1, Stability +1.**

Fairgrounds (6 BP): (4 city blocks) This wide open field is designed to hold festivals without crowding into city streets. **Loyalty +1; Unrest -1; reduce a festival's consumption by 1 BP.**

Fletcher (6 BP): An arrow maker and archery supply shop. **Economy +1, Stability +1.**

Foreign Quarter (94 BP): An area of the city for ambassadors, entertainers, entrepreneurs and merchants from far lands, these areas are designed to bring foreign interests to a city. A Foreign Quarter reduces the build cost of markets and Theaters in the same city. Paying the Consumption cost introduces the new Kingdom Events below, which can be selected at the beginning of the Event phase (with the exception of the Foreign Spy event). A demolished Foreign Quarter can be used to build a new Market or Theater for half of its build cost. **City base value +3,000 gp; Halves cost of Market and Theaters in the same city; Consumption +1, Economy +3, Stability +3; limit one per city.**

- **Entertainers' Troupe:** A travelling circus or entertainers' troupe from a neighboring kingdom visits your realm. You gain 1d4 BP and a +4 bonus on Stability checks until your next Event phase. Reduce your Unrest by 2.
- **Foreign Spy:** A spy from a foreign kingdom is discovered trying to find out the kingdom's weaknesses. Increase Unrest by 1.
- **Mercantile Contacts:** You can attempt to use merchant contacts to find a specific magic item, making an Economy check for each item. If successful, a merchant finds the items and delivers them at the beginning of the next build phase. These items are available for purchase at the market price and are only available until the end of the month. Artifacts are not able through mercantile contacts.

Kingdom Size	Minor Magic Items	Medium Magic Items	Major Magic Items
1-10	1	-	-
11-25	2	-	-
26-50	3	1	-
51-100	4	2	-
101-200	5	3	1

- **Visiting Diplomats:** Diplomats from neighboring kingdoms arrive to participate in a fete held in their honor. If the kingdom size is between 3 and 25 hexes, the kingdom rulers can invite one diplomat; between 26 and 50 hexes, two diplomats; 51 and 100 three diplomats; and over 100 hexes, an additional diplomat for every 100 hexes. Whether or not the diplomats show up depends on the relationships between the kingdoms. You gain a +2 bonus on Economy checks for every diplomat that shows up to the fete until your next event phase.

Fortress of the Faith (80 BP): Citadels built by belief as much as the mortar that binds them, these edifices educate and train fellow followers. Paying an additional point of Consumption cost grants kingdom armies with the Crusader special ability (detailed in *Pathfinder Adventure Path #36 "Sound of a Thousand Screams"*) are doubled. In addition, paying this Consumption cost reduces Unrest by one point. A demolished Fortress of the Faith can be used to build a new Garrison or Temple for half of its build cost. **Halves cost of Garrison or Temples within 6 hexes; Consumption +1, Loyalty +3, Stability +3; Defense Modifier +8.**

Garrison (28 BP; 1 x 2 city blocks): A large building to house armies, train guards, and recruit militia. **Halves cost of City Wall, Granary, and Jail in same city; Loyalty +2, Stability +2; Unrest -2.**

Granary (12 BP): A place to store grain and food. **Loyalty +1, Stability +1.**

Graveyard (4 BP): A plot of land to honor and bury the dead. **Loyalty +1.**

Guildhall (34 BP; must be adjacent to 1 house; 1 x 2 city blocks): A large building that serves as headquarters for a guild or similar service organization. **City base value +1,000 gp; halves cost of Pier, Stable, and Tradesman in same city; Economy +2, Loyalty +2.**

Herbalist (10 BP; must be adjacent to 1 house): The workshop and home of a gardener, healer, poisoner, or creator of potions. **1 minor item; Loyalty +1, Stability +1.**

House (3 BP): A number of mid-sized houses for citizens. Houses serve as prerequisites for many other buildings. The first house you build during any Improvement Phase does not count against the total number of buildings you can build during the phase. **Unrest -1.**

Inn (10 BP; must be adjacent to 1 house): A place for visitors to spend the night. **City base value +500 gp; Economy +1, Loyalty +1.**

Jail (14 BP; must be adjacent to the Office of the City Guard): A fortified structure for housing criminals. *Loyalty +2, Stability +2; Unrest -2.*

Keep (30 BP): A fallback place for defense. *Loyalty +1, Stability +1, Defense Modifier +2; limit one per city district.*

Library (6 BP): A large building containing books, often presided over by a sage or other scholar. *Economy +1, Loyalty +1.*

Luxury Store (28 BP; must be adjacent to 1 house): A shop that specializes in expensive wares and luxuries. *City base value +2,000 gp; 2 minor items; Economy +1.*

Magic Shop (68 BP; must be adjacent to 2 houses): A shop that specializes in magic items, scrolls and spells. *City base value +2,000 gp; 4 minor items, 2 medium items, 1 major item; Economy +1.*

Mansion (10 BP): A single huge manor housing a rich family and its servants. *Stability +1.*

Market (48 BP; must be adjacent to 2 houses): An open area for mercantile pursuits, traveling merchants, farm produce, and bargains. *City base value +2,000 gp; halves cost of Black Market, Inn, and Shop in same city; 2 minor items; Economy +2, Stability +2.*

