PATHFINDER

Kingmaker
ADVENTURE PATH

PLAYER'S GUIDE

PATHFINDER

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HOW TO USE THIS GUIDE

Kingmaker is an epic campaign for Pathfinder Second Edition. To play this campaign, all you need is the *Pathfinder Core Rulebook* and a character sheet—with your Game Master's permission, you can also use supplemental rulebooks to further customize your character.

On the following pages, you'll find spoiler-free advice and specific suggestions to help you create a character tailored specifically for Kingmaker. This Player's Guide is organized as follows:

- **Character Creation (page 4):** Guidance and tips for creating a character for this campaign. Some of this advice is summarized on the Suggested Character Options table below.
- **Kingdoms (page 10):** Extensive rules for how to build and manage your own kingdom.
- **Warfare (page 61):** Spoiler-free rules for how to prepare for and play mass combat encounters.
- **Resources (page 78):** Blank maps of the Stolen Lands and additional sheets for use in play.

WHERE ON GOLARION?

The Kingmaker Adventure Path begins in Rostland, located in southern Brevoy, but moves fairly quickly to the southwest into the infamous Stolen Lands, the northeasternmost reaches of the River Kingdoms. Here, a vast swath of wilderness awaits exploration and settlement. The nearby kingdom of Pitax lies along the southwestern border of the Stolen Lands, but whether they will become your friends or enemies, only time will tell!

SUGGESTED CHARACTER OPTIONS

	Alignments	Ancestries	Classes	Languages	Skills	Archetypes
Strongly Recommended	Any	Dwarf, Elf, Gnome, Halfling, Human	Barbarian, Bard, Cleric (Calistria, Erastil, Gorum), Druid, Fighter, Oracle, Ranger, Rogue, Sorcerer (fey or nymph bloodline), Swashbuckler, Witch (curse, fate, and wild), Wizard	Common (Taldane), Hallit, Sylvan	Acrobatics, Athletics, Deception, Diplomacy, Intimidation, Nature, Society, Survival	Aldori Duelist****, Beastmaster*, Bounty Hunter*, Celebrity*, Horizon Walker*, Marshal*, Scout*
Recommended	Any	Goblin, Leshy**	Alchemist, Champion, Cleric (Cayden Cailean, Desna, Gozreh, Shelyn), Investigator, Magus, Monk, Sorcerer (draconic, elemental, or imperial bloodlines), Summoner	Cyclops, Draconic, Dwarven, Elven, Gnomish, Goblin, Iruxi	Crafting, Lore (see Skills and Feats page 7), Performance, Stealth, Thievery	Archaeologist*, Assassin*, Herbalist*, Loremaster*, Snarecrafter*
Appropriate	Any	Android***, Kobold*, Lizardfolk**, Ratfolk*, Sprite***	Other common classes (except below)	Aklo, Boggard, Jotun, Necril	Arcana, Medicine, Occultism, Religion	All multiclass archetypes
Not Recommended	–	–	Cleric (of certain uncommon or rare deities–work with your GM for the best options)	–	–	–

* See *Pathfinder Advanced Player's Guide*
** See *Pathfinder Lost Omens Character Guide*
*** See *Pathfinder Lost Omens Ancestry Guide*
**** See *Pathfinder Lost Omens World Guide*

CHARACTER CREATION

The following information not only provides context for creating characters that fit in well with the region and themes but also helps to manage player expectations for the campaign.

ANCESTRY

Amid the constant threat of civil war, the inhabitants of Brevoy have more pressing concerns than their neighbors' ancestries, and few judge anyone by that alone. Brevans value custom and loyalty; thus, anyone who adheres to local traditions enjoys a high degree of tolerance and acceptance. As such, the region boasts a diverse population.

Characters don't have to be from Brevoy to play the *Kingmaker Adventure Path*, but since the campaign begins as the party receives a charter from the swordlords of Restov, and the initial approach into the Stolen Lands is from Brevoy, players should consider how members of their character's ancestry and class function in this northern kingdom.

The common ancestries from the *Core Rulebook* all work seamlessly with Kingmaker. If a player is considering a rare or uncommon ancestry from another source, the GM should consider challenges and opportunities the story and setting may present for that character, as highlighted below.

THEMATIC ANCESTRIES

Groups of antagonistic kobolds and lizardfolk reside in the Stolen Lands, so players who make characters with these ancestries may have to make difficult choices. Alternately, the presence of such a PC can, at the GM's discretion, make alliances with these groups more likely.

With Kingmaker's thematic ties to the First World, a leshy character could be a fun player option. Likewise, a sprite character might find themselves faced with unexpected advantages or disadvantages in portions of this adventure where the First World has a stronger role. It's best for a sprite PC to have no knowledge of the Adventure Path's key villains and

very limited knowledge of the First World; a sprite who has lived their whole life on the Material Plane works better in Kingmaker than one who is more familiar with the First World's strangeness.

The proximity of Numeria to the Stolen Lands also makes it likely that some androids and ratfolk have drifted east into the region.

UNAFFILIATED ANCESTRIES

Hobgoblins, along with many of the versatile heritages such as those touched by the planes or beastkin, aren't that common in the region, but neither are they unknown or as unexpected as something like catfolk or tengu. And unlike lizardfolk or kobolds, most in the Stolen Lands don't hold a bias against these ancestries, and they make relatively safe, low-impact options for PCs in Kingmaker. (For a PC with a versatile heritage such as changeling, dhampir, or one of the planar scions, their primary ancestry will also impact how well they fit in Kingmaker.) While azarketi would also fit this category, the lack of opportunities to excel in underwater or aquatic environments makes them a particularly poor choice for this campaign.

UNUSUAL ANCESTRIES

Catfolk, fetchlings, fleshwarps, kitsune, strix, and tengu are not well-known in the Stolen Lands; if players choose from these options, they may often be regarded as unusual or curious visitors by denizens in the River Kingdoms. GMs might want to play up some NPCs' reactions to characters of unexpected ancestries, or consider altering some NPC ancestries to match those characters—if only to help explain why some people in the Stolen Lands know that a catfolk isn't a werecreature!

BACKGROUNDS

Players should choose a background from the list of campaign-specific ones provided on pages 8–9, since these build thematic, story-based links between the characters and the Kingmaker story line without spoiling the surprises to come. That said, a player who prefers to choose a background from the *Core Rulebook* would be well-suited to choose one of the following thematic choices: animal whisperer, bounty hunter, criminal, emissary, farmhand, field medic, guard, herbalist, hermit, hunter, laborer, merchant, miner, noble, nomad, scout, or warrior.

Appropriate backgrounds from the *Advanced Player's Guide* include bandit, cook, courier, outrider, pilgrim, refugee, scavenger, squire, and tax collector.

Certain rare backgrounds from the *Advanced Player's Guide* are also appropriate thematic choices for Kingmaker, including amnesiac, cursed, and royalty. The Feybound rare background is also thematically appropriate, but be careful about building in previous visits to the First World for any PC, as Kingmaker assumes that the first visit to this plane for the heroes happens "on screen" during the campaign itself.

CLASSES

With a wide range of challenges ahead in Kingmaker, a party would benefit greatly from having an equally wide range of character classes represented in the group. A few things to keep in mind for each of the classes are summarized below.

ALCHEMIST

While alchemy doesn't play a particularly important role in the *Kingmaker Adventure Path*, an alchemist still has plenty of opportunities to shine in this campaign, particularly if they focus their research as chirurgeons or mutagenists.

BARBARIAN

The most active barbarians within the Stolen Lands are the Tiger Lords, but they're a violent band of warmongers who play the role of antagonists in the campaign. As such, the Tiger Lords make a poor choice for a PC affiliation. If a player wants their barbarian character to have an affiliation with a local group, work with your GM to generate specifics. If a player chooses to play a member of the Tiger Lords, GMs should work with them to ensure that they won't have knowledge about the current activities of the group to avoid spoiling plotlines. An exiled Tiger Lord barbarian could make for a compelling character who eventually could help the party to more easily recruit the Tiger Lords as allies. The most thematic instincts for a Kingmaker barbarian include animal, dragon, and fury.

BARD

A bard's ability to sway crowds and manipulate social events will often come in handy during Kingmaker. All bard muses are appropriate choices for Kingmaker, particularly if a bard's specific muse is associated with Brevoy, the River Kingdoms, or the First World. King Irovetti, the ruler of the neighboring kingdom of Pitax, fancies himself a renowned artist and entertainer, yet stifles the artists in his realm, so a bard character who fled Pitax could have a ready-made goal to return and start a cultural revolution.

Such a bard should not be someone who views King Irovetti as an ally or a source of inspiration, though!

CHAMPION

Holy warriors are relatively uncommon in the River Kingdoms, though they are not completely absent from the region. Champions who serve Cayden Cailean, Desna, Erastil, or Shelyn are the most thematically appropriate choices for Kingmaker.

CLERIC

All nations have need of healers and spiritual leaders, but those struggling to find their footing at the edge of civilization benefit most from the presence of clerics. While clerics of any faith will find roles in this campaign, deities who have strong thematic ties to events in Kingmaker include Calistria, Cayden Cailean, Desna, Erastil, Gorum, Gozreh, and Shelyn.

DRUID

Druidic traditions are strong in the Stolen Lands, particularly those linked to the First World. The worship of Gozreh and members the Green Faith are the most common druidic traditions followed in the region, while the animal, leaf, and wild druidic orders are the most appropriate choices for Kingmaker.

FIGHTER

The esteemed and exclusive schools of the Aldori swordlords train many of Brevoy's numerous fighters, especially in the southern region of Rostland, so Kingmaker is an excellent opportunity to play a character interested in eventually becoming a swordlord. Alternately, with a focus on mass combat later in the story, a fighter who builds toward a role as a general can be an appropriate choice.

GUNSLINGER

The people of Brevoy and the River Kingdoms know about guns, but these weapons remain incredibly rare in the region. As this is an uncommon class, a player should work with their GM before building a gunslinger, and the GM should be comfortable adjusting the campaign as needed to support this type of character's specialized resource needs.

INVENTOR

Inventors certainly exist in Brevoy and the River Kingdoms, particularly those who are influenced by the futuristic technology of neighboring Numeria. Since rules for advanced technology are not available for Pathfinder Second Edition at this time, a player could reskin and adjust descriptions of an inventor PC's abilities and creations to give them a Numerian feel, provided the GM approves. As with the gunslinger, since this is an uncommon class, the player should work with their GM before building an inventor.

INVESTIGATOR

There are plenty of mysteries in the Stolen Lands, and an investigator will have plenty to do throughout this campaign. All investigator methodologies are thematically appropriate for Kingmaker.

MAGUS

While there are no significant organizations associated with this class in the Stolen Lands, the magus is hardly unknown to the people of Brevoy or the River Kingdoms. All categories of hybrid study for the magus work well for the campaign.

MONK

As there are no established or significant monastic orders in the Stolen Lands or the surrounding regions, a traveling explorer or pilgrim likely makes the most sense for a monk character. A monk who seeks to establish their own order may well find an opportunity to do so while the party's kingdom expands.

ORACLE

Oracles are an excellent thematic choice for this campaign, particularly their curses, though it's probably best to keep an oracle's curse self-contained rather than shoehorn it into larger plots in the campaign. The most thematically appropriate mysteries for an oracle are ancestors, battle, life, and tempest.

PSYCHIC

Psychics are not well-known in the Stolen Lands, and most who encounter one would be quick to assume the character is some sort of sorcerer. Emotional acceptance is a strong thematic choice for your subconscious mind.

RANGER

The Stolen Lands make ranger an excellent choice for Kingmaker, especially if the player wants to play a bounty hunter, ex-bandit, explorer, or survivalist.

ROGUE

As with bards, rogues will find many opportunities to manipulate social encounters throughout the campaign. An ex-bandit or a bounty hunter might be a good choice for a rogue character, as would something like a spy or even a diplomat. All rogue rackets are sound choices for Kingmaker.

SORCERER

Kingmaker's thematic ties to the First World make the fey and nymph bloodlines obvious choices for a sorcerer character. While any bloodline will have a chance to stand out, other bloodlines that have thematic ties to Kingmaker include draconic, elemental, and imperial.

SUMMONER

Summoners of the Godcaller tradition are the most commonly encountered summoners in the region. The best choices, thematically, for a Kingmaker summoner's eidolon include beast, dragon, fey, and plant.

SWASHBUCKLER

Although swashbucklers are often portrayed as counterculture elements that make their names as rebels or oppositional forces to the government, swashbucklers can find plenty of opportunities to excel and stand out in Kingmaker. As long as a swashbuckler character supports the party's kingdom, all swashbuckler styles are thematically appropriate.

THAUMATURGE

Thaumaturges in the region are often misunderstood as investigators, wizards, or other scholars. All thaumaturge implements have use in this campaign, but your GM may have suggestions about specific choices that might mesh well with the game's theme.

WITCH

Witches are quite appropriate for a Kingmaker campaign, particularly if they choose a thematically synergistic patron. Curse, fate, and wild are the most relevant choices.

WIZARD

There are no specific arcane traditions of note in the Stolen Lands, making this an excellent opportunity for a wizard character to establish a school of their own in their kingdom. Any choice of arcane thesis works well for the campaign.

