SECOND EDITION

PATHFINDER®

Kingmaker
ADVENTURE PATH

KINGDOM TRACKER

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MAX _____		FAME
LEVEL		**INFAMY**

KINGDOM NAME _____

ABILITY SCORES

MODIFIER		SCORE
	CULTURE	
	ECONOMY	
	LOYALTY	
	STABILITY	

CHARTER _____
HEARTLAND _____
GOVERNMENT _____
CAPITAL CITY _____

EXPERIENCE POINTS _____
RESOURCE DICE _____

SIZE	RP	UNREST	UNREST PENALTY	CONSUMPTION

CONTROL DC

☐ = _____ + _____
         BASE   SIZE

LEADERS

INV		
☐	**RULER**	
	CHARACTER NAME	_____
☐	**COUNSELOR**	
	CHARACTER NAME	_____
☐	**GENERAL**	
	CHARACTER NAME	_____
☐	**EMISSARY**	
	CHARACTER NAME	_____
☐	**MAGISTER**	
	CHARACTER NAME	_____
☐	**TREASURER**	
	CHARACTER NAME	_____
☐	**VICEROY**	
	CHARACTER NAME	_____
☐	**WARDEN**	
	CHARACTER NAME	_____

RUIN

TYPE	SCORE	PENALTY	THRESHOLD
CORRUPTION			
CRIME			
DECAY			
STRIFE			

COMMODITIES

FOOD	LUMBER	LUXURIES	ORE	STONE
MAX ____	MAX ____	MAX ____	MAX ____	MAX ____

WORK SITES

FARMLANDS	LUMBER CAMPS	MINES	QUARRIES

TRADE AGREEMENTS	EVENT CHECK DC

2

SKILLS

	ABILITY	PROF	T	E	M	L	STATUS	CIRC.	ITEM	OTHER
AGRICULTURE =	STABILITY									
ARTS =	CULTURE									
BOATING =	ECONOMY									
DEFENSE =	STABILITY									
ENGINEERING =	STABILITY									
EXPLORATION =	ECONOMY									
FOLKLORE =	CULTURE									
INDUSTRY =	ECONOMY									
INTRIGUE =	LOYALTY									
MAGIC =	CULTURE									
POLITICS =	LOYALTY									
SCHOLARSHIP =	CULTURE									
STATECRAFT =	LOYALTY									
TRADE =	ECONOMY									
WARFARE =	LOYALTY									
WILDERNESS =	STABILITY									

FEATS

2 _____

4 _____

6 _____

8 _____

10 _____

12 _____

14 _____

16 _____

18 _____

20 _____

ABILITIES

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

SETTLEMENTS

RELATIONS

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

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ADVENTURE PATH

EVENT NAME   LEVEL

SKILL TO RESOLVE   **MODIFIER**   **LEVEL**

NOTES

RESOLUTION STATUS

EVENT NAME   LEVEL

SKILL TO RESOLVE   **MODIFIER**   **LEVEL**

NOTES

RESOLUTION STATUS

EVENT NAME   LEVEL

SKILL TO RESOLVE   **MODIFIER**   **LEVEL**

NOTES

RESOLUTION STATUS

EVENT NAME   LEVEL

SKILL TO RESOLVE   **MODIFIER**   **LEVEL**

NOTES

RESOLUTION STATUS

EVENT NAME   LEVEL

SKILL TO RESOLVE   **MODIFIER**   **LEVEL**

NOTES

RESOLUTION STATUS

EVENT NAME   LEVEL

SKILL TO RESOLVE   **MODIFIER**   **LEVEL**

NOTES

RESOLUTION STATUS

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ONE-LOT BUILDINGS

Alchemy Lab	Arcanist Tower	Bank	Barracks	Brewery	Cemetery	Dump
Festival Hall	General Store	Granary	Herbalist	Houses	Illicit Market	Inn
Jail	Library	Luxury Store	Magic Shop	Mansion	Mill	Mint
Monument	Occult Shop	Orphanage	Park	Pier	Rubble	Sacred Grove
Shrine	Smithy	Special Artisan	Stable	Tannery	Tavern, Dive	Tavern, Popular
Tenement	Thieves' Guild	Trade Shop	Watchtower			
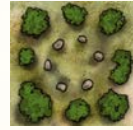
TWO-LOT BUILDINGS
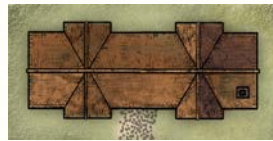
Academy	Embassy	Foundry
Garrison	Guildhall	Hospital
Keep	Lumberyard	Marketplace