Mill (6 BP; must be next to a water border): A building used to cut lumber or grind grain. *Economy +1, Stability +1.*

Millpond (3 BP; must be in a hex with a river): A millpond is a body of water formed by damming a small river or stream, which provides power for a mill. It often doubles as a fishing lake. A millpond functions as a water border for mills. *Loyalty +1.*

Monastery (30 BP): (4 city blocks) A place of quiet meditation and study. *Halves cost of Library; Stability +2.*

Monastery (6 BP): A place for monks to gather and train. *Loyalty +1, Stability +1*

Monument (8 BP): A monument can be a statue of a city founder, a bell tower, a large tomb, or a public display of art. *Loyalty +2; Unrest -1.*

Noble Villa (24 BP; 1 x 2 city blocks): A sprawling manor with luxurious grounds that houses a noble family. *Halves cost of Exotic Craftsman, Luxury Store, and Mansion in same city; Economy +1, Loyalty +1, Stability +1.*

Office of the City Guard (8 BP): The local office of the Marshal and headquarters of the city guard. *Loyalty +1, Stability +1; Unrest -1.*

Park (6 BP): A plot of land set aside for its natural beauty. *Loyalty +1; Unrest -1.*

Piers (16 BP; must be adjacent to a water border): Warehouses and workshops for docking ships and handling cargo and passengers. *City base value +1,000 gp; +1Economy, +1 Stability.*

Siege Works (16 BP, must be adjacent to a smith): (1 city block) This workshop creates siege weapons and defenses for the city. *Stability +1; Defensive Modifier +2; reduce siege equipment cost by 10%*

Shop (8 BP; must be adjacent to 1 house): A general store. *City base value +500 gp; Economy +1.*

Shrine (8 BP): A small shrine or similar holy site. *1 minor item; Loyalty +1; Unrest -1.*

Smith (6 BP): An armor smith, blacksmith, or weapon smith. *Economy +1, Stability +1.*

Stable (10 BP; must be adjacent to 1 house): A structure for housing or selling horses and other mounts. *City base value +500 gp; Economy +1, Loyalty +1.*

Tannery (6 BP; cannot be adjacent to a house): A structure that prepares hides and leather. *Economy +1, Stability +1.*

Tavern (12 BP; must be adjacent to 1 house): An eatery or drinking establishment. *City base value +500 gp; Economy +1, Loyalty +1.*

Temple (32 BP; 1 x 2 city blocks): A large place of worship dedicated to a deity. *Halves cost of Graveyard, Shrine, and Monument, in same city; 2 minor items; Loyalty +2, Stability +2; Unrest -2. See expanded temple rules at bottom of document*

Tenement (1 BP): Cheap housing units. Tenements count as houses for the purpose of fulfilling building requirements, but building too many tenements can increase a kingdom's Unrest quickly. You can build a house over an existing tenement for 2 BP. *Unrest +2.*

Theater (24 BP; 1 x 2 city blocks): A venue for providing entertainment such as plays, operas, concerts, and the like. *Halves cost of Brothel, Park, and Tavern in same city; Economy +2, Stability +2.*

Town Commons (4 BP): A public venue for edicts, gallows, gossip, town criers, wanted posters and flea markets. *+1 Loyalty.*

Town Hall (22 BP; 1 x 2 city blocks): A public venue for town meetings and repository for town records. *Halves cost of Barracks, Dump, and Watchtower in same city; Economy +1, Loyalty +1, Stability +1.*

Tradesman (10 BP; must be adjacent to 1 house): A shop front for a tradesman, such as a candle maker, cooper, or rope maker. *City base value +500 gp; Economy +1, Stability +1.*

Training Site (6 BP, must be adjacent to barracks, garrison, or castle): (4 city blocks) An area for the army, guards, or militias to train. Paying the Consumption cost introduces the Military Parade event, which happens at the beginning of the Event Phase. Rolling 1 on any Stability check introduces the Sabotage event at the end of the Event Phase. *Consumption +1 (optional), Stability +1; Defensive Modifier +2.*

- Military Parade: Your armed forces put on a parade in one of your settlements. You gain a +1 on Loyalty and Stability checks and a +2 Defense Modifier until your next Event phase.
- Sabotage! A saboteur has damaged your military's armaments. You receive a -1 penalty on Loyalty and Stability checks and a -2 Defense Modifier until your next Event phase. The Sabotage event can only happen once per month.

University (110 BP): A center of intellectual excellence where all manner of architects, engineers, inventors, and sages gather to experiment, philosophize and otherwise innovate. Paying an additional point of Consumption opens up several options to kingdom builders:

- The cost to build farmlands and roads up to three hexes away from the University's city is reduced by half (minimum 1 BP).
- The time to prepare a city district site for building is reduced by one month (minimum of immediate). The site must be in the same city as the University.

• The BP cost of one new building that occupies no more than a four-block area is reduced by half (minimum 1 BP).