OTHER CONSIDERATIONS

Consider the following when creating your PC.

ALIGNMENT

Kingmaker works best if the PCs share at least one primary alignment in common, but as long as the players work well together any alignment can function in this campaign.

ANIMAL COMPANIONS/FAMILIARS

While a character with an animal companion or familiar is not limited in their choices in Kingmaker, the following animals are native to the region and thematically appropriate for this campaign: arboreal sapling, badger, bat, bear, bird, boar, cat, horse, riding drake, scorpion, snake, or wolf.

SKILLS AND FEATS

Wilderness exploration plays a major role in Kingmaker, which means that more action-based skills like Acrobatics and Athletics are as valuable as wilderness skills like Nature and Survival. The ability to track creatures is particularly useful in certain Kingmaker encounters. Social skills like Deception, Diplomacy, and Intimidation will be quite useful, particularly when the heroes are interacting with visitors or antagonists from neighboring realms. Strong choices for Lore specialties include Architecture, Banditry, Brevoy, Farming, First World, Fishing, Forest, Heraldry, Herbalism, Hills, Hunting, Iobaria, Labor, Mercantile, Mining, Mountains, Legal, Pitax, Plains, Politics, River, Scouting, Swamp, and Warfare. In addition, Lore skills focused on deities or types of creatures that play important roles in this campaign are excellent choices: Calistria, Cayden Cailean, Desna, Erastil, Gorum, Gozreh, and Shelyn are obvious choices for deity lore, along with Eldest Lore for knowledge of the pantheon of fey demigods; for creatures, the strongest thematic choices would include Boggard, Dragon, Fey, Kobold, Lizardfolk, and Troll Lore. If a player wants to choose a monster Lore, the GM should work with them to suggest options without spoiling too much.

ARCHETYPES

All multiclass archetypes work well for a Kingmaker campaign. Other thematically appropriate archetypes from the *Advanced Player's Guide* include archaeologist, assassin, beastmaster, bounty hunter, celebrity, herbalist, horizon walker, loremaster, marshal, scout, and snarecrafter. The Aldori Duelist archetype from the *Pathfinder Lost Omens World Guide* is an excellent thematic choice, as this campaign begins in Rostland, the home of this fighting style, and the PCs' association with Jamandi Aldori is a great way to unlock access to this archetype.

BUILDING A KINGDOM

As the campaign progresses, players build their own kingdom, found settlements, and go to war with enemy nations. This Adventure Path's rules for building kingdoms, settlements, and fighting wars should be provided to the players so that they can

be familiar with them and reference them as needed during play.

LANGUAGES

Kingmaker takes place in the Stolen Lands, where Common is the most widespread language. Other strong choices for languages in Kingmaker include Aklo, Boggard, Cyclops, Draconic, Dwarven, Elven, Gnomish, Goblin, Hallit, Iruxi, Jotun, Necril, Sylvan.

KINGMAKER BACKGROUNDS

The following rare backgrounds are specifically tailored to fit the themes of the *Kingmaker Adventure Path*.

BORDERLANDS PIONEER   BACKGROUND

You have long lived along the southern border of Brevoy, in the shadow of the wilderness known as the Stolen Lands. Life has been hard, but through hunting, trapping, trading, and coaxing crops from the ground, you've learned how to survive on the rugged frontier. Whether because of your personal expertise and familiarity with the borderlands or in order to reclaim your family's land, you've joined the expedition into the Stolen Lands.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Nature skill and a Lore skill associated with a particular type of wilderness (choose from forest, hills, mountains, plains, rivers, or swamp). You gain the Train Animal skill feat.

BREVIC NOBLE   BACKGROUND

You claim a tangential but legitimate connection to one of Brevoy's noble families. If you aren't human, you were adopted by one of Brevoy's nobles or were perhaps a favored servant or even a childhood friend of a noble scion. Whatever the case, you've had a comfortable life, though still a far cry from the one your distant cousins or close associates know. An expedition into the storied Stolen Lands seems like just the test to see if you really are worthy of the "noble" title.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

Choose one of the Brevic lineages below.

Garess: Family ties to the Golushkin Mountain dwarves left its mark. Your family motto is "Strong as the Mountains." You're trained in the Crafting skill and the Architecture Lore skill. You gain the Specialty Crafting skill feat.

Lebeda: Your family's history of trading along the shores of Lake Reykal pervades your blood. Your family motto is "Success through Grace." You're trained in the Society skill and the Mercantile Lore skill. You gain the Multilingual skill feat.

Lodovka: Your family has made a living off the coasts of the Lake of Mists and Veils since before Brevoy existed. Your family motto is "The Waters, Our Fields." You're trained in the Athletics skill and the Fishing Lore skill. You gain the Underwater Marauder skill feat.

Medvyed: Your family has a deep respect for the wilderness and is skilled at hunting and surviving off the land. Your family motto is "Endurance Overcomes All." You're trained in the Survival skill and the Hunting Lore skill. You gain the Terrain Expertise skill feat (choose your terrain from aquatic, forest, mountain, plains, or swamp).

Orlovsky: Your family has a reputation for avoiding conflicts. Your family motto is "High Above." You're trained in the Diplomacy skill and the Brevoy Lore skill. You gain the Group Impression skill feat.

Surtova: Your family is well known for their political agility and scheming nature. Your family motto is "Ours Is the Right." You're trained in the Deception skill and the Politics Lore skill. You gain the Charming Liar skill feat.

BREVIC OUTCAST   BACKGROUND

One of your parents was a member of one of the great families of Brevoy, perhaps even of the line of Rogarvia itself. Yet you have no substantive proof of your nobility, and you've learned that claiming such without evidence is a fool's game. Whether a recent attempt to prove your heritage brought down the wrath of a noble family or you seek to prove the worth of the blood in your veins, you've joined an expedition into the Stolen Lands, hoping to make a name all your own.

Choose two ability boosts. One must be to Charisma or Constitution, and one is a free ability boost.

You're trained in the Politics Lore skill. You take a –1 penalty on all Charisma-based skill checks attempted when dealing with members of the nobility, but gain the Haughty Obstinacy human ancestry feat, even if you aren't a human. If you manage to establish yourself as a true noble or secure a leadership role in a kingdom, you no longer take the penalty to Charisma-based checks.

ISSIAN PATRIOT   BACKGROUND

You grew up in northern Brevoy, but the call for heroes willing to help take back your country's rightful holdings in the Stolen Lands has inflamed your dreams of profit and possibilities, and you have joined an expedition journeying south.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Society skill and the Legal Lore skill. You gain the Streetwise skill feat.

LOCAL BRIGAND   BACKGROUND

You hail from the River Kingdoms or the more lawless reaches of Brevoy. Your life has been hard. You know how to ambush travelers, bully traders, avoid the law, and camp where no one can find you. Recently, you've run into some trouble, either with the law or with other bandits, and you're looking to get away to somewhere no one would ever think to look for you. An expedition into the rugged wilderness seems like a perfect way to lie low until the trouble blows over.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Intimidation skill and the Banditry Lore skill. You gain the Group Coercion skill feat.

ROSTLANDER   BACKGROUND

You were raised in the south of Brevoy, a land of dense forests and rolling plains, of crystalline rivers and endless sapphire skies. You come from hardy stock and were raised with simple sensibilities–that hard work earns well-deserved gains, the importance of charity and compassion, and the value of personal and familial honor. Yours is the country of the Aldori swordlords and the heroes who refused to bend before the armies of a violent conqueror. You care little for matters of politics and nobles or of deception and schemes. You are thoroughly Brevic, and the call for champions willing to expand your land's influence into the Stolen Lands has inflamed your sense of patriotism and honor, and so you have joined an expedition to journey southward and build a kingdom.

Choose two ability boosts. One must be to Strength or Constitution, and one is a free ability boost.

You're trained in the Athletics skill and the Farming Lore skill. You gain the Hefty Hauler skill feat.

SWORD SCION   BACKGROUND

You have lived all your life in and around the city of Restov, growing up on tales of Baron Sirian Aldori and the exploits of your home's heroic and legendary swordlords. Joining an expedition into the Stolen Lands seems like a perfect way to improve your skills and begin crafting a legend worthy of Baron Aldori.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Warfare Lore skill. You gain access to Aldori dueling swords and can purchase one as part of your starting equipment. You treat Aldori dueling swords as martial weapons rather than advanced weapons for the purpose of proficiency.

ALDORI DUELING SWORD   ITEM 1

UNCOMMON, FINESSE, VERSATILE (P)

Price 20 gp

Usage held in 1 hand; **Bulk** 1

An Aldori dueling sword is a slim, single-bladed dueling sword with a slight curve and a sharp, reinforced point. It deals 1d8 slashing damage. An Aldori dueling sword is an advanced one-handed melee weapon in the sword weapon group.

KINGDOMS

While you don't start Kingmaker with a kingdom of your own, it won't be long until your party receives a charter to found their own nation and begin to settle into the Stolen Lands. The following rules provide non-spoiler information and rules for how to set up and run a kingdom of your own!

Ruling a kingdom takes a lot of time, with the majority of actual game-play of running the kingdom taking place during downtime. These mechanics treat the kingdom itself as a sort of additional character in the party, so players who know how to navigate and level up their own characters should find managing a kingdom relatively straightforward.

Though these rules use the word "kingdom" to refer to the nation ruled by the PCs, the government doesn't need to be a monarchy. Likewise, titles like "queen" or "king" may differ from the terms the PCs choose for their leaders (and in any case, gender has no mechanical role in the kingdom rules).

These rules are focused specifically on the *Kingmaker Adventure Path* and so only include elements appropriate for its setting and story line. You won't find rules for building kingdoms in the desert or on the ocean, nor will you find events involving monsters that don't make sense in the Stolen Lands or buildings that aren't thematically appropriate for the setting. In addition, while these rules are presented in a voice that addresses the GM, they remain spoiler free for players to read and become familiar with, in preparation for their time as king and queen!

PROMINENT CITIZENS

Your party will encounter plenty of opportunities for quests throughout the *Kingmaker Adventure Path*. As the kingdom reaches specific milestones or grows in size, prominent citizens will come forward to ask their heroic leaders for aid. Many of these prominent citizens are given sidebars on the following pages that include their name, personality, and hints toward what sort of quest they might ask of you. Also included for each citizen is a clue or task that will help to trigger this citizen's personal quest.

KINGDOM CREATION

The processes of creating and running a kingdom are similar to creating and playing a character. A kingdom has several different mechanical systems that define and describe it, including ability scores, skills, and feats. These develop throughout the campaign, so you should track them on a kingdom sheet like the one on page 82. The GM and other players should work together to determine how best to keep track of their kingdom. Should the GM keep track of everything? Should one player (perhaps the one in the Ruler leadership role—page 19) always be responsible for filling out the kingdom sheet, while other players are responsible for different settlements' Urban Grids (page 83)? Should the kingdom sheet pass from one player to the next each session or each time the kingdom levels up? As long as all of the kingdom's stats are available to everyone during play, there's no one right answer, so use the solution that works best for your group.

KINGDOM ABILITY SCORES

A kingdom has four ability scores: Culture, Economy, Loyalty, and Stability. These function like the ability scores of a character, providing modifiers on die rolls and checks. As the kingdom prospers and grows, these scores can increase. And if the nation falls on hard times or goes through corruption, scandal, defeat, or disaster, Ruin will accrue that degrades these abilities (see Ruin, page 38).

Culture

Culture measures the interest and dedication of your nation and its people to the arts and sciences, to religion and reason, and to the subjects that your society chooses to learn about and to teach. Are your people well-versed in rhetoric and philosophy? Do they value learning and research, music and dance? Do they embrace society in all its diverse splendor? If they do, your kingdom likely has a robust Culture score.

Economy

Economy measures the practical day-to-day workings of your society as it comes together to do the work of making and building, buying and selling. How industrious are your citizenry? Are they devoted to building more, higher, and better, trading in goods, services, and ideas? If so, your kingdom likely has a robust Economy score.

Loyalty

Loyalty measures the collective will, spirit, and sense of camaraderie the citizens of your nation possess. How much do they trust and depend on one another?

WORKING TOGETHER

More so than typical Pathfinder campaigns, Kingmaker assumes that the PCs work together. These rules assume that all of the PCs have roles as leaders in the nation, and that they're all focused on making their kingdom prosperous and stable, rather than stealing from the treasury, oppressing the citizens (or each other), or striking out on their own to start competing kingdoms. Before starting this campaign, you should make sure your players understand this assumption and build appropriate characters.

How do they respond when you sound the call to arms or enact new laws? How do they react when other nations send spies or provocateurs into your lands to make trouble? If they support the kingdom's leadership, the kingdom itself has a robust Loyalty score.

Stability

Stability measures the physical health and well-being of your nation. This includes its infrastructure and buildings, the welfare of its people, and how well things are protected and maintained under your rule. How carefully do you maintain your stores and reserves, repair things that are broken, and provide for the necessities of life? How quickly can you mobilize to shield your citizens from harm? A kingdom that can handle both prosperity and disaster efficiently and effectively has a robust Stability score.

