

d% roll	Event
1-3	Archaeological Find
4-5	Assassination Attempt
6-7	Bandit Activity
8-10	Boomtown
11-14	Building Demand
15-17	Crop Failure
18-19	Cult Activity
20-22	Diplomatic Overture
23-25	Discovery
26-27	Drug Den
28	Economic Surge
29-31	Expansion Demand
32-34	Festive Invitation
35-37	Feud
38-39	Food Shortage
40-42	Food Surplus
43-44	Good Weather
45-46	Inquisition
47-49	Justice Prevails
50-51	Land Rush
52-54	Local Disaster
55-57	Monster Activity
58	Natural Disaster
59-61	Nature's Blessing
62-64	New Subjects
65-67	Noblesse Oblige
68-70	Outstanding Success
71-72	Pilgrimage
73-74	Plague
75-78	Political Calm
79-81	Public Scandal
82	Remarkable Treasure
83	Sacrifices
84-85	Sensational Crime
86-90	Squatters
91-92	Undead Uprising
93-95 96-97	Unexpected Find Vandals
98-99	Vandais  Visiting Celebrity
100	Wealthy Immigrant
100	weatiny initingrafit

# y Ability Untrained Activities

KINGDOM	SKILLS KE	Y ABILITIES, A
Skill	Key Ability	Untrained Activities
Agriculture	Stability	Establish Farmland Harvest Crops
Arts	Culture	Craft Luxuries Rest and Relax* Quell Unrest*
Boating	Economy	Establish Trade Agre Go Fishing Rest and Relax*
Defense	Stability	Fortify Hex Provide Care
Engineering	Stability	Build Roads Clear Hex* Demolish Establish Settlement Establish Work Site
Exploration	Economy	Abandon Hex* Claim Hex* Clear Hex* Hire Adventurers
Folklore	Culture	Celebrate Holiday Quell Unrest*
Industry	Economy	Establish Settlement Trade Commodities

# KINGDOM MILESTONE XP AWARDS NEGOTIATION DCS

XP Award	Milestone	Certain Leadership activities (Establis
40	Claim your first Landmark (page 536)	Agreement, Pledge of Fealty, Request
40	Claim your first Refuge (page 536)	Aid, Send Diplomatic Envoy) allow a kir
40	Establish your first village (page 511)	attempt checks to negotiate with other
40	Reach kingdom Size 10 (page 533)	The following list provides DCs for thes
60	Establish diplomatic relations for the first time	for groups the PCs are likely to encoun
60	Expand a village into your first town	free to adjust them up or down to
60	All eight leadership roles are assigned	the actions of the PCs: an adjustment
60	Reach kingdom Size 25	-2 is a good place to start if the PCs h
80	Establish your first trade agreement	particularly friendly or antagonistic to
80	Expand a town into your first city	, ,
80	Reach kingdom Size 50	Should the PCs seek relations with a g
80	Spend 100 RP during a Kingdom turn	listed here, such as a new Freehold, u
120	Expand a city into your first metropolis	DCs as examples to generate DCs of you
120	Reach kingdom Size 100	Candlemere Lizardfolk: DC 22

Proficiency Rank	Proficiency Bonus
Untrained	+0
Trained	kingdom's level + 2
Expert	kingdom's level + 4
Master	kingdom's level + 6
Legendary	kingdom's level + 8

# 120 | Reach kingdom Size 100

PROFICIENCY BO	Greengripe: DC 24 M'botuu: DC 32	
Proficiency Rank	Proficiency Bonus	Nomen Centaurs: D
Intrained	+0	Pitax: DC 28
rained	kingdom's level + 2	Rostland: DC 15
xpert	kingdom's level + 4	Sootscale Kobolds:
Master	kingdom's level + 6	Tiger Lords: DC 36
egendary	kingdom's level + 8	Tok-Nikrat: DC 18