A demolished University can be used to build a new Academy or Guildhall for half of its build cost. **City base value +1,000 gp; halves cost of Academy or Guildhalls in the same city; Consumption +1, Economy +3, Loyalty +3; Defense Modifier +4.**

Watchtower (12 BP): A tall structure that serves as a guard post, defense and landmark. **Stability +1; Defense Modifier +2; Unrest -1.**

Waterfront (90 BP; must be adjacent to a water border; 2 x 2 city blocks): A port for arrival and departure when traveling by water, facilities for building ships, and a center of commerce. **City base value +4,000 gp; 3 minor items, 2 medium items, 1 major item; halves cost of Guildhall and Market in same city, halves Loyalty penalty for tax edicts; Economy +4; limit one per city.**

Weaver (6 BP): A building for weaving fabric and making clothes. **Economy +1, Stability +1.**

Witch's Hut (20 BP): The cottage workshop for a witch. **2 minor items, 2 medium items; Economy +1, Unrest +1.**

Castle Additions

No two castles are identical. Most rulers prefer to customize their home for prestige or safety to their heart's content. The following are a number of additions a castle may possess with their costs and benefits. Each castle addition counts against the building limit in Step 3 of the Improvement Phase.

Anti-Scrying Room (24 BP; academy must be in the city): A single room is protected by powerful magic making scrying and similar forms of detection into this room difficult. **All Will saves to resist scrying attempts gain a +10 enchantment bonus in this room.**

Art Collection (6 BP; exotic craftsmen must be in the city): The halls and gardens of the castle display magnificent works of art from your people. **Leaders gain a +4 equipment bonus to all Bluff and Diplomacy checks with foreign nobility when in the castle.**

Crenellated Wall (6 BP): Battlements along the castle's outer wall, giving archers and other ranged defenders cover. **Defense +1 during the Ranged Phase.**

Garden (6 BP; 1 x 1 city block, must be adjacent to the castle): A place to cultivate beautiful plants, trees and vistas. **Leaders gains a +4 equipment bonus to all Bluff and Diplomacy checks with citizens of the kingdom when in the castle.**

Moat (28 BP; Castle + Moat require 3 x 3 city blocks; no other additions requiring city blocks can be made to the castle; must be in a city district that borders water): Water surrounding the castle makes attacking the castle more difficult. **Stability +2, Defense +6 (unless attacking army possesses the Ships resource or Mobility Advantage special ability).**

Murder Holes (6 BP): A series of holes above the castle's entrances allowing for boiling oil to be dumped onto attackers. **Defense +1 during the Melee Phase.**

Torture Chamber (6 BP; smith must be in the city): A room used to extract information out of prisoners. **Leaders gain a +6 equipment bonus to Bluff and Intimidate checks to any prisoners. All tortured prisoners are considered hostile.**

Wards (10 BP; must choose a creature type from the Favored Enemy list; maximum 1 per creature type): Magic protects a single entrance to the castle that hinders certain creatures from entering. *Repels all creatures of the designated type that fail a DC 25 Will Save; such creatures need to make the save upon entering. Defense +2 against Melee attacks from armies of designated type.*

Develop Open Spaces

While the majority of a kingdom's development is focused on cities, a ruler may also find it valuable to build throughout the countryside. Land development provides a strong presence of the crown and promotes security for the more remote regions. Each development built in a single month counts against the Open Spaces limit. (See the Open Space column in Table 2-1.) Unless it is otherwise stated, the development must be the only thing in the hex. Hexes containing cities cannot possess an open space development.

Apiary (6 BP): A beekeeper and hive system to make honey and pollinate the local farms. This can be built in the same hex as a farm. *Economy +1, Loyalty +1. Reduces Consumption by an additional 1 BP if in the same hex as a farm.*

Aqueduct (3 BP): Wood or stone structure providing freshwater to farms and cities away from rivers and lakes. This building can be in the same hex as any other development. *Unrest -1; cities connected to a river via an aqueduct receive a +2 bonus to Stability against Plague events.*

Border Crossing (5 BP; must have a river or road): Constructed in a hex adjacent to another kingdom or unclaimed area, the crossing provides military and monetary benefit by collecting tolls and warning of enemy movement. *Economy and Stability +1.*

Camp (8 BP): A home base for workers gathering natural resources in the area-such as logging in a forest, fishing at a lake, or clay in a swamp. *Economy +1, Stability +1. This is doubled if the hex contains a "resource" like rare lumber, herbs, or fish: Economy +2, Stability +2.*

Farms (2 BP in grassland hexes, 4 BP in hill hexes): Grow produce for the people of your kingdom. Farms can only be built in grassland and hill hexes. *Reduce Consumption by 2 BP.*

Fort (12 BP, cost is halved if built over an existing Lair or Cave): A small protected structure for country folk to retreat to in times of emergency. If later incorporated into a city, it counts as a watchtower. It can be in a hex with any other open space development. *Stability +1, Unrest -1. If the hex is attacked, Defense +2.*

Fortress (46 BP, -5 BP if built in mountainous terrain, +10 BP if built in swamp terrain.): A fortress provides a defensive position and a safe place for travelers to stay. *Economy, Loyalty, and Stability +1; Defense Modifier +4 for settlements in the same hex.*

Herbal Cultivar (15 BP): Some herbs cannot be moved from where they grow naturally. In this case, the herbalist must live near the rare herb. *Economy +2, Loyalty +1, Stability +1.*

Mine (6 BP): A series of tunnels following the load vane (salt, gems, metal, mineral), It may also contain a miners camp, dump sites for the excess rock and a small refinery to make the ore or metal easier to transport. This development can only be built in hill and mountain hexes. *Economy +1, Stability +1. This is doubled if the hex contains a resource like gold or iron ore; Economy +2, Stability +2.*