Two-Lot Buildings

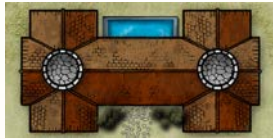Military Academy

Museum

Noble Villa

Opera House

Secure Warehouse
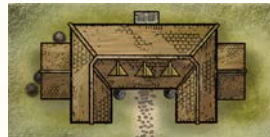

Stonemason

Tavern, Luxury

Tavern, World-Class
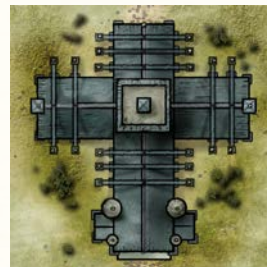

Temple

Theater

Town Hall

Four-Lot Buildings

Arena

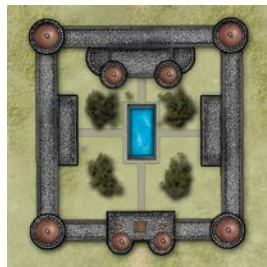Castle

Cathedral

Construction Yard

Menagerie

Palace

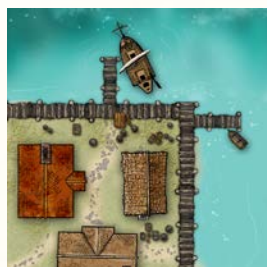Stockyard

University

Waterfront (corner)

Waterfront (side)

PATHFINDER

URBAN GRID

❏ *Water* ❏ *Bridge* ❏ *Wall (wood)* ❏ *Wall (stone)*

❏ *Water* ❏ *Bridge* ❏ *Wall (wood)* ❏ *Wall (stone)* _(left side, vertical)_

❏ *Water* ❏ *Bridge* ❏ *Wall (wood)* ❏ *Wall (stone)* _(right side, vertical)_

❏ *Water* ❏ *Bridge* ❏ *Wall (wood)* ❏ *Wall (stone)*

SETTLEMENT ❏ Village ❏ Town ❏ City ❏ Metropolis

LEVEL _____ CONSUMPTION _____

❏ Overcrowded   Max. Item Bonus _____   Influence _____Hexes

INFRASTRUCTURE ❏ Magical Streetlamps ❏ Paved Streets ❏ Sewer System

GARRISONED ARMIES

_____
_____
_____
_____
_____

ONGOING EVENTS

_____
_____
_____
_____
_____

KINGDOM QUICK REFERENCE

Running a kingdom plays out as Kingdom turns that happen at the end of each in-game month, after all adventuring play during that month (including encounters, exploration, and downtime) has been resolved. Each Kingdom turn is divided into phases, and these phases are divided into steps. All Kingdom activities that are available to use during each step are listed below as well for ease of reference.

KINGDOM ACTIVITIES LISTED BY STEP

Upkeep Phase Step 1: Assign Leadership Roles
New Leadership

Commerce Phase Step 1: Collect Taxes
Collect Taxes

Commerce Phase Step 2: Approve Expenses
Improve Lifestyle, Tap Treasury

Commerce Phase Step 3: Tap Commodities
Trade Commodities

Commerce Phase Step 4: Manage Trade Agreements
Manage Trade Agreements

Activity Phase Step 1: Leadership Activities
Capital Investment, Celebrate Holiday, Clandestine Business, Craft Luxuries, Create a Masterpiece, Creative Solution, Establish Trade Agreement, Focused Attention, Hire Adventurers, Infiltration, Pledge of Fealty, Prognostication, Provide Care, Purchase Commodities, Quell Unrest, Recruit Army, Relocate Capital, Repair Reputation, Request Foreign Aid, Rest and Relax, Send Diplomatic Envoy, Supernatural Solution