## Certain Leadership activities (Establi greement, Pledge of Fealty, Reques

ttempt checks to negotiate with other he following list provides DCs for the or groups the PCs are likely to encounter. Feel ree to adjust them up or down to represent he actions of the PCs: an adjustment of +2 or 2 is a good place to start if the PCs have been articularly friendly or antagonistic to a group. should the PCs seek relations with a group not sted here, such as a new Freehold, use these OCs as examples to generate DCs of your own. Candlemere Lizardfolk: DC 22 Fort Drelev: DC 30 Greengripe: DC 24 M'botuu: DC 32 Nomen Centaurs: DC 26 Pitax: DC 28 Rostland: DC 15 Sootscale Kobolds: DC 20 Tiger Lords: DC 36

Varnhold: DC 12

### KINGDOM SIZE

Size	Type of Nation	Resource Die	Control DC Modifier	Commodity Storage
1-9	Territory	1d4	+0	4
10-24	Province	1d6	+1	8
25-49	State	1d8	+2	12
50-99	Country	1d10	+3	16
100+	Dominion	1d12	+4	20

### **SETTLEMENT TYPES**

Settlement	Size	Population	Level	Consumption	Max. Item Bonus	Influence
Village (1st)	1 block	400 or less	1	1	+1	0
Town (3rd)	4 blocks	401-2,000	2-4	2	+1	1 hex
City (9th)	9 blocks	2,001-25,000	5-9	4	+2	2 hexes
Metropolis (15th)	10+ blocks	25,001+	10+	6	+3	3 hexes

# ILLS, KEY ABILITIES, AND ACTIVITIES

		Quell Unrest*		Commerce Phase Step 2: Approve Frances
Boating	Economy	Establish Trade Agreement* Go Fishing Rest and Relax*	-	Commerce Phase Step 2: Approve Expenses Improve Lifestyle (page 527) Tap Treasury (page 528) Commerce Phase Step 3: Tap Commodities
Defense	Stability	Fortify Hex Provide Care	-	Trade Commodities (page 525)  Commerce Phase Step 4: Manage Trade Agreements  Manage Trade Agreements (page 529)
Engineering	Stability	Build Roads	Irrigation	Activity Phase Step 1: Leadership Activities Capital Investment (page 529)
		Clear Hex* Demolish Establish Settlement* Establish Work Site	Repair Reputation (Decay)*	Celebrate Holiday (page 524) Clandestine Business (page 526) Craft Luxuries (page 522) Create a Masterpiece (page 522) Creative Solution (page 527)
Exploration	Economy	Abandon Hex* Claim Hex* Clear Hex* Hire Adventurers	_	Establish Trade Agreement (page 519) Focused Attention (page 520) Hire Adventurers (page 524) Infiltration (page 526) Pledge of Fealty (page 520)
Folklore	Culture	Celebrate Holiday Quell Unrest*	_	Prognostication (page 527) Provide Care (page 523) Purchase Commodities (page 529)
Industry	Economy	Establish Settlement* Trade Commodities	Relocate Capital	Quell Unrest (page 521) Recruit Army (page 569) Relocate Capital (page 525)
Intrigue	Loyalty	Infiltration New Leadership* Quell Unrest*	Clandestine Business Pledge of Fealty* Repair Reputation (Strife)*	Repair Reputation (page 521) Request Foreign Aid (page 528) Rest and Relax (page 521) Send Diplomatic Envoy (page 528)
Magic	Culture	Quell Unrest* Supernatural Solution	Establish Trade Agreement* (master) Prognostication	Supernatural Solution (page 526)  Activity Phase Step 2: Region Activities  Abandon Hex (page 518)  Build Roads (page 523)
Politics	Loyalty	Establish Settlement* Improve Lifestyle New Leadership* Quell Unrest*	_	Claim Hex (page 518) Clear Hex (page 518) Establish Farmland (page 522) Establish Settlement (page 519) Establish Work Site (page 524)
Scholarship	Culture	Creative Solution Establish Settlement* Rest and Relax*	_	Go Fishing (page 522) Fortify Hex (page 523) Gather Livestock (page 530) Harvest Crops (page 522)
Statecraft	Loyalty	New Leadership* Tap Treasury	Pledge of Fealty* Request Foreign Aid Send Diplomatic Envoy	Irrigation (page 524)  Activity Phase Step 3: Civic Activities  Build Structure (page 518)
Trade	Economy	Capital Investment Establish Trade Agreement* Manage Trade Agreements Purchase Commodities Rest and Relax*	Collect Taxes Repair Reputation (Crime)*	Demolish (page 523)  Activity Phase Step 4: Army Activities See Appendix 3: Warfare  BUILDING ON ROUGH TERRAIN  Certain Region activities (Clear Hex, Fortify Hex, Build Roads,
Warfare	Loyalty	New Leadership* Quell Unrest*	Pledge of Fealty*	Establish Work Site, Irrigation) require the PCs to spend an amount of RP determined by the most inhospitable terrain feature contained within the hex. Use the highest RP cost
Wilderness	Stability	Abandon Hex* Claim Hex* Gather Livestock Rest and Relax*	-	given for the hex's terrain types in the list below (so if the hex contains swamps and forests, use the cost for swamps).  Mountains: 12 RP  Swamps: 8 RP
Any Skill	Varies	Focused Attention*	-	Forests: 4 RP Hills: 2 RP
*This is a gene	eral skill activity; o	descriptions for these appear on	pages 517-521.	Plains: 1 RP