KINGDOM ABILITY SCORE OVERVIEW

Each Kingdom ability score starts at 10, representing the average, but as kingdom creation choices are made, these scores will change. Apply ability boosts (which increase a score by 2) or ability flaws (which decrease a score by 2), in the same way that boosts and flaws are applied to character ability scores (*Pathfinder Core Rulebook* 20). Kingdom ability scores give the same ability modifiers as character ability scores, as summarized on Table 1–1 on page 20 of the *Pathfinder Core Rulebook*.

STEP 1: KINGDOM CONCEPT

Building a kingdom is a cooperative experience that is enhanced by having the entire group engaged. By the time the PCs are granted a charter to explore and settle a portion of the Stolen Lands, the players should be given the kingdom rules and should work

together to decide the sort of kingdom they want to establish.

STEP 2: SELECT A CHARTER

Starting a new kingdom is a daunting challenge, requiring significant amounts of funding and support to get everything started. A charter granted by an established entity gives the kingdom a much-needed enhancement right at the start, typically manifesting as boosts to two of the kingdom's ability scores and a flaw to a third score. In effect, a charter bolsters two aspects of a kingdom, but one other aspect is held back to the benefit of the charter's holder.

Most charters apply a flaw to one specific ability, a boost to another specific ability, and a "free" boost, which can be applied to any score that the charter doesn't specifically affect. For example, the conquest charter specifically gives a boost to Loyalty and a flaw to Culture, so the free boost can be applied to either Economy or Stability.

In Kingmaker, the PCs earn their charter from Jamandi Aldori as thanks for dealing with the threat posed by the Stag Lord. (Outside of Kingmaker, the method by which a kingdom secures a charter can vary, but the most organic method is for the GM to grant one in the form of a quest reward.) In any case, the PCs choose one of five forms for their charter, detailed below.

Over time the PCs' kingdom may grow more independent or they could secure additional aid and support from other nations. None of those developments will replace or adjust the important initial boosts and flaw they'll earn at the very start of their kingdom's history—once the PCs have chosen their charter, the boosts and flaw it grants are permanent.

On the kingdom sheet, record the type of charter the PCs chose. On a separate sheet, record which three kingdom abilities received boosts or a flaw in this step; refer to it when finalizing ability scores in step 5.

CONQUEST   CHARTER

Your sponsors have conquered an area and its former leaders have been routed or even killed. This charter places you in charge of some portion of this conquered territory (or land abandoned by the defeated enemy) and commands you to hold and pacify it in the name of your patron. The people are particularly devoted and supportive of your rule (if partially out of fear), but the constant threat of potential war hinders the arts and makes it difficult for citizens to truly relax. If you opt for this charter, you are asked to set up your kingdom against Pitax.

KINGDOM IN THE BACKGROUND

Not every group will be interested in the details of how a kingdom is built and managed. In such a case, the GM can allow the PCs' kingdom to develop and grow in the background of the story. Resource encounters during hexploration become largely flavor discoveries in this case, and while you can still run Kingdom events as they occur during the campaign, their mechanical effects and repercussions should limit themselves to those that affect the PCs directly.

Ability Boosts Loyalty, plus a free ability boost
Ability Flaw Culture

EXPANSION   CHARTER

Your patron places you in charge of a domain adjacent to already settled lands with the expectation that your nation will remain a strong ally. The greater support from your patron's nation helps to bolster your own kingdom's society, but this increased reliance means that fluctuations in your ally's fortunes can impede your own kingdom's security. If you select this charter, Lady Jamandi expects you to remain strong allies with Restov.
Ability Boosts Culture, plus a free ability boost
Ability Flaw Stability

EXPLORATION   CHARTER

Your sponsor wants you to explore, clear, and settle a wilderness area along the border of the sponsor's own territory. Your charter helps to secure initial structures (or supplies to create them), at the cost of incurring financial debt.
Ability Boosts Stability, plus a free ability boost
Ability Flaw Economy

GRANT   CHARTER

Your patron grants a large amount of funding and other resources without restriction on the nature of your kingdom's development—but they do require you to employ many of their citizens and allies. Your nation's wealth and supplies are secure, but a portion of your kingdom's residents have split allegiances between your nation and that of your sponsor.
Ability Boosts Economy, plus a free ability boost
Ability Flaw Loyalty

OPEN   CHARTER

If you would prefer to be truly free agents and trailblazers staking your own claim, you can simply choose an open charter with no restrictions—and no direct support. In this case, Lady Jamandi applauds your bravery and self-

confidence, but warns that establishing a kingdom is no small task. An open charter grants a single ability boost to any ability score, and the new nation has no built-in ability flaw.

Ability Boosts one free ability boost
Ability Flaw none

STEP 3: CHOOSE A HEARTLAND

The new kingdom consists of a single hex. The PCs can choose any hex (subject to GM approval) that they have Reconnoitered. Tell the players that it's wisest to select a hex that already has a structure, since their first settlement—their capital—will be located in this initial hex. Note that terrain features can grant other benefits to the kingdom when claimed; see Terrain Features on page 41.

The heartland grants an additional boost to one of the kingdom's ability scores based on a significant terrain feature present in that hex. If the hex has more than one terrain feature, the PCs should choose only one of them to provide the boost.

The choice of terrain made here influences how the Favored Land kingdom ability functions (page 16).

On the kingdom sheet, record the heartland terrain the PCs chose. On a separate sheet, record which kingdom ability received a boost in this step; refer to it when finalizing ability scores in step 5.

FOREST OR SWAMP   HEARTLAND

Your nation begins in woodlands or swamplands, so there are no shortages in natural resources or wonders to bolster your citizens' imagination and mood.
Ability Boost Culture

HILL OR PLAIN   HEARTLAND

Your nation starts in an area that is easy to traverse. This is reflected in your citizens' temperament; they appreciate that your choice makes their lives a bit easier.
Ability Boost Loyalty

LAKE OR RIVER   HEARTLAND

By establishing your nation on the shores of a lake or river, you ensure a built-in mechanism for trade. Even before a road is built, merchants and travelers can reach your settlement with relative ease via boat.
Ability Boost Economy

MOUNTAIN OR RUINS   HEARTLAND

Your nation is founded in the mountains or includes a significant ruined location, and it uses these natural or artificial features to bolster defense. Your citizens tend to be hale and hardy, if not stubborn to a fault.
Ability Boost Stability

MAKING BIG CHANGES

In Kingmaker, a kingdom's government type cannot be altered once chosen. Should the GM wish to allow a full regime change, it should cause significant events involving an adventure of its own, or at the very least should force the PC leaders to endure several Kingdom turns of anarchy. A full exploration of the story potential of regime changes are beyond the scope of these rules and of the *Kingmaker Adventure Path*.

That said, if the PCs are seriously unhappy with a choice they made earlier regarding their kingdom's government–or their sponsor or initial capital for that matter–you should consider simply letting the players retcon their choices and rebuild the kingdom with a new choice of government for the sake of keeping your campaign going!

STEP 4: CHOOSE A GOVERNMENT

Though the terminology used in Kingmaker presumes the PCs establish a feudal kingdom in which a monarch rules the land, feudalism isn't the only form of government to choose from. If the PCs decide upon a different type of government, adjust the names of certain leadership roles as you wish. The mechanics of these rules remain the same.

The choice of government grants three boosts to the kingdom's ability scores. Two boost specific abilities, while the third is a free boost that can be applied to any ability score other than the two that were specifically boosted. The government type also gives the kingdom the trained proficiency rank in two specific skills and grants a bonus Kingdom feat (page 36).

On the kingdom sheet, record the type of government the PCs chose, which two skills received training, and which Kingdom feat the PCs received. On a separate sheet, record which three kingdom abilities received a boost in this step; refer to it when finalizing ability scores in step 5.

DESPOTISM

GOVERNMENT

Your nation's rule is centered around a single individual who seized or inherited command and whose authority is absolute. The ruler of this kingdom still retains advisors and assistants, but only when they obey the ruler's whims.

Ability Boosts Stability and Economy, plus a free ability boost
Skill Proficiencies Intrigue and Warfare
Bonus Feat Crush Dissent

FEUDALISM

GOVERNMENT

Your nation's rule is vested in a dynastic royal family, though much of the real power is distributed among their vassals and fiefdoms.

Ability Boosts Stability and Culture, plus a free ability boost

Skill Proficiencies Defense and Trade

Bonus Feat Fortified Fiefs

OLIGARCHY

GOVERNMENT

Your nation's rule is determined by a council of influential leaders who make decisions for all others.

Ability Boosts Loyalty and Economy, plus a free ability boost

Skill Proficiencies Arts and Industry

Bonus Feat Insider Trading

REPUBLIC

GOVERNMENT

Your nation draws its leadership from its own citizens. Elected representatives meet in parliamentary bodies to guide the nation.

Ability Boosts Stability and Loyalty, plus a free ability boost

Skill Proficiencies Engineering and Politics

Bonus Feat Pull Together

THAUMOCRACY

GOVERNMENT

Your nation is governed by those most skilled in magic, using their knowledge and power to determine the best ways to rule. While the type of magic wielded by the nation's rulers can adjust its themes (or even its name—a thaumocracy run by divine spellcasters would be a theocracy, for example), the details below remain the same whether it's arcane, divine, occult, primal, or any combination of the four.

Ability Boosts Economy and Culture, plus a free ability boost

Skill Proficiencies Folklore and Magic

Bonus Feat Practical Magic

YEOMANRY

GOVERNMENT

Your nation is decentralized and relies on local leaders and citizens to handle government issues, sending representatives to each other as needed to deal with issues that concern more than one locality.

Ability Boosts Loyalty and Culture, plus a free ability boost

Skill Proficiencies Agriculture and Wilderness

Bonus Feat Muddle Through

STEP 5: FINALIZE ABILITY SCORES

Once the players have chosen their kingdom's charter, heartland, and government, finalize the kingdom's ability scores. First, choose two different kingdom abilities to receive additional boosts. Then, total the boosts and flaws the kingdom has received for each ability, and record the final ability score and its associated modifier on the kingdom sheet. Remember that ability scores start at 10, boosts add 2, and flaws subtract 2. For example, if a kingdom's Loyalty received two boosts and a flaw, its Loyalty ability score is 12 (10+4-2), so its Loyalty modifier is +1.

STEP 6: RECORD KINGDOM DETAILS

The PCs should choose a name for their kingdom. Record it on their kingdom sheet along with the following initial statistics.

- The kingdom's level (see Leveling Up Your Kingdom page 16) is 1, and its maximum level is equal to the party level.
- The kingdom's Size (page 38) is 1.
- The kingdom's Resource Die (page 38) is a d4, and its Resource Dice total is 5.
   - The kingdom's Control DC (page 16) is 14.
   - The kingdom's Consumption (page 43) is 0.
   - The kingdom's Unrest (page 39) is 0.
   - All four Ruins (page 38) start at 0, and each Ruin's initial threshold is 10.
- The kingdom's initial commodity stores (page 40) are 0, and its maximum storage limit for each is 4.

STEP 7: CHOOSE LEADERS

Every kingdom needs leaders, and in Kingmaker, the assumption is that those leaders include the PCs (though if the party has more than eight PCs, not all PCs will have leadership roles). Full rules for leadership roles begin on page 18.

First, assign each PC to a different leadership role. It's best if the party works together to assign these roles. Then, assign any remaining roles to NPCs whom the PCs have allied with and who are capable and willing to serve in a leadership role.

Next, choose four leadership roles to invest. Investing a role provides a status bonus to Kingdom skill checks based on that role's key ability (see Key Ability on page 18 and table on 20). Invest roles assigned to PCs first (so if your party has fewer than four PCs, you'll invest only enough NPC roles to make up the difference).
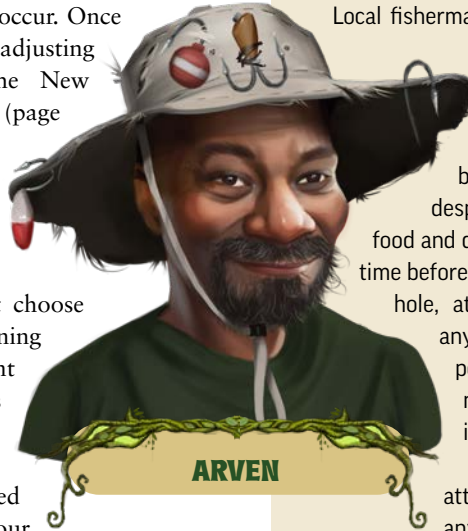
These initial leadership assignments happen as part of the founding of the kingdom and do not require a kingdom activity to occur. Once the kingdom is established, adjusting leadership requires using the New Leadership kingdom activity (page 24).

Then, each of the four invested leaders chooses to apply the trained proficiency rank to a different Kingdom skill (page 21). You may not choose skills that already received training from your choice of government type. These proficiency ranks cannot be reassigned later.

On the kingdom sheet, record the leader you assigned to each role and indicate the four roles you invested. Record a +1 status bonus to the skill associated with each invested role's key ability, and record the four skills that your nation received training in.