Activity Phase Step 2: Region Activities
Abandon Hex, Build Roads, Claim Hex, Clear Hex, Establish Farmland, Establish Settlement, Establish Work Site, Go Fishing, Fortify Hex, Gather Livestock, Harvest Crops, Irrigation

Activity Phase Step 3: Civic Activities
Build Structure, Demolish

Activity Phase Step 4: Army Activities
Deploy Army, Disband Army, Garrison Army, Offensive Gambit, Outfit Army, Recover Army, Train Army

UPKEEP PHASE

Adjust your kingdom's statistics based on activities you have taken during the previous month. You earn 1 Fame or Infamy point at the start of your turn.

Step 1: Assign Leadership Roles

Use New Leadership to assign or change leaders. Then apply any vacancy penalties as appropriate for the rest of the turn.

Step 2: Adjust Unrest

On your first Kingdom turn, your kingdom's Unrest score is 0; skip to the next step.

Increase Unrest by 1 for every settlement in your kingdom that is Overcrowded. If you are at war, increase it by 1. Other ongoing events may have ongoing Unrest adjustments as well; make them at this time.

If your kingdom's Unrest is 10 or higher, the kingdom gains 1d10 points to its Ruins. Distribute these points in any way you wish among the four Ruins. In addition, attempt a DC 11 flat check. On a failure, one hex of your kingdom is lost; the PCs choose which hex.

If your kingdom's Unrest is 20 or higher, the entire nation also falls into anarchy. While in anarchy, you can only attempt Quell Unrest activities, and the results of all kingdom checks are worsened one degree.

Step 3: Resource Collection

Determine the number of Resource Dice you are entitled to roll for the current Kingdom turn by adding your kingdom level + 4 to any bonus dice or penalty dice you gained from the previous turn. You cannot have fewer than 0 Resource Dice.

> **Resource Dice = kingdom level + 4 + bonus dice – penalty dice**

Next, roll your Resource Dice to determine how many Resource Points (RP) you have available during this turn. Your RP is equal to the roll result. (RP remaining at the end of your turn can be converted into kingdom Experience Points.)

Gain 1 Commodity from each of your Work Sites (or 1 from each site in a Resource hex). Commodities gathered in excess of your storage capacity are lost.

Step 4: Pay Consumption

On your first Kingdom turn, your kingdom's Consumption score is 0; skip to the next step. On all other turns, calculate your kingdom's Consumption score now.

> **Kingdom Consumption = settlement Consumption total + army Consumption total – Farmland hexes influenced by settlements + modifiers from kingdom events**

Spend Food Commodities equal to your kingdom's Consumption score. If you can't or choose not to spend this Commodity cost, you can either spend 5 RP per point of unpaid Consumption or increase Unrest by 1d4.

KINGDOM MANAGEMENT

COMMERCE PHASE

The Commerce phase is when your kingdom conducts its essential financial business, drawing revenue from taxes, investments, and natural resources and making trade agreements.

Step 1: Collect Taxes

You can perform the Collect Taxes activity once per Kingdom turn to attempt to bolster your Economy-based checks for the remainder of the Kingdom turn.

If you don't attempt to Collect Taxes, you can instead attempt a DC 11 flat check; on a success, reduce Unrest by 1 as your people breathe a collective sigh of relief at the lessened taxation rates.

Step 2: Approve Expenses

During this step, you can draw upon the kingdom's funds to enhance the standard of living for all of its citizens by attempting the Improve Lifestyle activity, or you can attempt a withdrawal from the kingdom's funds using the Tap Treasury activity.

Step 3: Tap Commodities

If your kingdom has any stockpiles of Commodities, you can attempt the Trade Commodities activity to bolster your RP for the turn.

Step 4: Manage Trade Agreements

If you've established trade agreements, you can use the Manage Trade Agreements activity.