Reservoir (6 BP): You declare a natural lake or other body of water in a hex to be a kingdom's water source and order its protection. An aqueduct can be built from the reservoir. *Loyalty +1, Unrest -1.*

Royal Reserve (10 BP): An area of land set aside by the ruler preventing hunting by all but those invited by the ruler. This nature preserve can be used for food during poor growing season, a royal vacation spot, or a private warden training ground. **Stability +2, Reduce Consumption by 1 BP.**

Signal Tower (4 BP): Tall structure bearing a bright fire, alerting the kingdom of an emergency. It can be in the same hex as other developments. It cannot be built in a forest **+1 Stability.**

Vineyard (3 BP): A vineyard is a specialized farm that is built in hill hexes. **Reduce consumption by 1 BP. If a vineyard is adjacent to a city, a Brewery can be built in that city for one less BP (minimum 1 BP).**

Winery (10 BP in grassland hexes, 8 BP in hill hexes): A vineyard, processing and storage area. Wineries help to improve the nation's morale by keeping the people in spirits and limits the need to import. **Loyalty +1, Unrest -1. Reduce Consumption by 1 BP.**

Edicts

Edicts (taxes, promotions, and festivals) increase your kingdom's Economy, Stability, and Loyalty scores during Step 6 of the Improvement Phase. Some buildings, such as an Arena, halve the Consumption from edicts. If multiple buildings are built in a kingdom, this Consumption is not halved again. This is a one time bonus.

Taxes are payments gathered from a kingdom's citizens to help pay for roads, Buildings, festivals, and other types of Consumption. Select a Taxation Level from Table 2-2 and adjust Economy and Loyalty accordingly.

Promotions are how you make your citizens feel good about living in your kingdom. Promotions may comprise hiring minstrels to wander among your cities and sing songs that make your people happy, allowing entertainers to perform in local markets, propaganda campaigns and religious missionaries. Select a Taxation Level from Table 2-2 and adjust Stability and Consumption accordingly.

Festivals are activities that help the people of your kingdom to become more devoted to their nation. These range from carnivals and parades to high profile public executions and ceremonies to rewarding notable citizens. Festivals per year listed in Table 2-2 are the number of major festivals your kingdom enacts each year. The monthly BP paid helps to spread the cost of the major festivals over an entire year and sponsors additional smaller festivals, which is reflected in monthly Loyalty and Consumption.

Table 2-2 Kingdom Edicts

Taxation Level	Economy Bonus	Loyalty Penalty
None	+0	+1
Light	+1	-1
Normal	+2	-2
Heavy	+3	-4
Overwhelming	+4	-8
Promotion Level	Stability Bonus	Consumption Increase
None	-1	-
Token	+1	1 BP
Standard	+2	2 BP
Aggressive	+3	4 BP
Expansionist	+4	8 BP
Festivals	Loyalty Bonus	Consumption Increase
None	-1	-
1	+1	1 BP
6	+2	2 BP
12	+3	4 BP
24	+4	8 BP

Kingdom Events

Accident: A random hex that contains a resource providing your kingdom with a bonus to your Economy (such as a mine or lumber camp) suffers an accident involving the death of numerous workers. The hex does not provide any benefit this month while the works are mourned and new workers are being trained.

Adventurers Pass Through: An adventuring party passes through your kingdom. They spend money at the local taverns, purchase new weapons and get rid of some minor monster troubles. Reduce your Unrest by 1, add 1d4 BP to the kingdom's Treasury and reduce the number of available minor magic item by 2 (determined randomly).

Animal Crime Lord Activity (continuous): A large awakened animal (such as a horse) has set itself up as a crime lord in a random city district. Make a Stability check. If you succeed, the animal is caught and charged with criminal activity. If you fail, the crime boss reduces all Economy bonuses from buildings in the district by half (rounding down).

Assassination Attempt: One of your leaders (determined randomly) is the target of an assassination attempt. If the target is a PC, play out the attempt, using an assassin of a CR equal to the targeted PC's level + 1. If the target is an NPC, make a Stability check to negate the attempt. If the leader is assassinated, the nation gains 1d6 Unrest points and immediately suffers vacancy penalties until the role is filled during a subsequent Improvement phase.

Bad Weather: Snow, rainstorms, thunderstorms or torrential winds persist for several days, slowing down the productivity of businesses and keeping potential customers locked safely inside their homes. Gain a -2 penalty to all Economy checks until your next Event phase. Increase Unrest by 1 as your people complain about failing businesses.

Bandit Activity (continuous): Bandits are preying upon those who travel through your kingdom. Make a Stability check. If you succeed, your kingdom's defenses stop the banditry. If you fail, the bandits reduce your kingdom's Treasury total by 1d6 BP. For every 6 rolled, reroll and add the result to the total.

Carnival (continuous): A Varisian troupe has set up a carnival in your fairgrounds. You receive a -2 penalty on Loyalty checks, lose 1 BP at the beginning of the Upkeep phase, and Unrest is increased by 1. You must make a Stability check at the next Upkeep phase to convince the Varisians to leave. One of your cities must have the Fairgrounds building in order for this Event to appear, and the chance is doubled in the month of Desnus.