					Upkeep Phase Step 1: Assign Leadership
	Arts	Culture	Craft Luxuries	Create a Masterpiece	New Leadership (page 520)  Commerce Phase Step 1: Collect Taxes
			Rest and Relax* Quell Unrest*	Repair Reputation (Corruption)*	Collect Taxes (page 530)
			Quell Officst		Commerce Phase Step 2: Approve Expe
	Boating	Economy	Establish Trade Agreement*	_	Improve Lifestyle (page 527)
			Go Fishing		Tap Treasury (page 528)
			Rest and Relax*		Commerce Phase Step 3: Tap Commodit Trade Commodities (page 525)
	Defense	Stability	Fortify Hex		Commerce Phase Step 4: Manage Trade
	Detetise	Stability	Provide Care		Manage Trade Agreements (page 52
		0. 1.111.			Activity Phase Step 1: Leadership Activ
	Engineering	Stability	Build Roads	Irrigation	Capital Investment (page 529)
			Clear Hex* Demolish	Repair Reputation (Decay)*	Celebrate Holiday (page 524)
			Establish Settlement*		Clandestine Business (page 526) Craft Luxuries (page 522)
			Establish Work Site		Create a Masterpiece (page 522)
					Creative Solution (page 527)
	Exploration	Economy	Abandon Hex*	_	Establish Trade Agreement (page 51
			Claim Hex*		Focused Attention (page 520)
			Clear Hex*		Hire Adventurers (page 524)
			Hire Adventurers		Infiltration (page 526) Pledge of Fealty (page 520)
	Folklore	Culture	Celebrate Holiday		Prognostication (page 527)
	FUIKIUIE	Culture	Quell Unrest*		Provide Care (page 523)
			Quen onicst		Purchase Commodities (page 529)
	Industry	Economy	Establish Settlement*	Relocate Capital	Quell Unrest (page 521)
			Trade Commodities		Recruit Army (page 569)
			1. (1)		Relocate Capital (page 525)
	Intrigue	Loyalty	Infiltration	Clandestine Business	Repair Reputation (page 521) Request Foreign Aid (page 528)
			New Leadership* Quell Unrest*	Pledge of Fealty* Repair Reputation (Strife)*	Rest and Relax (page 521)
			Queli Officst	Repair Reputation (Strife)	Send Diplomatic Envoy (page 528)
	Magic	Culture	Quell Unrest*	Establish Trade Agreement* (master)	Supernatural Solution (page 526)
			Supernatural Solution	Prognostication	Activity Phase Step 2: Region Activities
					Abandon Hex (page 518) Build Roads (page 523)
	Politics	Loyalty	Establish Settlement*	_	Claim Hex (page 525)
			Improve Lifestyle		Clear Hex (page 518)
			New Leadership*		Establish Farmland (page 522)
			Quell Unrest*		Establish Settlement (page 519)
	Scholarship	Culture	Creative Solution		Establish Work Site (page 524)
	Scribial Stilly	Culture	Establish Settlement*		Go Fishing (page 522) Fortify Hex (page 523)
			Rest and Relax*		Gather Livestock (page 530)
					Harvest Crops (page 522)
	Statecraft	Loyalty	New Leadership*	Pledge of Fealty*	Irrigation (page 524)
			Tap Treasury	Request Foreign Aid	Activity Phase Step 3: Civic Activities
	T .	-	0 11 11	Send Diplomatic Envoy	Build Structure (page 518) Demolish (page 523)
	Trade	Economy	Capital Investment Establish Trade Agreement*	Collect Taxes Repair Reputation (Crime)*	Activity Phase Step 4: Army Activities
			Manage Trade Agreements	Repair Reputation (Crime)	See Appendix 3: Warfare
			Purchase Commodities		<b>BUILDING ON ROUGH TER</b>
			Rest and Relax*		Certain Region activities (Clear Hex, Fortify
					Establish Work Site, Irrigation) require the
	Warfare	Loyalty	New Leadership*	Pledge of Fealty*	amount of RP determined by the most in
			Quell Unrest*		feature contained within the hex. Use th
	AACL I	0. 1.11.	A1 1 1 *		given for the hex's terrain types in the lis
	Wilderness	Stability	Abandon Hex*	_	hex contains swamps and forests, use the
			Claim Hex* Gather Livestock		Mountains: 12 RP
			Rest and Relax*		Swamps: 8 RP
	Any Skill	Varies	Focused Attention*	_	Forests: 4 RP
*			descriptions for these appear on	pages 517-521.	Hills: 2 RP
Ī		,			Plains: 1 RP
					paizo