ACTIVITY PHASE

The Activity phase is when you make proclamations on expanding your kingdom, declare festivals and holidays, and manage your territory and settlements. The vast majority of kingdom activities occur during this phase.

Step 1: Leadership Activities

If your kingdom's capital has a Castle, Palace, or Town Hall, each PC in a leadership role may attempt up to three Leadership activities. If your capital has none of these structures, each PC can take no more than two Leadership activities during this step.

Your party chooses the order you go in when taking Leadership activities; once you decide, play out each of the activities sequentially. Unless an activity states otherwise, a leader cannot attempt the same Leadership activity more than once per Kingdom turn.

Step 2: Region Activities

The PC leaders may now collectively attempt up to three Region activities. The players decide who rolls any skill checks needed to resolve these activities.

Step 3: Civic Activities

Your party may now attempt one Civic activity for each of the kingdom's settlements. You determine the order in which these activities are attempted and who rolls any skill checks.

STEP 4: ARMY ACTIVITIES

If your kingdom is at war, or you wish to attend to building up its armies, those activities take place during this final step in the Activity Phase. If you're not at war and aren't building up any armies, you can simply skip this step and proceed to the Event Phase.

EVENT PHASE

An event may affect your entire kingdom, a single hex, or a settlement. Some events are harmful, while others are beneficial. Your GM has full rules and information on running events, but the steps you take during this turn are summarized below.

Step 1: Check for a Random Event

Attempt a DC 16 flat check. On success, a random kingdom event occurs. If no random event occurs, the DC for this check in the next Kingdom turn is reduced by 5. Once an event occurs, the DC resets to 16.

Step 2: Event Resolution

In some cases, random events present opportunities for you to go forth in exploration or encounter mode in order to deal with a rampaging monster or other situation; these are handled now. In some chapters of the *Kingmaker Adventure Path*, specific story events are introduced outside of Kingdom turns; these special Kingdom events are resolved when they occur, typically during Downtime rather than during a Kingdom turn.

Step 3: Apply Kingdom XP

The GM now awards any kingdom XP earned during that turn that you may have earned from achieving a milestone event. If the kingdom experienced a random event, it receives 30 XP. The first Kingdom turn that your kingdom spent 100 RP, gain 80 kingdom XP as a milestone award.

In addition, any RP that remains unspent now that your turn is resolved is now converted to kingdom XP at a one to one ratio.

Step 4: Increase Kingdom Level

If your kingdom's XP total is above 1,000, and your kingdom has not yet reached its maximum level (as set by your party's level), increase your kingdom level by 1 and subtract 1,000 from your XP total. See Leveling Up Your Kingdom on page 511 of the Kingmaker Adventure Path for the full rules for leveling up.

ARMY QUICK REFERENCE

These quick-reference rules are meant to help players work through the steps to recruit a new army and also summarize the steps for playing a war encounter. Finally, a reference for all army conditions is provided. Full rules for armies can be found in Appendix 3 of the Kingmaker Adventure Path.

RECRUITING A BASIC ARMY

When you recruit a basic army, follow these steps.

STEP 1—CHOOSE A BASIC ARMY TYPE

You cannot choose an army whose minimum level is higher than your current kingdom level.

STEP 2—ADJUST STATISTICS

Adjust the army's level to match your kingdom level.

STEP 3—RECRUIT THE ARMY

Take the Recruit Army activity during the Army Activities step of a Kingdom turn to recruit the army into your kingdom.

STEP 4—CHOOSE INITIAL TACTICS

All armies can know at least one tactic, and higher level armies can potentially learn more. When you recruit a basic army, you can choose its tactics from any that it qualifies for (but note that cavalries and siege engines "spend" their first tactic on Overrun and Engines of War respectively).

STEP 5—PLACE THE ARMY

A basic army starts in the same hex as one of your kingdom's settlements.

STEP 6—ADJUST CONSUMPTION

Increase your kingdom's Consumption score by the army's Consumption score.