Child Bandits Caught: A small group of bandits have been harassing some local farms. Your Warden lays a trap and catches the bandits, discovering they are a group of runaway kids. They are returned home and punished with community service for a month. Reduce Consumption by 1 BP (minimum 0) until your next Event phase. Treat this Event as continuous, if the role of Warden is vacant.

Disaster: A fire, storm, earthquake, flood, sabotage, or other disaster strikes. Roll 1d6—on a result of 1–5, the disaster is localized and affects only 1d4 city blocks in one city. On a 6, the disaster is widespread and affects 1d6 city blocks in each of your kingdom's cities. Make a Stability check for each affected city block. Every failure results in that city block's destruction. This check represents your kingdom's ability to prepare for and react to disaster as much as it represents the structure's ability to withstand damage.

Economic Boom: Trade is booming in your kingdom. Increase your Treasury by 1d6 BP. For every 6 rolled, reroll and add the result to the total.

Eureka: A resource produces an unexpected windfall. Increase your Treasury by 1d4 BP.

Feud: Nobles in your cities are bickering. Unless you can smooth over ruffled feathers with a successful Loyalty check, the feud increases Unrest by 1d6.

Food Shortage: Spoilage, treachery, or simple bad luck has resulted in a food shortage. A failed Stability check doubles Consumption during the next Upkeep phase.

Food Surplus: Farmers produce an unexpected windfall. Consumption is halved during the next Upkeep phase. This event does not occur if no farms are present in your kingdom.

Good Weather: Good weather raises spirits and productivity. Gain a +4 bonus on Loyalty checks until your next Event phase.

Heavy Tax Burden: The people feel they pay too much in taxes and take their grievance to the Councilor. Make a Loyalty check. A successful check means that the Councilor smoothes over the situation, granting a +1 to all Loyalty checks until the next Event phase. A failed check means that the citizens continue to be disgruntled, giving the nation a -1 penalty to all Loyalty checks until the next Event phase. This Event is a continuous failure if the Councilor role is vacant. If the current Taxation Level is None, this event does not occur.

Honored Citizen Passes: A respected hero of the people, a beloved priest, or a local leader passes away. Reduce Unrest by 2 as the people remember and mourn.

Increased Efficiency: Your Treasurer figures out how to spend your money more wisely. Reduce your Consumption by 1 BP (minimum 0) until your next Event phase. This event does not occur if the Treasurer role is vacant.

Magical Performances: The Magister displays magical prowess as a highlight to your festival. Your people are more interested in hiring the services of a spellcaster over the next month. Gain a +4 to all Economy checks until your next Event phase. This Event does not occur if the Magister role is vacant or Festivals per Year is None.

Military Drill: The nation's promotion includes military demonstrations. You gain a +2 bonus on Stability checks until your next Event phase. This Event does not occur if the General role is vacant or the Promotion Level is None.

Monster Attack (continuous): A monster (or group of monsters) attacks the kingdom. The GM picks a kingdom hex in which the monster is active and determines the type of monster by rolling on a wandering monster table of CR 7 or higher. Either the PCs choose to set out to defeat the monster or a Stability check is made representing local garrison action. If the monster is not defeated, Unrest increases by 4. If your kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed.

Monster Nuisance: Some kobolds, goblins, orcs or other low CR monsters attack the kingdom. The monsters are quickly dispatched by a group of adventurers. The tale spreads, reducing Unrest by 1. Reduce the kingdom's Treasury by 1 BP to reward the adventurers.

Monster Retribution: An adventuring party kills a few of the local monsters before leaving the kingdom. Angered, the remaining monsters attack a city at random. 2 random buildings in the city are damaged and are unusable until repaired. If the city has a wall, the wall must be one of the two buildings.

Natural Blessing: A natural event—such as a bloom of rare and beautiful wildflowers or good omens in the stars—raises your kingdom’s morale. Gain a +4 bonus on Stability checks until your next Event phase.

New Vassals: A small group of indigenous creatures submits to your rule. Reduce Unrest by 2 and gain 1d6 BP. For every 6 rolled, reroll and add the result to the total. Roll 1d20 to randomly determine race.

1. Elf
2. Dwarf
3. Gnome
4. Halfling
5. Orc
6. Goblin
7. Kobold
8. Centaur
9. Minotaur
10. Giant
11. Harpy
12. Hobgoblin
13. Lizardfolk
14. Boggard/Grippli
15. Troll
16. Brownies
17. Fairy Dragon
18. Red Caps
19. Ogre
20. Pixie

Public Scandal: One of your leaders is implicated in a crime or an embarrassing situation, such as an affair with another leader’s spouse. A failed Loyalty check increases Unrest by 2 and a –4 penalty is suffered on all Loyalty checks until your next Event phase.

Religious Apathy: An “act of a god” event such as a drought or tornado causes some restlessness in the kingdom. Suffer a -2 penalty to all Stability checks until your next Event phase.

Rowdy Adventurers: An adventuring party gets drunk and causes a major fight in a tavern, inn or brewery, trashing the place. The building is damaged and needs repair before it can be used again. Lose the bonus granted by the building until it is repaired (1/2 the BP to build a new one). If no such buildings are present in your kingdom, randomly choose a building that is damaged. Adventurers can get drunk anywhere.

Sensational Crime (continuous): A serial killer, arsonist, flamboyant cat burglar, or daring bandit plagues your kingdom. Make a Stability check to catch the criminal. Failure increases Unrest by 2.