STEP 8: FIRST VILLAGE

Somewhere in that heartland hex lies the kingdom's first village—the capital. Rules for founding settlements begin on page 45, but the players can skip Step 1 and Step 2 of that process when founding this village. Since this is their first village, the PCs gain 40 kingdom XP as a milestone award (page 45); record it on the kingdom sheet, along with the capital's name. If the site the PCs have chosen has any established structures listed in the hex's resources in Chapter 2, place them in blocks of the PCs' choice on an Urban Grid (page 83). (The PCs won't add new structures to the settlement before their first Kingdom turn.)

STEP 9: CALCULATE SKILL MODIFIERS

With the big decisions made, it's time to calculate modifiers for each of the kingdom's skills. Each skill is associated with a specific ability (see page 20), and the initial modifier for each skill consists of the ability modifier for the associated ability, plus a proficiency bonus, plus a status bonus for skills that receive them from invested leadership roles. (There are several other types of bonuses and penalties that can affect skill modifiers later in the campaign; leave those boxes empty for now.)

> **Initial modifier = modifier of the skill's key ability score + proficiency bonus + status bonus**

👑 ARVEN (THE FISHER)

QUEST

Local fisherman Arven has a secret fishing hole on the east bank of the Tuskwater. He's particularly protective of the location, as many other fishers can attest. None have been able to pry the spot out of him, despite ample attempts to ply him with food and drink. Some say it's only a matter of time before something scary claims the fishing hole, at which point Arven, if he's got any sense, will have to ask for help—perhaps offering as a reward that magic runestone he says he found in a pike's belly a few months ago.

Trigger: The first time you attempt to Go Fishing, build a Pier in any settlement, or claim a hex that includes a portion of the Tuskwater, Arven might come seeking aid from your party.

ARVEN

If a kingdom is not proficient in a skill, the proficiency bonus is +0; if a kingdom is trained in a skill, the proficiency bonus is that kingdom's level plus 2. (It's not possible to attain proficiency ranks beyond trained until 3rd level.)

For example, the Agriculture skill is associated with Loyalty. If the kingdom's Loyalty modifier is +1, and it is untrained in Agriculture, then its Agriculture skill modifier is +1. If that 1st-level kingdom is trained in Agriculture, though, add to that a proficiency bonus of 3 (the kingdom's level plus 2). If a leadership role that provides a status bonus to Loyalty-based checks (Ruler or Emissary) is invested, add another 1.

Calculate the initial modifiers for all skills and record them on the kingdom sheet.

STEP 10: FAME OR INFAMY?

Finally, the PCs should decide if they want their kingdom to aspire to fame or infamy. A famous kingdom seeks to bolster its citizens, forge alliances with neighbors, or oppose the rise of cruelty, while an infamous kingdom uses its citizens as resources, undermines and sabotages its neighbors, or actively seeks warfare. It's an oversimplification to call a famous kingdom a "good" kingdom or an infamous kingdom an "evil" one, and disruptive elements like crime or corruption will harm an infamous kingdom as surely as a famous one. As such, kingdoms do not have alignments to track. The choice here solely determines whether the kingdom uses Fame or

KINGDOM ADVANCEMENT

Level	Control DC	Kingdom Features
1	14	Charter, government, heartland, initial proficiencies, favored land, settlement construction (village)
2	15	Kingdom feat
3	16	Settlement construction (town), skill increase
4	18	Expansion expert, fine living, Kingdom feat
5	20	Ability boosts, ruin resistance, skill increase
6	22	Kingdom feat
7	23	Skill increase
8	24	Experienced leadership +2, Kingdom feat, ruin resistance
9	26	Expansion expert (Claim Hex 3 times/turn), settlement construction (city), skill increase
10	27	Ability boosts, Kingdom feat, life of luxury
11	28	Ruin resistance, skill increase
12	30	Civic planning, Kingdom feat
13	31	Skill increase
14	32	Kingdom feat, ruin resistance
15	34	Ability boosts, settlement construction (metropolis), skill increase
16	35	Experienced leadership +3, Kingdom feat
17	36	Ruin resistance, skill increase
18	38	Kingdom feat
19	39	Skill increase
20	40	Ability boosts, envy of the world, Kingdom feat, ruin resistance

Infamy points (page 42) and the influence certain structures might have on the kingdom. Fill in the box for the type of points you won't be tracking.

LEVELING UP YOUR KINGDOM

Kingdoms increase in level by gaining kingdom experience points (XP). At each new level, a kingdom improves attributes and focus areas beyond those provided by its basic background and the specific choices made at the time of its founding.

At the end of a Kingdom turn, if the kingdom has at least 1,000 XP and has not yet reached its maximum level (see below), increase the kingdom's level by 1 and deduct 1,000 from its current XP total. (The kingdom's level can't increase by more than 1 on a single Kingdom turn.) Note the kingdom's new level on the kingdom sheet. If the kingdom has any leftover XP, they are retained and count toward gaining the next level.

The kingdom's maximum level is equal to the party's level; it can never exceed the level of the PCs themselves. So, for example, if the PCs are still 1st level when the kingdom reaches 1,000 XP, the kingdom cannot level up yet; it will level up at the end of the first Kingdom turn after the PCs have reached 2nd level. (It's possible for a kingdom to accumulate a large reserve of XP, at which point the party's level effectively determines when that kingdom levels up rather than just XP accumulation. This is fine.)

When your kingdom gains a level, each army you have gains a level as well. See the appendix starting on page 71 for additional details on armies.

As the kingdom advances, it gains the abilities described on the following pages. Abilities gained at levels higher than first list the level at which they are gained next to their name.

CONTROL DC

The more powerful a kingdom grows, the more difficult it becomes to control it. The base Control DC for your kingdom is set by the kingdom's level—fortunately, as you increase in level, your ability to successfully utilize your skills grows as well.

CHARTER, GOVERNMENT, AND HEARTLAND

Your kingdom gains the benefits of your selected charter, government, and heartland (pages 12–13).

INITIAL PROFICIENCIES

At 1st level, a kingdom receives the trained proficiency rank in two Kingdom skills gained from your initial choice of government (page 13) and in up to four additional Kingdom skills determined by your invested leaders (page 18), giving you a proficiency bonus to checks using these skills equal to your kingdom level plus 2. Proficiencies cannot be changed, even if the kingdom's government or leaders later change.

FAVORED LAND

Your heartland's terrain becomes your kingdom's favored land—the wilderness terrain that your people feel the strongest emotional ties to and to

which your resource gatherers tend to flock. Once per Kingdom turn, during the Region Activities step of the Activity phase, you can attempt two Region activities simultaneously as long as both activities take place in the same hex and that hex contains the same terrain as your heartland. You take a –2 penalty to Kingdom skill checks made during these two activities.

SETTLEMENT CONSTRUCTION

You can establish villages in your kingdom immediately (page 45). At 3rd level, you can expand villages into towns. At 9th level, you can expand towns into cities. And at 15th level, you can expand cities into metropolises.

As villages grow into larger settlements, you not only gain more room to build, but the maximum item bonus you can gain from that settlement's structures increases as well (see table on page 47).

KINGDOM FEATS   2ND

At 2nd level, and then every 2 levels thereafter, the kingdom gains a Kingdom feat (page 36).

SKILL INCREASE   3RD

At 3rd level and every 2 levels thereafter, your kingdom gains a skill increase. You can use this to increase your rank to trained in one skill in which your kingdom is untrained, or to increase your rank to expert in one skill in which your kingdom is trained.

Starting at 7th level, you can use your skill increases to increase your kingdom's proficiency to master in a skill in which your kingdom is already an expert. Beginning at 15th level, you can use them to increase your proficiency to legendary in a skill in which your kingdom is already a master.

EXPANSION EXPERT   4TH

Your kingdom is better at expanding its territory. You gain a +2 circumstance bonus to skill checks made to Claim Hex and can attempt to Claim Hex up to twice during a Kingdom turn.

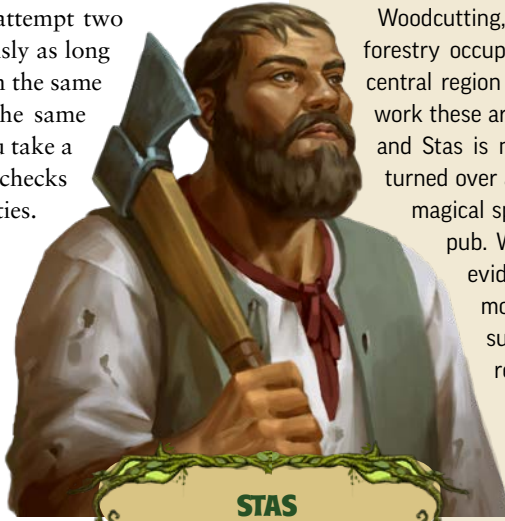At 9th level, you can attempt to Claim Hex up to three times during a Kingdom turn.

FINE LIVING   4TH

Your people celebrate by indulging you with feasts and finery. All PCs associated with the kingdom enjoy

⬥ STAS (THE LUMBERJACK)
QUEST

Woodcutting, lumber management, and other forestry occupations are quite common in the central region of the Stolen Lands. Those who work these areas are hardy and stubborn folk, and Stas is no exception. He claims to have turned over a new leaf after nearly losing his magical spear during a rowdy night at the pub. While his improved work ethic is evidence that he has indeed grown more responsible, his companions suspect it won't be long before he returns to his former wild ways.

Trigger: Once you establish a Lumberyard in a settlement, establish a lumber camp out in the wild, or claim any hex that contains solely forest terrain, Stas will soon thereafter approach you with a problem he needs solved.

STAS

a Fine standard of living (*Pathfinder Core Rulebook* 294) at no cost whenever they're in the kingdom. Any PCs in hostile wilderness, a monster-filled dungeon, or otherwise cut off from their citizens must provide their own sustenance as usual even if they are within the boundaries of their kingdom.

You gain a +1 circumstance bonus to all checks made to Craft or Earn Income while in your kingdom.

ABILITY BOOSTS   5TH

At 5th level and every 5 levels thereafter, you boost two different kingdom ability scores. You can use these ability boosts to increase your kingdom's ability scores above 18. Boosting an ability score increases it by 2 if it starts out below 18, or by 1 if it's already 18 or above.

RUIN RESISTANCE   5TH

At 5th level and every 3 levels thereafter, your kingdom becomes more resistant to Ruin. Choose one of the four Ruin categories and increase its threshold by 2. When you do so, reset that Ruin's penalty to 0. See page 38 for more information about Ruin.

EXPERIENCED LEADERSHIP   8TH

Invested leadership roles in your kingdom now grant a +2 status bonus to kingdom checks associated with their leadership role's key ability.

At 16th level, this increases to a +3 status bonus.

LIFE OF LUXURY   10TH

Your people lavish you with every creature comfort. This is identical to Fine Living, but all PC leaders enjoy an Extravagant standard of living (*Core Rulebook* 294) at no cost whenever they're in the kingdom.

You gain a +2 circumstance bonus to all checks made to Craft or Earn Income while in your kingdom.

CIVIC PLANNING   12TH

During the Civic Activities step of the Activities phase of a Kingdom turn, one settlement of the party's choice can attempt two Civic activities rather than one. The second Civic activity occurs after all other settlements have taken their individual Civic activities.

ENVY OF THE WORLD   20TH

Your kingdom is one of the world's prominent nations. The first time in a Kingdom turn when your kingdom would gain Unrest or Ruin, ignore that increase. You can ignore additional increases to Unrest or Ruin later in the same turn as well, but you must spend a Fame or Infamy point each time you do so. Your maximum Fame or Infamy point total increases by 1.

LEADERSHIP ROLES

All kingdoms have leaders who fill roles tending to the economy, defense, and health of its citizens. Each role grants the kingdom different benefits, provided a character—be it a PC or an NPC—takes up the mantle of serving in that role. A character can only fill one leadership role at a time, but it's important to have all eight roles filled, for when a kingdom goes without a leader, problems arise.

If unexpected events (such as the death of a character) remove a leader from a leadership role, the New Leadership kingdom activity (page 24) may immediately be used to assign a new leader to that role—even outside of a Kingdom turn.

Each character in a leadership role (whether PC or NPC) must spend a week of downtime activity each month attending to their duties (though these seven days need not be consecutive). This downtime works just the same as time spent retraining a feat or skill; a character can take multiple downtime activities during the course of a month as time allows. A character can attend to their duties even if they take on a downtime activity with a longer time requirement (such as retraining a class feature, which requires at least a month); in this case, simply break up the time required for that longer activity

over the course of consecutive months, leaving seven days during each month for leadership activities. NPCs assigned to leadership roles are presumed to meet the downtime requirement automatically unless the PCs deliberately have them step away from the job (likely to accompany them on adventures). If a character does not spend this downtime, at the start of the Upkeep phase of the next Kingdom turn (page 43), they either incur their role's vacancy penalty (see below) or lose one of their leadership activities for that turn.

There is an advantage to assigning a leadership role to a PC rather than an NPC. Each kingdom event specifies a leader, and if that leader is a PC who is not incurring a vacancy penalty, the kingdom receives a bonus to the kingdom check that determines the event's outcome.