# **ACTIVITIES LISTED BY STEP**

During a Kingdom turn, the party has the option to perform

vary by Kingdom turn phase, as summarized below.

Upkeep Phase Step 1: Assign Leadership Roles

a wide range of downtime activities. The specific activities

paizo.com #37115438, Kevin Athey <drizztdn@gmail.com>, Dec 6, 2022 **BASIC ARMIES** Level Scouting Standard DC AC High Save Low Save Attack Max Tactics **ARMY ACTIVITIES** 

Skill	Key Attribute	Untrained Activities	Irained Activities
_	_	Disband Army	_
Arts	Culture	Recover Shaken Army	Recover Weary Army (experi
Boating	Economy	Deploy Army	_
Defense	Stability	Garrison Army	_
		Recover Damaged Army	_
		Recover Weary Army	_
Engineering	Stability	Garrison Army	_
		Outfit Army	_
		Recover Mired or Pinned Army	_
Exploration	Economy	Deploy Army	_
		Recover Lost Army	_
Folklore	Culture	_	Recover Damaged Army (exp
Intrigue	Loyalty	Offensive Gambit	_
Magic	Culture	Outfit Army	Deploy Army (master)
		_	Recover Mired or Pinned (expert)
Politics	Loyalty	Garrison Army	Recover Defeated Army (mas
Scholarship	Culture	Train Army	_
Statecraft	Loyalty	Recruit Army	_
Trade	Economy	Outfit Army	_
Warfare	Loyalty	Offensive Gambit	Recover Defeated Army (exp
		Outfit Army	Recover Shaken Army (exper
		Recruit Army	_
		Train Army	-
Wilderness	Stability	_	Recover Lost Army (expert)

### **DETERMINING VICTORY**

The PCs won the battle! Roll a basic Warfare check to determine the repercussions for the kingdom.