Song or Tale: A song of the ruler’s legend or a tale of the kingdom’s bravery spreads through your land, lightening the hearts of your people and increasing the income at breweries, inns and tavern everywhere. Gain a +2 bonus on Economy checks until your next Event phase if you have at least one such building. Reduce Unrest by 2, regardless.

Outstanding Success: One of your kingdom’s citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings fame to your kingdom. Gain 1d6 BP and a +4 bonus on Economy checks until your next Event phase. Reduce Unrest by 2.

Pest Swarms: Bug swarms (spiders, locusts, etc.) have become a problem for nearby farms. Roll 1d8 to determine how many farm hexes are affected. Make a Stability check for each affected hex

to determine if they were able to protect the crops and fend off the invading pests. Success on the Stability check halves the Consumption benefit of the farm (from 2 to 1); failure means that the farm provides no Consumption benefit for the month.

Plague (continuous): A deadly contagion strikes a city in your kingdom. If you control no cities, this event does not occur. Otherwise, make a Stability check to curtail the plague's spread. Failure increases Unrest by 1d6 and reduces your treasury by 1d6 BP. A plague-stricken city cannot build new structures. Cities along rivers or connected to a river via an aqueduct receive a +2 bonus to the Stability check.

Political Calm: The absence of political machinations coincides with an increase in public approval. Reduce Unrest by 6.

Public Execution: A high profile criminal is executed publically. Gain a +1 bonus to Loyalty checks until your next Event phase. This Event does not occur if the Royal Assassin role is vacant.

Spy Discovered: A spy causing trouble in your kingdom has been discovered. Assassinate her and increase Unrest by 2 or hold a public trial, costing the kingdom's Treasury 1 BP.

Time of Faithfulness: The High Priest calls for all followers to be truer to the tenants of the faith and the people respond. Decrease Unrest by 2. This event does not occur if the High Priest role is vacant.

Trade Agreement: The Grand Diplomat secures a trade agreement with a peaceful neighboring kingdom. A successful Economy check adds 1d4 BP to your kingdom's Treasury. Failure adds 1 BP to your kingdom's Treasury. This event does not occur if the Grand Diplomat role is vacant.

Trendsetter: A quirk of your Ruler's fashion becomes all the rage among the nobility in neighboring kingdoms. Tradesmen pass through your kingdom to learn how to copy the style, increasing your Treasury by 1d6 BP.

Undead Uprising (continuous): Zombies rise up and attack a city. The PCs may set out to defeat the zombies or a Stability check is made for the local clergy. The DC of the check is increased by 1 for every graveyard the city possesses beyond the first. Failure to defeat the horde increases Unrest by 1d6 and reduces your Treasury by 1d6 BP. A zombie riddled city cannot build new structures.

Visiting Celebrity: A notable personage from elsewhere visits your kingdom, causing a sudden influx of visitors and spending. Increase the Treasury by 2d6 BP. For every 6 rolled, reroll and add the result to the total.

Losing a Hex

When a hex is lost, the rulers no longer gain the benefit provided by the hex (and any cities or other buildings inside the hex) nor do you have to pay the upkeep for the hex. A hex may be lost by:

- Willingly giving up control of the hex,
- Failing to pay the hex's upkeep,
- Having the kingdom's Unrest reach 11 or above, or
- Siege from a monster or an invading army. The sieging monster or army must remain in the borders of the hex for a full month. If the monster or army is not defeated within the month, the kingdom's Unrest increases by 4. If your kingdom's Unrest is 5 or higher, the hex the monster or army occupies is lost. (Note: an additional hex may also be lost during Upkeep due to this high Unrest-see above rule). Reclaiming a lost hex requires that it be claimed like a new hex.

Kingdom Changing Alignment

Once set, a kingdom's alignment cannot be changed without difficulties, and can only change once per year. During the alignment change, for one month, the kingdom does not gain any BP, and gains 2d4 Unrest. If the kingdom's alignment shifts more than one step, it instead gains 3d4 Unrest. A successful Loyalty check reduces the Unrest penalty by 1d4. The following month, cities within half of the kingdom's overall hex size from the capitol shift two steps in alignment to match the kingdom's new alignment. Cities outside of the capitol's influence only shift one step. Cathedrals and Temples within cities whose alignment are two or more steps away from the city's alignment are considered destroyed—new Cathedrals or Temples may be built in their place for the usual half cost.

Expanded Rules for Cathedrals

A Cathedral can only be built if the city's alignment is the same as the deity's alignment. A lawful good city, for example, can only build Cathedrals dedicated to Erastil, Iomedae, or Torag. Chaotic and neutral evil gods are not represented here due to the rarity of large organized sects within settlements. Deities marked with "L" reduce the Loyalty bonus granted by a Cathedral to +2, but otherwise gain the normal Cathedral benefits. Cathedrals to deities marked with "P" do not grant the reduced price on Academies or Temples in the same city for the first Cathedral to that deity built, but otherwise use the normal Cathedral rules. When building a second Cathedral for the same deity in a different city, the new bonuses listed below do not apply—the normal reduced price for Academies and Temples applies instead. Armies created from cities with Gorumite or Iomedean Cathedrals reduce the kingdom's Economy, Loyalty, and Stability by an extra 1 (total 3 each) if defeated. As long as the Cathedral remains standing, a new army can be recruited again after one month has passed.