Some benefits require that a role be invested. In step 7 of Kingdom Creation (page 14), the players select 4 leadership roles to be invested; at the start of each Kingdom turn, they may reselect the roles that are invested (see Leadership Roles). Note that when certain companions detailed in the *Kingmaker Companion Guide* hold the leadership roles listed in their entry in that book, those roles are automatically invested; this is in addition to the four roles the players choose to invest.

Statistics for leadership roles are presented in the following format.

LEADERSHIP ROLE NAME

A description of the leader's role is provided here.

Key Ability This lists the kingdom ability score that is most impacted by the leader. When this role is invested, all Kingdom skill checks based on this ability gain a +1 status bonus. This bonus increases to +2 when the kingdom reaches 8th level, and then to +3 when the kingdom reaches 16th level.

Since status bonuses don't stack (see Attempting Kingdom Skill Checks on page 21), you may want to invest one role that benefits each of the 4 kingdom abilities–but since each leadership role offers other unique benefits to the kingdom, spreading out the roles in that way may not always be the best choice!

Vacancy Penalty At the start of each Kingdom turn, if any leader has not spent the required week of downtime in that role (see above) since the end of the last Kingdom turn, they must either give up one of the three activities they would take during the Leadership Activities step of the Activity phase, or apply this penalty until the start of the next Kingdom turn. (When the vacancy penalty ends, any Unrest generated by the vacancy remains in place and must be ameliorated in the normal

fashion.) Vacancy penalties also apply to leadership roles that are unassigned.

RULER

The Ruler performs the kingdom's most important ceremonies, is the kingdom's chief diplomatic officer, serves as the signatory for all laws affecting the entire kingdom, pardons criminals when appropriate, and is responsible for appointing characters to all other high positions in the kingdom's government.

Key Ability Loyalty

Vacancy Penalty –1 to all checks (this stacks with any other vacancy penalty); gain 1d4 Unrest at the start of the Kingdom turn; Control DC increases by 2

COUNSELOR

The Counselor is a liaison between government and citizens. They study issues with academic analysis but also interpret the desires of the citizenry and present proclamations to the people in understandable ways. They also serve as an advisor to the other leaders, particularly to the Ruler.

Key Ability Culture

Vacancy Penalty –1 to all Culture-based checks

GENERAL

The General leads the kingdom's military, heading its armies and managing subordinate military commanders. The General is responsible for looking after the needs of the kingdom's military and directing them in times of war.

Key Ability Stability

Vacancy Penalty –4 to Warfare activities (see the appendix starting on page 71)

EMISSARY

The Emissary keeps state secrets, oversees clandestine intrigues, and deals with criminal elements within the kingdom. They manage foreign policy and interactions with other kingdoms, as well as the interactions of political organizations and power brokers at home. Whether or not your emissary is a public figure or someone who manipulates events behind the scenes, their role in the kingdom remains the same.

Key Ability Loyalty

Vacancy Penalty –1 to all Loyalty-based checks

MAGISTER

The Magister is in charge of all things magical in the kingdom, attending to how the supernatural affects ordinary citizens.

👑 LILY TESKERTIN (THE ARISTOCRAT)

QUEST

As the kingdom grows, a wide range of newcomers arrive seeking out places to live—some of them members of an established aristocracy hoping to change their lives, be it to flee from scandals at home, expand family holdings, or anything in between. Lady Lily Teskertin has come with a singular purpose—she's a noblewoman who's always loved elven artistry and has long been interested in visiting the Stolen Lands after hearing that once, long ago, elves lived in the region.

Trigger: Once you build your first Manor in a settlement, attempt to Craft Luxuries for the first time, or if word spreads that you've started exploring an old elven ruin, Lady Teskertin is sure to arrive in the kingdom with a request, offering an old magic heirloom as payment.

LILY TESKERTIN

They promote higher learning in the arts of magic, whether arcane, divine, occult, or primal. They oversee any aspects of governmental bureaucracy in which magic can be of service to the kingdom's needs and interests.

Key Ability Culture

Vacancy Penalty –4 to Warfare activities (see the appendix starting on page 71)

TREASURER

The Treasurer monitors the kingdom's funds and the state of business and industry, as well as the citizens' confidence in the economy and the growth of the nation's manufacturing capacity. They work to ensure a fair market for all, investigate those who take advantage of the system, and handle taxation issues.

Key Ability Economy

Vacancy Penalty –1 to all Economy-based checks

VICEROY

The Viceroy plans and implements the kingdom's expansion and development, both in its territories and its settlements. They manage the infrastructure of the nation, overseeing major capital improvements and growing the networks that connect the hinterlands with the cities at the nation's heart, helping keep the kingdom moving and growing.

Key Ability Economy

Vacancy Penalty –1 to Stability-based checks

WARDEN

The Warden monitors the safety, security, and overall health of the kingdom, its lands, and its borders. They

PLAYER'S GUIDE

KINGDOM SKILLS, KEY ABILITIES, AND ACTIVITIES

Skill	Key Ability	Untrained Activities	Trained Activities
Agriculture	Stability	Establish Farmland Harvest Crops	–
Arts	Culture	Craft Luxuries Rest and Relax* Quell Unrest*	Create a Masterpiece Repair Reputation (Corruption)*
Boating	Economy	Establish Trade Agreement* Go Fishing Rest and Relax*	–
Defense	Stability	Fortify Hex Provide Care	–
Engineering	Stability	Build Roads Clear Hex* Demolish Establish Settlement* Establish Work Site	Irrigation Repair Reputation (Decay)*
Exploration	Economy	Abandon Hex* Claim Hex* Clear Hex* Hire Adventurers	–
Folklore	Culture	Celebrate Holiday Quell Unrest*	–
Industry	Economy	Establish Settlement* Trade Commodities	Relocate Capital
Intrigue	Loyalty	Infiltration New Leadership* Quell Unrest*	Clandestine Business Pledge of Fealty* Repair Reputation (Strife)*
Magic	Culture	Quell Unrest* Supernatural Solution	Establish Trade Agreement* (master) Prognostication
Politics	Loyalty	Establish Settlement* Improve Lifestyle New Leadership* Quell Unrest*	–
Scholarship	Culture	Creative Solution Establish Settlement* Rest and Relax*	–
Statecraft	Loyalty	New Leadership* Tap Treasury	Pledge of Fealty* Request Foreign Aid Send Diplomatic Envoy
Trade	Economy	Capital Investment Establish Trade Agreement* Manage Trade Agreements Purchase Commodities Rest and Relax*	Collect Taxes Repair Reputation (Crime)*
Warfare	Loyalty	New Leadership* Quell Unrest*	Pledge of Fealty*
Wilderness	Stability	Abandon Hex* Claim Hex* Gather Livestock Rest and Relax*	–
Any Skill	Varies	Focused Attention*	–

*This is a general skill activity; descriptions for these appear on pages 22–26.

manage scouts and patrols in the countryside, respond to local threats and menaces as needed, and oversee the kingdom's overall defense and health.

Key Ability Stability

Vacancy Penalty –4 to Region activities

KINGDOM SKILLS

Every nation has its own distinct areas of specialization, the things in which it invests its time, talent, and treasure, and the pursuits and features for which the nation becomes renowned for—these are tracked as a kingdom's skills. At 1st level, the maximum number of skills in which a kingdom can have trained proficiency is six: two determined by the kingdom's initial choice of government (see page 13) and up to four others determined by leadership roles (page 14). As a kingdom levels up, it can acquire training in additional skills and increase proficiencies to expert, master, or legendary. Choices about proficiencies cannot be changed after they have been made.

ATTEMPTING KINGDOM SKILL CHECKS

During a Kingdom turn, the PCs attempt Kingdom skill checks. Such checks determine the effects of many things that affect the kingdom, including enduring a hardship, completing a task, impressing a visiting band of dignitaries, fighting off monsters, building a structure, or expanding into a new hex.

A skill check for a kingdom works just like a skill check for a PC. One of the players—typically the one playing the PC whose key attribute or role is most appropriate—rolls 1d20 and adds the appropriate skill modifier, which consists of the kingdom's ability modifier for the ability associated with the skill plus any other applicable modifiers, including the kingdom's proficiency bonus in that skill and any other situational bonuses and penalties that might arise.

> **Check result = d20 roll + skill modifier**
>
> **Skill modifier = key ability score modifier + proficiency bonus + other bonuses – penalties**

If the check result equals or exceeds the Difficulty Class (DC) of the check, it is a success. If it exceeds the DC by 10 or more, it's a critical success. If the check result is less than the DC, it is a failure. If it misses the DC by 10 or more, it's a critical failure. Critically succeeding (or failing) still counts as succeeding (or failing), but if the situation that required the check describes specific results for criticals, apply only the more specific result.

PROFICIENCY BONUSES

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

If a player rolls a natural 20, the result is improved one degree; for example, turning a failure into a success or a success into a critical success. Also, if the player rolls a natural 1, the result is worsened one degree, turning a success into a failure or a failure into a critical failure. (The result cannot be improved or worsened beyond critical.)

Whenever a Kingdom skill check results in a critical success, the kingdom gains 1 Fame/Infamy point (page 42). A kingdom cannot acquire Fame/Infamy beyond its maximum allotment.

The five different types of modifiers (bonuses or penalties) that can apply to Kingdom skill checks are described below. When different types of modifier apply to the same check, add them all. But when multiple modifiers of the same type apply, use only the highest bonus and the worst penalty of that type—in other words, modifiers of the same type (except bonuses granted by structures—see below) don't stack. For instance, if both a proficiency bonus and an item bonus could apply to a check, add both to the die result, but if two item bonuses could apply, add only the higher of the two.

Proficiency bonuses are modifiers determined by a kingdom's proficiency with a skill, using the Proficiency Bonuses table in the corner of this page.

Circumstance modifiers are the result of something that happens during a kingdom event, of an activity, or of an ability granted by the kingdom's level.

Item modifiers are granted by settlement structures or Ruin penalties. Item bonuses granted by structures are typically very specific in their application and only apply to events that take place within the influence area of the settlement in which they are located, although structures in a capital apply their item bonuses to the entire kingdom. Item bonuses granted by structures have special rules for stacking; see the Settlement Types table on page 47 and Item Bonus on page 47. Ruin (page 38) can inflict long-lasting item penalties to a kingdom.

Status modifiers come from leadership expertise in skills related to their role, from Kingdom feats, and from long-term events. Unrest (page 39) is the most common status penalty for a kingdom.

Vacancy modifiers are always penalties. They occur when leadership roles are left vacant, or when leaders don't spend the necessary time attending to their duties (page 18).

BASIC SKILL CHECKS

Many activities call for a basic skill check—a skill check where the DC is your kingdom's Control DC.

SKILL DESCRIPTIONS

The following entries describe each Kingdom skill activity. General skill activities (activities that are associated with multiple skills) are listed first. After that, activities are grouped by the skill they use. Each skill grouping begins with the name of the skill, followed in parentheses by that skill's key ability. Then a brief description of the skill is provided. Within each skill grouping, untrained activities (activities that can be used even if the kingdom doesn't have proficiency ranks in the associated skill) are listed before trained activities (activities that cannot be used until the kingdom has at least the trained proficiency rank in the associated skill).

In each entry, the name of each activity is followed by a list of its traits, with the most notable being Civic, Commerce, Leadership, Region, and Upkeep. Activities can be undertaken only during the steps of the Activity phase that correspond with these traits. The trait list is followed by a description of the action(s) that must be completed to undertake the activity, including (but not limited to) a skill check. Each entry ends with a list of possible results for the skill check and any additional information unique to that activity.

Some of these activities require the expenditure or generation of resources, using the kingdom's Resource Dice and its resource points (RP). See pages 38–39 for more information about Resource Dice and RP.

GENERAL SKILL ACTIVITIES

Most skill activities are associated with only one skill; general skill activities are associated with more than one. Each indicates which skills may be used with it. Some skills may only be used in specific circumstances.

ABANDON HEX

`DOWNTIME` `REGION`

Requirements The hex to be abandoned must be controlled.

After careful consideration, you decide that you would rather not hold onto a particular hex as part of your claimed territory. You renounce your claim to it and pull back any settlers or explorers. Attempt a basic Exploration or Wilderness check. You can abandon more than one hex at a time, but each additional hex you abandon increases the DC of this check by 1.

Critical Success You abandon the hex or hexes, decreasing your kingdom's Size by 1 per hex abandoned (this affects all statistics determined by Size; see page 38). Settlers and explorers return and resettle elsewhere in your kingdom, bringing with them bits of salvage from the abandoned hexes. Gain 1 RP per abandoned hex.

Success As critical success, but you gain no RP and increase Unrest by 1.

Failure You abandon the hex or hexes, decreasing your kingdom's Size by 1 per hex abandoned (this affects all statistics determined by Size; see page 38). Some citizens become disgruntled refugees who refuse to leave the hex. Increase Unrest by 2 and then attempt a DC 6 flat check. If you fail, the refugees become bandits, and during your next Event phase, your kingdom experiences a Squatters kingdom event automatically in addition to any other event that might occur.

Critical Failure As failure, but increase Unrest by 3 and automatically experience a Bandit Activity kingdom event instead of a Squatters event.

Special The Unrest gained from abandoning a hex doubles if it includes a settlement. A settlement in an abandoned hex becomes a Freehold (page 41).