**Critical Success** The damage suffered in the battle was relatively minor. Restore 1 HP to every damaged army, and at the start of your next Kingdom turn, gain one bonus Fame or Infamy point and reduce Unrest by 1.

**Success** The damage wasn't as bad as it seemed. Restore 1 HP to every damaged army.

**Failure** The battle was hard fought, but your armies bore the results of the clash as well as could be expected.

**Critical Failure** Although you won the battle, it took its toll on some of your armies. Any army that was damaged in the battle increases its shaken or weary condition value (the party chooses which) by 1.

## **Step 1: Roll Initiative**

Each army in the battle makes a Scouting check to determine its initiative. On the first round of a war encounter, armies are usually near (see page 577). (Armies that have the Ambush tactic may be able to begin a war encounter engaged [see page 575]; armies that have the Opening Salvo tactic may be able to begin a war encounter distant [see page 576].) Step 2: Play a Round Each army takes three war actions on its turn, chosen from Basic War Actions or from any other war actions the army may have access to.

## Step 3: Check for Routs

+23

+29

+35

+22

+25

+27

+30

At the end of the round, after every army has acted, there's a chance that armies might rout. An army whose HP is at or below its Rout Threshold must attempt a Morale check; the DC is equal to the highest Morale DC among the remaining enemy armies. On a critical success, that army no longer has to check for routs at this step for the remainder of the encounter (but it can still become routed from other effects). On a failure, the army increases the value of its shaken condition by 1. On a critical failure, the army becomes routed.

## Step 4: Begin the Next Round

After checking for routs, the round is over and the next one begins.

## Step 5: End the Encounter

Once all armies on a side are routed or destroyed. the encounter ends; see Victory or Defeat (below) to determine the final results of the encounter.

## FORTIFICATION STATISTICS

OKINI TEMITOR SIMILSTIES					
Fortification Type	AC	HP	Max. Armies		
Castle	30	8	6		
Keep	25	5	4		
Tower	20	2	1		
Trench	15	1	1		
Wall, stone	20	3	2		
Wall, wooden	15	2	2		

## RECOVERING ARMY CONDITIONS

COAFKING	AKIMI COMDITIONS
dition	Skill Check to Recover
naged	Defense or Folklore (expert)
eated	Politics (master) or Warfare (expert)
t	Exploration or Wilderness (expert)
ed or Pinned	Engineering or Magic (expert)
ken	Arts or Warfare (expert)
ary	Arts (expert) or Defense

## **DETERMINING LOSS**

The PCs lost the battle! Roll a basic Defense check to try to minimize damage and to determine repercussions.

**Critical Success** Many soldiers survived the lost battle. All defeated armies are restored to 1 HP, and one damaged army of your choice

Success One damaged army of your choice escaped the brunt of the loss-that army heals 1 HP. Gain 1 Unrest.

Failure The battle was a loss. Gain 1 Unrest.

**Critical Failure** The loss has crushed your armies' spirits. Each army that participated in the battle increases its shaken or weary condition (the party chooses which) by 2. Gain 1d4 Unrest.

As armies perform activities or engage in warfare, they can become affected by conditions. When an army becomes affected by a condition, its effects last until the condition's stated duration ends or the condition is removed. As with character conditions, some army conditions override others (Core Rulebook 618).

Some army conditions have a numerical condition value. This value conveys the severity of a condition, and such conditions often give a bonus or penalty equal to their value. These values can often be reduced by taking the Recover Army activity or simply by waiting, as described in the condition itself. If a condition value is ever reduced to 0, the condition ends.

Concealed: A concealed army is tougher to target, and gains a +2 circumstance bonus to its Maneuver checks. Attacks against it take a -2 circumstance penalty. This condition lasts as long as the event granting the concealment persists. Defeated: When an army has zero Hit Points, it

**ARMY CONDITIONS** 

becomes defeated. A defeated army cannot take war actions. A defeated army can be restored to 1 Hit Point with the Recover Army activity (although the basic DC is increased by 5 for this check). Any effect that restores a defeated army to at least 1 Hit Point removes the defeated condition. A defeated army can only be moved one hex at a time with the Deploy Army activity. A defeated army can be Disbanded normally. It cannot be used for any other Army activity as long as it remains defeated.