- Erastil P (LG): One farm per month can be established for half cost (minimum 1 BP).
- Iomedae P (LG): You may designate any one army created by this city "Legion of the Inheritor." The Legion requires 1 less Consumption and gains +1 OM.
- Torag L (LG): The Defense Modifier of this city increases by 4.
- Sarenrae P (NG): Sarenrae's healing of the sick and blessing of the crops reduces Consumption by 2.
- Shelyn L (NG): A single Theater in this city can be upgraded to an Opera House of the Rose, increasing the Economy and Stability it provides by 1.
- Desna P (CG): Two roads per month can be established for 1 less BP (minimum 0 BP).
- Cayden Cailean L (CG): A single Tavern in the city can be designated as the Lucky Drunk, holy to Cayden Cailean, increasing the Economy and Loyalty it provides by 1.
- Abadar L (LN): The cathedral of Abadar doubles as a Bank, increasing Economy by 1 and the city's base value by +1,000 gp.
- Irori L (LN): A free Monastery to the Master of Masters can be established in any controlled mountain hex, increasing the kingdom's Loyalty and Stability by 1. If the kingdom does not control a mountain hex at time of this Cathedral's establishment, it may "save" this until it does.
- Gozreh P (N): Preparing a forest hex for settlement only requires 2 BP and takes 1 month to prepare (same as a hill hex). In addition, cities settled in forest hexes may be treated as a free partial farm, reducing Consumption by 1 BP. Pharasma L (N): A single Graveyard in this city can be upgraded to a Boneyard, increasing the Economy and Loyalty it provides by 1.
- Nethys P (N): A single Caster's Tower in this city can be upgraded to the All Seeing Eye, increasing the amount of items it provides by 1 for each category (minor, medium, and major).
- Calistria L (CN): A single Brothel in the city can be upgraded to the Flames of Lust sacred brothel, increasing the Economy and Loyalty it provides by 1.
- Gorum P (CN): Any one regular army created by this city may be designated as the Iron Warriors. These troops receive the Improved Armor upgrade for free and begin with the Defensive Wall Tactic—this does not count against the maximum tactics it may learn.
- Hanspur L (CN): All rivers within two hexes of the city this Cathedral is built in count as roads for determining bonuses to Economy and Stability, along with reducing travel time in those hexes.
- Asmodeus L (LE): The Loyalty penalty for all Taxes (except none) is reduced by 2.
- Zon-Kuthon L (LE): Fear inspired from a city in the shadow of the Midnight Lord increases Loyalty by 1 and the Defense Modifier by 2.

Expanded Rules for Temples

A Temple can only be built if the city's alignment is within one step of the deity's alignment. A Temple dedicated to Calistria, for example, could be built within a neutral, chaotic neutral, or chaotic evil city. As with cathedrals, chaotic and neutral evil gods are not represented here due to the rarity of large organized temples within settlements.

- Erastil (LG): Halves cost of Park, Mill, and Shrine in same city; 2 minor items; Loyalty +2, Stability +2; Unrest -2.
- Iomedae (LG): Halves cost of Graveyard, Watchtower, and Shrine in same city; 2 minor items; Loyalty +3, Stability +1; Unrest -2.
- Torag (LG): Halves cost of Graveyard, Smith, and City Wall in same city; 2 minor items; Loyalty +1, Stability +3; Unrest -2.
- Sarenrae (NG): Halves cost of Park, Monument, and Shrine in same city; 2 minor items; Loyalty +2, Stability +2; Unrest -2.
- Shelyn (NG): Halves cost of Park, Monument, and Shrine in same city; 2 minor items; Economy +1, Stability +3; Unrest -2.
- Desna (CG): Halves cost of Park, Monument, and Shrine in same city; 2 minor items; Loyalty +3, Stability +1; Unrest -2.
- Cayden Cailean (CG): Halves cost of Graveyard, Brewery, and Shrine in same city; 2 minor items; Economy +2, Loyalty +3, Stability -1; Unrest -2.
- Abadar (LN): Halves cost of Graveyard, Monument, and Shop in same city; 3 minor items; Economy +3; Unrest -2.
- Irori (LN): Halves cost of Park, Library, and Shrine in same city; 2 minor items; Loyalty +1, Stability +3; Unrest -2.
- Gozreh (N): Halves cost of Park, Monument, and Shrine in same city; 2 minor items; Loyalty +2, Stability +2; Unrest -2.
- Pharasma (N): Halves cost of Graveyard, Monument, and Shrine in same city; 2 minor items; Loyalty +1, Stability +3; Unrest -2.
- Nethys (N): Halves cost of Graveyard, Library, and Shrine in same city; 3 minor items; Economy +1, Loyalty +1, Stability +1; Unrest -2.
- Calistria (CN): Halves cost of Brothel, Monument, and Shrine in same city; 2 minor items; Loyalty +1, Stability +3; Unrest -2.
- Gorum (CN): Halves cost of Graveyard, Smith, and Shrine in same city; 2 minor items; Loyalty +3, Stability +1; Unrest -2.
- Hanspur (CN): Halves cost of Graveyard, Mill, and Shrine in the same city; 2 minor items; Economy +2, Stability +2; Unrest -2.
- Asmodeus (LE): Halves cost of Graveyard, Monument, and Shrine in same city; 2 minor items; Loyalty +2, Stability +2; Unrest -2.
- Zon-Kuthon (LE): Halves cost of Graveyard, Monument, and Shrine in same city; 2 minor items; Loyalty +3, Stability +1; Unrest -2.