BUILD STRUCTURE

`CIVIC` `DOWNTIME`

You attempt to build a structure in the settlement that's granting the Civic activity. You may choose any structure for which you meet the requirements. Select the appropriate number of contiguous buildable lots in a single block as specified by the structure's entry and spend the specified RP and Commodity cost. Then attempt the structure's skill check.

You can also use this activity to attempt to repair a structure that was damaged as the result of an event but hasn't been replaced by Rubble. To do this, first spend half the structure's listed RP and Commodity cost, and then attempt the specified check. The existing structure gives you a +2 item bonus to the check.

On a success, record the new construction on the Urban Grid. Unless the structure's entry states otherwise, its effects are immediate; if the structure adjusts a Ruin's point total, adjust it upon construction.

Critical Success You construct or repair the structure with great efficiency and get back half of the Commodities spent in construction or repair.

Success You construct or repair the structure.

Failure You fail to construct or repair the structure. You can try to complete it next Kingdom turn; if you do so, you do not need to re-pay the RP and Commodity cost.

Critical Failure You fail to construct the structure; if you were attempting to repair a damaged structure, it is reduced to Rubble. In either event, Rubble now fills the structure's lots, which must be cleared with the Demolish activity before you can attempt to Build a Structure in them again.

CLAIM HEX

DOWNTIME | REGION

Requirements You have Reconnoitered the hex to be claimed during hexploration. This hex must be adjacent to at least one hex that's already part of your kingdom. If the hex to be claimed contains dangerous hazards or monsters, they must first be cleared out—either via standard adventuring or the Clear Hex activity.

Your surveyors fully explore the hex and attempt to add it into your kingdom's domain. Spend 1 RP and then attempt a basic Exploration, Intrigue, Magic, or Wilderness check.

Critical Success You claim the hex and immediately add it to your territory, increasing your kingdom's Size by 1 (this affects all statistics determined by Size; see page 38). Your occupation of the hex goes so smoothly that you can immediately attempt another Region activity.

Success You claim the hex and add it to your territory, increasing your kingdom's Size by 1 (this affects all statistics determined by Size; see page 38).

Failure You fail to claim the hex.

Critical Failure You fail to claim the hex, and a number of early settlers and explorers are lost, causing you to take a –1 circumstance penalty to Stability-based checks until the end of your next Kingdom turn.

Special At 1st level, when selecting the three activities you take during the Region Activities step of the Activity phase of the Kingdom turn, you may select this activity no more than once. Once your kingdom reaches 4th level, you may select it up to twice per turn, and after reaching 9th level you may select it up to three times per turn.

When you successfully claim a hex, gain 10 kingdom XP (see page 45). Many hexes have terrain features that grant benefits to your kingdom when claimed; see Terrain Features on page 41.

CLEAR HEX

DOWNTIME | REGION

Engineers and mercenaries attempt to prepare a hex to serve as the site for a settlement, or they work to remove

an existing improvement, a dangerous hazard, or an encounter.

If you're trying to prepare a hex for a settlement or demolish an improvement you previously built (or that was already present in the hex), spend RP as determined by the hex's most inhospitable terrain feature (see the Building on Rough Terrain sidebar nearby). Then attempt a basic Engineering check.

If you're trying to remove a hazard or encounter, instead attempt an Exploration check. The DC of this check is set by the highest level creature or hazard in the hex (as set by Table 10–5: DCs by Level, on page 503 of the *Pathfinder Core Rulebook*).

If the hex you're attempting to Clear has existing Ruins or an existing Structure, your action doesn't physically remove the buildings from the area and you can later incorporate these buildings (or repair ruined ones) into a Settlement you build here later. Regardless of the skill used, increase the basic DC by 2 if the hex to be cleared is not yet part of your kingdom.

Critical Success You successfully clear the hex. If you spent RP to attempt this activity, you're refunded half of the RP cost. If you were removing dangerous creatures (but not hazards) from the hex, your explorers and mercenaries recover 2 Luxury Commodities as treasure.

Success You successfully clear the hex.

Failure You fail to clear the hex.

Critical Failure You catastrophically fail to clear the hex and several workers lose their lives. Gain 1 Unrest.

ESTABLISH SETTLEMENT

`DOWNTIME` `REGION`

Requirements The hex in which you're establishing the settlement has been Cleared and doesn't currently have a settlement (including a Freehold) in it.

You draw up plans, gather resources, entice citizens, and establish boundaries to found a brand new settlement in the hex. Attempt a basic Engineering, Industry, Politics, or Scholarship check. If you cannot pay the RP required by the result of this check, treat your result as a critical failure. A settlement always starts as a village. See page 46 for further details about building settlements.

Critical Success You establish the settlement largely with the aid of enthusiastic volunteers. Spend 1d6 RP.

Success You establish the settlement. Spend 3d6 RP.

Failure You establish the settlement, but inefficiently and at great expense. Spend 6d6 RP.

Critical Failure You fail to establish the settlement.

ESTABLISH TRADE AGREEMENT

`DOWNTIME` `LEADERSHIP`

Requirements You have diplomatic relations with the group you wish to establish an agreement with.

You send a band of merchants out to establish a trade agreement between your kingdom and a group with whom you've established diplomatic relations. If a navigable river connects your kingdom with the other group's territory, you can attempt a Boating check to Establish the Trade Agreement. If your kingdom's proficiency rank in Magic is Master or higher, you can attempt a Magic check. Otherwise, attempt a Trade check.

The check's DC is either the group's Negotiation DC (see sidebar) or your kingdom's Control DC, whichever is higher.

Critical Success You successfully establish a trade agreement with your target, and your merchants return with gifts! Immediately roll 2 Resource Dice, then gain RP equal to the result of roll.

Success You successfully establish a trade agreement.

Failure Your traders reach their destination but need to sweeten the deal to secure the trade agreement. Immediately roll 2 Resource Dice, and then spend RP equal to the result of this roll. If you do so, you successfully establish a trade agreement, otherwise the attempt fails.

Critical Failure Your trade agreement is a total loss and your traders do not return. Gain 1 Unrest, and until the end of the next Kingdom turn, take a –1 circumstance penalty to all Economy-related checks.

FOCUSED ATTENTION

`DOWNTIME` `LEADERSHIP`

You set aside time to focus attention on aiding another leader in an activity. Choose another leader and a Kingdom skill, then attempt a DC 20 check using the chosen skill. On a success, you grant that leader a +2 circumstance bonus to one kingdom check using that skill, provided that leader attempts the skill check during the same Kingdom turn.

The Cooperative Leadership Kingdom feat (page 36) increases the efficiency of this activity.

NEW LEADERSHIP

`DOWNTIME`

You announce the promotion of a character into a leadership role, whether they're a newly appointed leader or just shifting from one leadership role to another.

You normally perform this activity at the start of a Kingdom turn, but if unexpected events (such as the death of the character) remove a leader from a leadership role, you may immediately use the New Leadership activity to attempt to assign a new leader to that role, even outside of a Kingdom turn (applying the vacancy penalty for that role as appropriate). Attempt a basic Intrigue, Politics, Statecraft, or Warfare skill check—while any of these skills can be used, each skill is particularly suited to assigning two specific leadership roles.

- **Intrigue:** Grants a +2 circumstance bonus to checks to assign Emissaries and Treasurers.
- **Politics:** Grants a +2 circumstance bonus to checks to assign Counselors and Rulers.
- **Statecraft:** Grants a +2 circumstance bonus to checks to assign Magisters and Viceroys.
- **Warfare:** Grants a +2 circumstance bonus to checks to assign Generals and Wardens.

Rulers are particularly difficult to assign; when you take this activity to assign a new Ruler, you take a –4 circumstance penalty to the skill check, and unless you achieve a critical success, you gain 1 additional Unrest.

Whether or not you are simultaneously assigning a leader, you may also use this activity to attempt to reselect the four leadership roles that you have invested. Any result other than a critical failure allows this.

Critical Success The people love the new leader. The leader immediately provides the benefits tied to occupying the new role and gains a +1 circumstance bonus to all Kingdom skill checks they attempt before the end of the next Kingdom turn.

Success The people accept the new leader. The leader immediately provides the benefits tied to occupying the new role.

Failure The people are unsure about the new leader. The leader takes a –1 circumstance penalty to all

checks they attempt as part of their activities during the Activity phase of each Kingdom turn. At the end of the next Kingdom turn, the leader can attempt any Loyalty-based basic skill check to ingratiate themselves with the populace. The leader may attempt this check at the end of each Kingdom turn until they succeed. Success removes this penalty, but a critical failure results in the development detailed in Critical Failure below.

Critical Failure The people reject the new leader. The leadership role is treated as vacant and you must attempt to reassign it using the New Leadership activity at the start of the next Kingdom turn. Unrest increases by 1.

PLEDGE OF FEALTY (TRAINED)
DOWNTIME | **LEADERSHIP**

When your representatives encounter freeholders, refugees, independent groups, or other bands of individuals gathered in the wilderness who aren't already part of a nation, you can offer them a place in your kingdom, granting them the benefits of protection, security, and prosperity in exchange for their fealty. The benefits granted to your kingdom can vary wildly, but often manifest as one-time boons to your commodities or unique bonuses against certain types of events. The adventure text in this campaign offers numerous examples of groups who could accept a Pledge of Fealty. You can attempt this skill check with Intrigue, Statecraft, or Warfare; however, certain groups will respond better (or worse) to specific skills. The DC is the group's Negotiation DC (see the sidebar on page 23).

Critical Success The group becomes part of your kingdom, granting the specific boon or advantage listed in that group's entry. If you haven't already claimed the hex in which the group dwells, you immediately do so, gaining 10 kingdom XP and increasing your kingdom's Size by 1 (this affects all statistics determined by Size; see page 38). If the hex doesn't share a border with your kingdom, it becomes a secondary territory and checks involving this location take a Control penalty.

Success As success, but you don't claim the hex the group is in. Immediately roll 1 Resource Die. You must spend RP equal to the result to integrate the group into your kingdom.

Failure The group refuses to pledge to you at this time. You can attempt to get them to Pledge Fealty next turn. Increase Unrest by 1.

👑 EDRIST HANVAKI (THE MERCHANT)
QUEST

The Hanvaki brothers, Edrist and Temin, are young merchants who've been seeking their "big break" in southern Brevoy for over a year. As civilization expands south into the Stolen Lands, Temin's been spending more time on the road selling wares, which is making Edrist more and more nervous, especially since Temin prefers to travel without guards, claiming "they'll just slow me down in all their heavy, clanky armor." Hopefully soon the two will be able to settle down in a prosperous town and put the traveling life behind them!

Trigger: Edrist is right to worry, and it won't be but a month after you've founded your kingdom that he may approach your group with a desperate plea for help.

EDRIST HANVAKI

Critical Failure The group refuses to pledge to you—furthermore, it will never Pledge Fealty to your kingdom, barring significant in-play changes or actions by the PCs (subject to the GM's approval). The group's potentially violent rebuff of your offer increases Unrest by 2 and increases a Ruin of your choice by 1.

QUELL UNREST
DOWNTIME | **LEADERSHIP**

You send your agents among the citizenry with the charge of suppressing dissent and calming unrest. You can attempt a basic Arts, Folklore, Intrigue, Magic, Politics, or Warfare check to Quell Unrest, but you can never use the same skill for this activity in consecutive Kingdom turns. This activity cannot be attempted more than once per Kingdom turn.

Critical Success Reduce Unrest by 1d6.
Success Reduce Unrest by 1.
Failure You fail to reduce Unrest.
Critical Failure You not only fail to reduce Unrest, but actually incite further anger among the citizenry. Choose one of the following: increase Unrest by 1d4 or increase two Ruins of your choice by 1.

REPAIR REPUTATION (TRAINED)
DOWNTIME | **LEADERSHIP**

When things have gotten out of hand in the kingdom and the nation's reputation has become damaged, you can focus efforts on a campaign to reassure the citizens and

bring them closer together, stamp down crime, organize repairs and maintenance of public structures, or strive to adjust poor public opinions.

The skill used to Repair Reputation depends on which Ruin total you wish to reduce. If you wish to reduce your Corruption, you attempt an Arts check. If you wish to reduce your Crime, you attempt a Trade check. If you wish to reduce your Decay, you attempt an Engineering check. If you wish to reduce your Strife, you attempt an Intrigue check. In all cases, the DC is your Control DC + 2.

Critical Success You reduce the targeted Ruin by 2 and reduce its current ruin penalty by 1 to a minimum of 0.

Success You reduce the targeted Ruin by 1.

Failure You fail to reduce the targeted Ruin. You cannot attempt to Repair Reputation on this Ruin for 1 Kingdom turn.

Critical Failure You fail to reduce the targeted Ruin in a particularly public and embarrassing way. Increase Unrest by 1d4, and you cannot attempt to Repair Reputation for 3 Kingdom turns.

REST AND RELAX
DOWNTIME | LEADERSHIP

Working non-stop can burn out even the most devoted and dedicated individual. As such, it's important to take time for yourself, and thus set a good example for the nation.