If a defeated army takes damage, it must succeed at a DC 16 flat check or be destroyed. If all armies on a side are defeated, those armies are destroyed.

**Destroyed:** The army has been completely devastated, and it cannot be restored—it can only be replaced by a new army. Any gear the army had is ruined

**Efficient:** The army has performed an Army activity with such speed that it can be used to attempt a second Army activity immediately, but doing so causes it to lose of a powerful enemy, a supernatural the efficient condition. The second Army activity suffers a -5 penalty to its check, and the result of this second Army activity check cannot grant the efficient condition. If the army doesn't attempt a second Army activity, it instead loses the efficient condition and reduces the value of one condition of its choice by 1.

**Engaged:** An army that is in close combat with one or more enemy armies becomes engaged. An army must be engaged in order to attempt melee Strikes. If an army is engaged and attempts a maneuver war action that would cause it to disengage, it provokes reactions from any enemy armies they were engaged with.

**Fortified:** The army is in a defensive position as the result of a Garrison Army activity. While fortified, enemy armies cannot engage the army and the army cannot engage enemy armies. A fortified army gains a +4 item bonus to its AC and to Morale checks made to rally. A fortified army that uses a maneuver war action immediately loses its fortified condition.

**Lost:** When an army's attempt to deploy to a new location fails, it can become lost. A lost army can take no Army activity other than Recover, and that only in an attempt to remove the lost condition. When an in a war encounter.

army recovers from the lost condition, the GM decides what the army's new location is (typically this is at an approximate midpoint between the army's starting point and its intended destination).

**Mired:** The army's movement is severely impaired. It may be bogged down in mud, snow, underbrush, rubble, or similar terrain, encumbered by carrying heavy burdens, or any other reason. Mired always has a value. A mired army takes a circumstance penalty to all maneuvers equal to its mired value. If an army ever becomes mired 4, it becomes pinned.

Distant: An army that has the distant condition has managed to retreat a fair range away from enemy armies, and is potentially poised to make an escape from the field of battle. Armies can attempt a ranged Strike against distant armies, but they take a -5 penalty to that Strike.

**Outflanked:** The army has enemies coming at it from many directions and must split its forces to deal with threats on every side. The army takes a -2 circumstance penalty to its AC.

**Pinned:** The army and cannot move freely. It has the outflanked condition and cannot use any maneuver war actions. A pinned army cannot be deployed.

Routed: The army retreats, whether due to magical compulsion or simply broken morale. On its turn, a routed army must use the Retreat war action. While routed, the army takes a -2 circumstance penalty to Morale checks. This condition ends automatically once a war encounter is resolved, but the routed army increases

its shaken value by 1 in this case. If all armies on one side of a battle are routed simultaneously, the battle ends and the other army is

victorious. Shaken: The army's morale has begun to falter, be it fear in the face effect such as a dragon's frightful presence, or simply the result of ill fortune in the tide of battle. Shaken always has a numerical value. The army's Morale checks take a circumstance penalty equal to its shaken value, and whenever the army takes damage, it must

succeed at a DC 11 flat check or its shaken value increases by 1. An army that becomes shaken 4 is automatically routed. An army reduces the value of this condition by 1 each Kingdom turn that passes during which it does not attempt an Army activity or engage in a war encounter. Weary: The army is exhausted. Weary

always has a numerical value. A weary army takes a circumstance penalty equal to its weary value to its AC, to its Maneuver checks, and to its Army activity checks; it takes double this circumstance penalty to Deploy Army checks. An army reduces the value of this condition by 1 each Kingdom turn that passes during which it does not attempt an Army activity or engage

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