A Noble Calling: Creating a Feudal Society

Managing a growing kingdom is a lot for a small group of people to do. Appointing a group of trusted aides and lieutenants can help tremendously, and that includes figures beyond a realm's most obvious leaders.

The Right Person for the Job

If the players don't already have a candidate, finding the right person for the job might take some time. If the PCs lack the time to do the work themselves, they can initiate a search for a suitable candidate during step 1 of the Improvement phase. After giving any specifics required for candidates (including alignment), the search takes one month. Every additional requirement above the first increases the time required by one dice step. For example, looking for an elven wizard of at least 3rd level would take 1d3 months. Each ongoing search temporarily increases kingdom Consumption by 1 for its duration.

Consumption does not reduce until the start of the next leadership step of a Build phase after either the search is called off or the candidate is found. After the required time passes, an NPC candidate with the Heroic ability score array arrives to fill the position. If not immediately promoted to nobility, this candidate typically remains available for another 1d6 months.

An Award of Arms: Promotion to the Nobility

Once a candidate is found, the NPC is assigned land according to their new station. During the first step of the Improvement phase, the kingdom must pay a BP cost appropriate to the rank assigned. The costs cover the NPC's income, their new home, and a staff to assist to the new noble. If, during the establish and improve cities step of the Improvement phase, a castle, mansion, or noble villa is built for the new noble in their assigned settlement, the cost of one building for that noble is reduced by one-quarter (round down). A noble can add the items in the "Extras per turn" column in any of the hexes they can influence. Moving a noble's house from one settlement to another incurs a BP cost, and is made during the first step of the Improvement phase; a noble in the process of moving does not grant any of its benefits until they have settled into their new home.

An existing noble may be raised to a higher rank at a cost of 50% of their new rank. For example, a Knight may be made a Baron for 10 BP; a Baroness to Margravine for 34 BP. Multiple nobles can be appointed to the same hex or even the same settlement, but for every hex of overlapping influence, there is a cumulative 1% chance of the Feud event occurring. When a kingdom claims a new hex with an existing settlement, they can optionally appoint a noble at this time. A noble appointed in this fashion cannot perform any of the Extras in Table 1 until the BP cost to appoint them has been paid, but they do grant the bonuses on Table 2.

The Benefits of Rule

A noble ensconced in their appointed settlement grants a bonus to Kingdom checks, depending on the noble's alignment. Nobles that are feuding or moving do not grant any of these benefits. In a time of war, a noble may be assigned to accompany an army to act as a leader or aide. If assigned, they do not provide their regular benefits and kingdom bonuses to their assigned settlement; instead, they provide bonuses to the army they are assigned to. In addition, each noble assigned to an army grants a +2 to morale checks made by that army. An army can have a number of nobles appointed to it equal to the leader's Charisma modifier. In addition, the highest ranking noble in an army can provide a morale bonus equal to half their Charisma 20 modifier (rounded down; minimum 1) to either the army's DV or OM until the next tactics phase. There is a chance that a noble can be eliminated when they provide this bonus—this chance is equal to the hp damage that the opposing army deals. If the noble provided an offensive bonus, this chance is doubled.

A noble can appoint an interim ruler while they are away, in case of a lethal accident or death in battle.

Table 1

Rank	Lands	Cost	Radius of Influence	Extras per Turn	Cost to Reallocate
Duke/Duchess	Duchy	105 BP	25 hexes	6 hex claims, 2 new cities OR 4 roads and 4 farmlands, 4 buildings	6 BP
Margrave/Margravine	Marquisate	68 BP	20 hexes	5 hex claims, 1 new city OR 3 roads and 3 farmlands, 3 buildings	5 BP
Count (or Earl)/Countess	Count	45 BP	15 hexes	4 hex claims, 1 new city OR 2 roads and 2 farmlands, 3 buildings	4 BP
Viscount/Viscountess	Viscounty or Shire	30 BP	10 hexes	3 hex claims, 1 road, 1 farmland, 2 buildings	3 BP
Baron/Baroness	Barony	20 BP	5 hexes	2 hex claims, 1 road, 2 buildings	2 BP
Knight/Dame, Lord/Lady	Manor	10 BP	1 hex	1 hex claim, 1 road, 1 building	1 BP

Table 2:

Alignment	Lawful	Neutral	Chaotic
Good	+1 Economy, +1 Loyalty	+1 Loyalty, +1 Stability	+2 Loyalty
Neutral	+1 Economy, +1 Stability	+2 Stability	+1 Loyalty, +1 Stability
Evil	+2 Economy	+1 Economy, +1 Stability	+1 Economy, +1 Loyalty

End of the Reign

In the event of the death of an appointed noble, a designated heir can step into the role at no cost to the kingdom. If there is not, the kingdom must appoint a new noble as outlined above, though the cost of appointment is only half for pre-established lands. Dismissing a noble within the first year of their appointment requires a Stability check that results in 3d4 Unrest if the check fails.