You take time to relax, and you extend the chance to unwind to your citizens as well. The Kingdom skill you use to determine the effectiveness of your time off depends on how you want to spend it: Use a basic Arts check to spend the time engaged in entertainment or the pursuit of a hobby. Use a basic Boating check to enjoy trips on the lakes and rivers of your kingdom. Use a basic Scholarship check to spend the time reading or studying a topic of personal interest beyond your daily duties. Use a basic Trade check to spend your time shopping or feasting. Use a basic Wilderness check to get away from the bustle and relax in the countryside. If your kingdom Rested and Relaxed the previous Kingdom turn, the DC increases by 4, as your kingdom's production and output hasn't had a chance to catch up to all those vacation days.

Critical Success The citizens enjoy the time off and are ready to get back to work. Reduce Unrest by 1, and the next Leadership activity you take gains a +2 circumstance bonus.

Success The time spent relaxing has calmed nerves; reduce Unrest by 1.

Failure The rest is welcome, but not particularly beneficial in the long term.

Critical Failure The time is wasted, and when you get back to work, you have to spend extra time catching up. Take a –2 circumstance penalty to your next skill check made as a Leadership activity.

AGRICULTURE (STABILITY)

Agriculture measures the kingdom's ability to cultivate the land, bringing forth crops, flocks, and livestock.

ESTABLISH FARMLAND
DOWNTIME | REGION

Requirements Plains or hills are the predominant terrain feature in the hex; the hex is in the influence of one of your settlements.

You plant crops and establish livestock in permanent farms, ranches, and other growing operations to create Farmland (page 41). If you're attempting to Establish Farmland in a hex that is predominantly plains, you must spend 1 RP and the check is against your Control DC. If you're targeting a hex that is predominantly hills, you must spend 2 RP and the check is against your Control DC + 5.

Critical Success You establish two adjacent Farmland hexes instead of one. If your target hex was a hills hex, the additional hex may be a hills hex or a plains hex; otherwise, the additional hex must be a plains hex. If no appropriate hex is available, treat this result as a regular success instead.

Success You establish one Farmland hex.

Failure You fail to establish a Farmland hex.

Critical Failure You fail to establish a Farmland hex, and your attempt potentially causes the spread of a blight. At the start of each of the next two Event phases, attempt a DC 6 flat check; on a failure, your kingdom experiences a Crop Failure event in this and all adjacent hexes.

HARVEST CROPS
DOWNTIME | REGION

Attempt a basic check to forage for wild edibles or gather excess crops from farms.

Critical Success Gain 1d4 Food commodities.

Success Gain 1 Food commodity.

Failure Gain no Food commodities.

Critical Failure Lose 1d4 Food commodities to spoilage; if you have no Food to lose, you instead gain 1 Unrest.

ARTS (CULTURE)

Arts measure the kingdom's devotion to entertainment, artwork, and public works such as monuments.

CRAFT LUXURIES

DOWNTIME | LEADERSHIP

You encourage your artisans to craft luxury goods and may even aid them in this pursuit. Roll 1 Resource Die and spend RP equal to the result. Then attempt a basic check.

Critical Success Your artisans exceed expectations and craft extravagant goods. Gain 1d4 Luxury Commodities.

Success Your artisans produce some delightful goods. Gain 1 Luxury Commodity.

Failure Your artisans fail to produce anything noteworthy.

Critical Failure Your artisans not only fail to produce anything noteworthy, but some took advantage of the opportunity to push their own agendas or earn more for themselves by selling to underground markets. Increase one of your Ruins by 1.

Trained Arts Activity

CREATE A MASTERPIECE

DOWNTIME | LEADERSHIP

You encourage your kingdom's artists to create and display a masterful work of art to bolster your kingdom's reputation. Attempt a basic check; the result affects either Fame or Infamy (depending on the type of kingdom you're running). Create a Masterpiece may be attempted only once per Kingdom turn regardless of the number of leaders pursuing activities.

Critical Success Gain 1 Fame or Infamy point immediately, and at the start of your next Kingdom turn, gain 1 additional Fame or Infamy point. Immediately roll 2 Resource Dice. Gain RP equal to the result.

Success Gain 1 Fame or Infamy point immediately.

**Failure** Your attempt to create a masterpiece fails.

Critical Failure Not only does your attempt to create a masterpiece fail, it does so in a dramatic and humiliating way. Lose 1 Fame or Infamy point; if you have no Fame or Infamy points to lose, instead gain 1d4 Unrest.

BOATING (ECONOMY)

Boating reflects the kingdom's affinity for navigating rivers and lakes, or for using waterways to bolster trade, exploration, or even conquest.

👑 BERTREN ORLEN (THE ARCHER)

QUEST
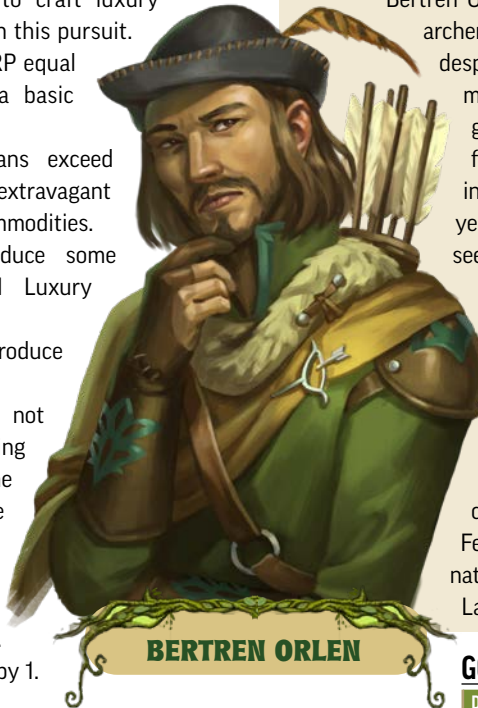
Bertren Orlen grew up on stories of heroic archers and traveling folk heroes, but despite his best efforts, he's never managed to achieve the fame and glory from archery that he'd hoped for. He's lost the archery competition in the Rushlight Tournament three years in a row, and these days, he seems more interested in theories about rampant cheating in the games than improving his own archery skills.

Trigger: Once your kingdom reaches 7th level, Bertren promises a reward of ten magic arrows in return for proof of cheating at the next Rushlight Festival over in Pitax, a neighboring nation to the southwest of the Stolen Lands.

BERTREN ORLEN

GO FISHING

DOWNTIME | REGION

Requirements Must have at least one claimed hex that includes river or lake terrain.

Attempt a basic check to fish for food from the rivers and lakes in your kingdom.

Critical Success Gain 1d4 Food commodities.

Success Gain 1 Food commodity.

Failure Gain no Food commodities.

Critical Failure You lose some fishers to tragic accidents; gain 1 Unrest.

DEFENSE (STABILITY)

Defense measures the kingdom's ability to police and protect itself and its citizens from bandits, monsters, criminals, outside incursions, and pestilence or plague, but not natural disasters (see Wilderness on page 35). It includes both physical fortifications and barriers as well as dedicated individuals guarding the land.

FORTIFY HEX

DOWNTIME | REGION

Requirements The target hex must be claimed by your kingdom and must not have a settlement in it.

Your command your engineers to construct a protected encampment, such as a fort or barbican, to serve as a defensive post in the hex. Spend RP as determined by the hex's most inhospitable terrain (see the Building on Rough Terrain sidebar on page 23). Then attempt a basic check.

A fortified hex grants an additional bonus in warfare (see the appendix starting on page 71), but also gives traveling PCs a place to rest that prevents wandering monsters from interrupting their rest.

Critical Success You find a defensible position for your fortification and finish construction efficiently. Gain a refund of half the RP you spent to build in the hex, then reduce Unrest by 1.

Success You establish your fortification in the hex. Reduce Unrest by 1.

Failure You fail to fortify the hex.

Critical Failure Your attempt ends in disaster. Not only do you fail to build a structure, but you lose several workers to an accident, banditry, a vicious monster, or some other unforeseen occurrence. Gain 1 Unrest.

PROVIDE CARE

`DOWNTIME` | `LEADERSHIP`

Attempt a basic check to organize and encourage your settlements' healers, apothecaries, medics, and other caregivers to provide care and support for citizens in need.

Critical Success You provide unexpectedly compassionate support for the people. Reduce Unrest by 1 and reduce one Ruin of your choice by 1.

Success Your care soothes the worries and fears of the populace; reduce Unrest by 1.

Failure You don't provide any notable care for the citizens, but at least you don't make things worse.

Critical Failure Your attempt to provide care backfires. Increase your Unrest or a Ruin of your choice by 1.

ENGINEERING (STABILITY)

Engineering measures the kingdom's ability to alter the physical landscape of its territory.

BUILD ROADS

`DOWNTIME` | `REGION`

Requirements The hex in which you seek to build roads must be claimed by your kingdom.

You order your kingdom's engineers to construct a network of robust roads through the hex. Travel along roads uses a terrain type one step better than the surrounding terrain; for example, roads through forest hexes—normally difficult terrain—allow travel as if it were open terrain.

Spend RP as determined by the hex's most inhospitable terrain (see Building on Rough Terrain on page 23; if the hex includes any rivers that cross the hex from one hex side to any other, you must spend double the normal RP cost to also build bridges; this adds the Bridge structure to that hex). Then attempt a basic check. Work with the GM to determine where your roads appear on the map.

Critical Success You build roads into the target hex and one adjacent claimed hex that doesn't yet have roads and whose terrain features are at least as hospitable as those of the target hex. If no adjacent hex is appropriate, treat this result as a Success instead.

Success You build roads in the hex.

Failure You fail to build roads in the hex.

Critical Failure Your attempt to build roads ends in disaster. Not only do you fail to build roads, but you lose several workers to an accident, banditry, a vicious monster, or some other unforeseen occurrence. Gain 1 Unrest.

DEMOLISH

`CIVIC` | `DOWNTIME`

Choose a single occupied lot in one of your settlements and attempt a basic check to reduce it to Rubble and then clear the Rubble away to make ready for a new structure. For multiple-lot structures, you'll need to perform multiple Demolish activities (or critically succeed at the activity) to fully clear all of the lots. As soon as you begin Demolishing a multiple-lot structure, all of the lots occupied by that structure no longer function.

Critical Success Choose one of the following effects: you demolish an entire multiple-lot structure all at once and clear all of the lots it occupied, or you recover 1d6 Commodities (chosen from lumber, stone, and ore) from the Rubble of a single-lot demolition.

Success You demolish the lot successfully.

Failure You fail to demolish the lot. It remains in Rubble and cannot be used for further construction until you successfully Demolish it.

Critical Failure As failure, but accidents during the demolition cost you the lives of some of your workers. Gain 1 Unrest.

ESTABLISH WORK SITE

`DOWNTIME` | `REGION`

Your hire a crew of workers to travel to a hex that contains Lumber, Ore, or Stone to be harvested. Spend RP as determined by the hex's most inhospitable terrain (see the Building on Rough Terrain sidebar on page 23). Then attempt a basic check. Lumber camps can be established in any hex that contains a significant amount of forest terrain. Mines and quarries can be established in any hex that contains a significant amount of hill or mountain terrain.

Critical Success You establish a Work Site in the hex and proceed to discover an unexpectedly rich supply of high quality Commodities. All Commodity yields granted by this site are doubled until the end of the next Kingdom turn.

Success You establish a Work Site in the hex.

Failure You fail to establish a Work Site in the hex.

Critical Failure Not only do you fail to establish a Work Site, but you lose several workers to an accident, banditry, a vicious monster, or some other unforeseen occurrence. Gain 1 Unrest.

Trained Engineering Activity

IRRIGATION

`DOWNTIME` | `REGION`

Requirements You control a hex adjacent to a river or lake that itself does not contain a river or lake.

You send excavators to build waterways, canals, or drainage systems to convey water from areas that have natural access to a river or lake. Spend RP as determined by the hex's most inhospitable terrain feature (see the Building on Rough Terrain sidebar on page 23). Then attempt a basic check.

Critical Success The hex gains a river or lake terrain feature (or you change the effects of a previous critical failure at Irrigation in this hex into a failure); work with your GM to determine where these features appear in the hex. In addition, your workers were efficient and quick, and you regain half the RP you spent building the waterways.

Success As success, but without regaining any RP.

Failure You fail to build workable systems or to restore a previous critical failure, and the hex does not gain the river or lake terrain feature.

Critical Failure As failure, but your attempts at Irrigation are so completely useless that they become breeding grounds for disease. Gain 1 Unrest. From this point onward, at the start of your Kingdom turn's Event phase, attempt a DC 4 flat check. This flat check's DC increases by 1 for each hex in your kingdom that contains a critically failed attempt at Irrigation. If you fail this flat check, your kingdom suffers a Plague event in addition to any other event it might have. You can attempt this activity again in a later Kingdom turn to undo a critically failed Irrigation attempt.

EXPLORATION (ECONOMY)

Exploration measures the kingdom's ability to look outward and see what lies beyond its own borders,

👑 JAMERY GERBASKEN (THE COOK)

`QUEST`

Jamery Gerbasken is well known for his strange food obsessions. While spending his youth adventuring, he quickly grew tired of the bland flavors found in most travel rations and annoyed with "safe meals" too-often repeated in the various eateries and taverns he frequented. So he decided to do something about it. Jamery's quest to continually outdo himself in the arena of cooking has put him in danger more than once, and these days, when the urge to use dangerous ingredients in a meal strikes his fancy, he's learned to ask more capable adventurers for help rather than try to acquire the ingredients himself.