STEP 7—NAME THE ARMY

Give your army a unique name and decide on other flavorful elements for your army.

PLAYING A WAR ENCOUNTER

A war encounter takes place over the course of several rounds, with each round representing an hour of battle. The battle continues until all armies on one side are defeated or routed.

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—if you're using a grid to track their relative positions, place all of the army tokens on the grid with none of them adjacent.

STEP 2: PLAY A ROUND

Each army takes three war actions on its turn in the round, chosen from Basic War Actions or from any other war actions the army may have access to as a result of its chosen tactics or abilities.

STEP 3: CHECK FOR ROUTS

At the end of the round, after every army has acted, there's a chance that armies that suffered significant damage might rout. Any 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

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.

ARMY CONDITIONS

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, indicated by a numeral following the condition. 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, such as one in a thick fog, is difficult for other armies to see. The concealed army is tougher to target. A concealed army gains a +2 circumstance bonus on its Maneuver checks, and 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 been battered into submission by reducing its Hit Points to zero, it 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 any damage, it must succeed at a DC 16 flat check or be destroyed.

If all armies on a side are defeated in a war encounter, those armies are destroyed.

Destroyed: A destroyed army has been completely devastated. It cannot be restored—it can only be replaced. Any gear the army had is ruined.

Efficient: An efficient army has accomplished 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 the efficient condition. The second Army activity suffers a –5 penalty on 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 within cover or in a fortification 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 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 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 on 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 ranged Strikes against distant armies, but they take a –5 penalty on 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 is hemmed in by its foes 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 of a powerful enemy, a supernatural 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 on 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 physically tired and cannot summon its full energy. 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 on 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 in a war encounter.

STRUCTURES BY LEVEL

Structure	Level	Page
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Cemetery	1	545
General Store	1	546
Granary	1	546
Herbalist	1	547
Houses	1	547
Inn	1	547
Shrine	1	550
Tavern, Dive	1	551
Wall, Wooden	1	553
Bridge	2	545
Dump	2	546
Jail	2	547
Library	2	547
Mill	2	548
Orphanage	2	549
Town Hall	2	552
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Foundry	3	546
Keep	3	547
Lumberyard	3	547
Monument	3	549
Park	3	550
Pier	3	550
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Stable	3	551
Stockyard	3	551
Stonemason	3	551
Tannery	3	551
Tavern, Popular	3	551
Trade Shop	3	552
Watchtower	3	553
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Structure	Level	Page
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Bank	5	544
Garrison	5	546
Guildhall	5	546
Magical Streetlamps	5	548
Mansion	5	548
Museum	5	549
Sacred Grove	5	550
Thieves' Guild	5	552
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Luxury Store	6	548
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Hospital	9	547
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Occult Shop	13	549
Cathedral	15	545
Mint	15	549
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Palace	15	550
Tavern, World-Class	15	552
University	15	552

FOUNDING A NEW VILLAGE

When you found a village, follow these steps.

STEP 1: SELECT A HEX

Select a Claimed Hex in your kingdom as the site for your settlement.

STEP 2: ESTABLISH YOUR VILLAGE

Clear the Hex to prepare it for the village. If your hex contains lake, river, or swamp terrain, choose which of its borders are Land Borders and which are Water Borders. If your hex contains Ruins or a Structure, you can incorporate that building into your settlement at a reduced cost (for Ruins) or for free (for Structures). The exact type of structure is indicated in that hex's encounter text in Chapter 2.

STEP 3: NAME YOUR VILLAGE

Name your village! This can be anything suitable for the campaign and agreeable to the PCs. If you wish, make a short list of a few unique ideas about the settlement, which could include a motto, flag, or crest; a favored industry or product that is a local specialty; or some amusing quirk or anecdote about the settlement's founding.

STEP 4: START BUILDING!

Your brand new village is now ready to grow! A village must fill a single block of 4 lots before it can expand into a town, so select one block on the Urban Grid for your village's development. Each Kingdom turn, during the Civic Activities step of its Activity phase, your settlement has one Civic activity, which can be used to Build Structures.

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