Trigger: Once the your kingdom reaches 9th level, Jamery is likely to approach you with his latest outlandish request, promising to help build "the finest tavern you've ever seen" in your kingdom in thanks for the aid.
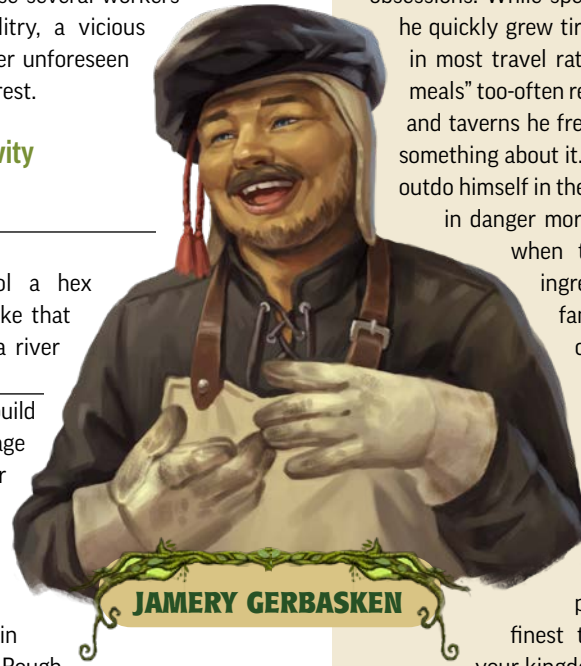
JAMERY GERBASKEN

and to closely examine claimed territory to discover secrets.

HIRE ADVENTURERS

`DOWNTIME` | `LEADERSHIP`

While the PCs can strike out themselves to deal with ongoing events, it's often more efficient to Hire Adventurers. When you Hire Adventurers to help end an ongoing event, the DC is equal to your Control DC adjusted by the event's level modifier. Roll 1 Resource Die and spend RP equal to the result each time you attempt this activity.

Critical Success You end the continuous event.

Success The continuous event doesn't end, but you gain a +2 circumstance bonus to resolve the event during the next Event phase.

Failure You fail to end the continuous event. If you try to end the continuous event again, the cost in RP increases to 2 Resource Dice.

Critical Failure As failure, but word spreads quickly through the region—you can no longer attempt to end this continuous event by Hiring Adventurers.

FOLKLORE (CULTURE)

Folklore measures the kingdom's connection with faiths and customs of all kinds. It also indicates how deeply tradition affects public life and the prominence of faith, worship, and culturally traditional activities.

CELEBRATE HOLIDAY

DOWNTIME | LEADERSHIP

You declare a day of celebration. Holidays may be religious, historical, martial, or simply festive, but all relieve your citizens from their labors and give them a chance to make merry at the kingdom's expense. Attempt a basic check, but if your kingdom Celebrated a Holiday the previous turn, the DC increases by 4, as your kingdom hasn't had a chance to recover from the previous gala.

Critical Success Your holidays are a delight to your people. The event is expensive, but incidental income from the celebrants covers the cost. You gain a +2 circumstance bonus to Loyalty-based checks until the end of your next Kingdom turn.

Success Your holidays are a success, but they're also expensive. You gain a +1 circumstance bonus to Loyalty-based checks until the end of your next Kingdom turn. Immediately roll 1 Resource Die and spend RP equal to the result. If you can't afford this cost, treat this result as a Critical Failure instead.

Failure The holiday passes with little enthusiasm, but is still expensive. Immediately roll 1 Resource Die and spend RP equal to the result. If you can't afford this cost, treat this result as a Critical Failure instead.

Critical Failure Your festival days are poorly organized, and the citizens actively mock your failed attempt to celebrate. During the next turn, reduce your Resource Dice total by 4. The failure also causes you to take a –1 circumstance penalty to Loyalty-based checks until the end of the next Kingdom turn.

INDUSTRY (ECONOMY)

Industry measures the kingdom's devotion to the business of building and making things, from basic necessities to luxury goods for trade. It puts people to work creating a prosperous future.

TRADE COMMODITIES

COMMERCE | DOWNTIME

There are five different categories of Commodities: Food, Lumber, Luxuries, Ore, and Stone. When you Trade Commodities, select one Commodity that your kingdom currently stockpiles and reduce that Commodity's stockpile by up to 4. Then attempt a basic check. If you trade with a group that you've established diplomatic relations with, you gain a +1 circumstance bonus to the check.

Critical Success At the beginning of the next Kingdom turn, you gain 2 bonus Resource Dice per point of stockpile expended from your Commodity now.

Success At the beginning of your next Kingdom turn, you gain 1 bonus Resource Die per point of stockpile expended from your Commodity now.

Failure You gain 1 bonus Resource Die at the beginning of your next Kingdom turn.

Critical Failure You gain no bonus Resource Dice (though the Commodity remains depleted). If you Traded Commodities the previous turn, gain 1 Unrest.

Trained Industry Activity

RELOCATE CAPITAL

DOWNTIME | LEADERSHIP

Requirements One of your settlements that is not your current capital must contain a Castle, Palace, or Town Hall. All leaders must spend all of their leadership activities during the Activity phase of a Kingdom turn on this activity.

The kingdom leaders announce that they are uprooting the seat of government from its current home and reestablishing it in another settlement. Attempt a check with a DC equal to the kingdom's Control DC + 5. You cannot Relocate your Capital again for at least 3 Kingdom turns.

Critical Success The move goes off splendidly, with people excited about the new capital and celebrating the leadership's wisdom.

Success The move goes smoothly and with minimal disruption, but some folks are upset or homesick. Increase Unrest by 1.

Failure The move causes unhappiness. Gain 1 Unrest and increase two Ruins of your choice by 1.

Critical Failure The people reject the idea of the new capital and demand you move it back. The move is unsuccessful, and your capital remains unchanged. Gain 1d4 Unrest. Increase three Ruins of your choice by 1 and the fourth Ruin by 3.

INTRIGUE (LOYALTY)

Intrigue measures the kingdom's mastery of the hidden forces of politics. It includes manipulation of factions within a country and espionage beyond its borders, as well as investigations into criminal activities.

INFILTRATION

DOWNTIME | LEADERSHIP

You send spies out to gather intelligence on a neighboring nation, a cult or thieves' guild within your borders, an unclaimed Freehold, or even an unexplored adventure site. Alternately, you can simply send your spies out to investigate the current health of your kingdom. Attempt a basic check.

Critical Success You learn something valuable or helpful. If you were infiltrating a specific target, the GM decides what is learned, but the information

is exact and precise. For example, if you were infiltrating an unexplored ruin, you might learn that the site is infested with web lurkers and spider swarms. If you were investigating your kingdom's health, your spies reveal easy methods to address citizen dissatisfaction, allowing you to choose one of the following: reduce Unrest by 1d4 or reduce a Ruin of your choice by 1.

Success You learn something helpful about the target, but the information is vague and imprecise. For example, if you were infiltrating the same ruin mentioned in the critical success above, you might learn that some sort of aberration uses the ruins as its lair. If you were investigating your kingdom's health, your spies learn enough that you can take action. Reduce your kingdom's Unrest by 1.

Failure Your spies fail to learn anything of import, but they are not themselves compromised.

Critical Failure You never hear from your spies again, but someone certainly does! You take a –2 circumstance penalty on all kingdom checks until the end of the next Kingdom turn as counter-infiltration from an unknown enemy tampers with your kingdom's inner workings.

Trained Intrigue Activity

CLANDESTINE BUSINESS
DOWNTIME | LEADERSHIP

You know there are criminals in your kingdom, and they know you know. You encourage them to send kickbacks in the form of resources and Commodities to the government, but the common citizens will be more than upset if they find out! This starts as a basic check against your Control DC, but every subsequent Kingdom turn you pursue Clandestine Business, the DC increases by 2. Every Kingdom turn that passes without Clandestine Business reduces the DC by 1 (until you reach your Control DC).

Critical Success Immediately roll 2 Resource Dice. Gain RP equal to the result. In addition, you gain 1d4 Luxury Commodities. The public is none the wiser.

Success Either immediately roll 2 Resource Dice and gain RP equal to the result, or gain 1d4 Luxury Commodities. Regardless of your choice, rumors

👑 JEMANDA ORLASHEN (THE DETECTIVE)
QUEST

Far to the south of the Stolen Lands lies Oppara's Kitharodian Academy, one of the largest bardic colleges in the Inner Sea region. Students of "The Kith" (as the institution is sometimes called) are expected to excel in their studies and accomplish great things, so if instructors at the school shirk their responsibilities, the college acts fast. After all, one can't expect students to succeed if their own professors set bad examples! The Kith keeps numerous detectives like Jemanda Orlashen on retainer, so that if one of their instructors steps out of line, causes a scandal, or goes missing, they have a professional on hand ready to step up to the task of damage control. When detectives like Jemanda are faced with situations beyond their skill set, the Kith is swift to approve requests from their agents to hire even more specialized talent.

Trigger: Jemanda's arrival in the kingdom is linked to an in-game event–you don't need to do anything to trigger the start of her quest.

JEMANDA ORLASHEN

spread about where the government is getting these "gifts." Increase Unrest by 1.

Failure Immediately roll 1 Resource Die and gain RP equal to the result. Rumors are backed up with eyewitness accounts. Increase Unrest by 1 and Corruption by 1.

Critical Failure You gain nothing from the Clandestine Business but angry citizens. Increase Unrest by 1d6, Corruption by 2, and one other Ruin of your choice by 1.

MAGIC (CULTURE)

Magic measures the kingdom's affinity for the mystic arts, whether arcane, divine, occult, or primal. It may reflect the breadth of natural magical talent among the people or it may represent the study of ancient secrets and magical theory.

SUPERNATURAL SOLUTION
DOWNTIME | FORTUNE | LEADERSHIP

Your spellcasters try to resolve issues when mundane solutions just aren't enough. Attempt a basic check.

Critical Success You can call upon your spellcasters' supernatural solution to aid in resolving any Kingdom skill check made during the remainder of

this Kingdom turn. Do so just before a Kingdom skill check is rolled (by yourself or any other PC). Attempt a Magic check against the same DC in addition to the Kingdom skill check, and take whichever of the two results you prefer. If you don't use your Supernatural Solution by the end of this Kingdom turn, this benefit ends and you gain 10 kingdom XP instead.

Success As critical success, but the solution costs the kingdom 1d4 RP to research. This cost is paid now, whether or not you use your supernatural solution.

Failure Your attempt at researching a supernatural solution costs the kingdom 2d6 RP, but is ultimately a failure, providing no advantage.

Critical Failure As failure, but your spellcasters' resources and morale are impacted such that you cannot attempt a Supernatural Solution again for 2 Kingdom turns.

Special You cannot influence a check with Supernatural Solution and Creative Solution simultaneously.

Trained Magic Activity

PROGNOSTICATION

DOWNTIME | LEADERSHIP

Your kingdom's spellcasters read the omens and provide advice on how best to prepare for near-future events. Attempt a basic check.

Critical Success If you have a random kingdom event this turn, roll twice to determine the event that takes place. The players choose which of the two results occurs, and the kingdom gains a +2 circumstance bonus to the check to resolve the event.

Success Gain a +1 circumstance bonus to checks made to resolve random kingdom events this turn.

Failure Your spellcasters divine no aid.

Critical Failure Your spellcasters provide inaccurate readings of the future. You automatically have a random kingdom event this turn. Roll twice to determine the event that takes place; the GM decides which of the two results occurs.

POLITICS (LOYALTY)

Politics measures a kingdom's embrace of civic life of all kinds, from deeply rooted local traditions to cosmopolitan cross-cultural connections. It also reflects the importance of the citizenry's shared values, whether they are dedicated to freedom and justice or to more unsavory ethics.

IMPROVE LIFESTYLE

COMMERCE | DOWNTIME

Attempt a basic check to draw upon your kingdom's treasury to enhance the quality of life for your citizens.

This activity can be taken only during the Commerce phase of a Kingdom turn (page 44).

Critical Success Your push to Improve Lifestyles affords your citizens significant free time to pursue recreational activities. For the remainder of the Kingdom turn, you gain a +2 circumstance bonus to Culture-based checks.

Success Your push to Improve Lifestyles helps your citizens enjoy life. For the remainder of the Kingdom turn, you gain a +1 circumstance bonus to Culture-based checks.

Failure As success, but you've strained your treasury. Take a –1 circumstance penalty to Economy-based checks for the remainder of this Kingdom turn.

Critical Failure Your attempt to Improve Lifestyles backfires horribly as criminal elements in your kingdom abuse your generosity. You take a –1 circumstance penalty to Economy-based checks for the remainder of the Kingdom turn, gain 1 Unrest, and add 1 to a Ruin of your choice.

SCHOLARSHIP (CULTURE)

Scholarship measures the kingdom's interest in teaching and training its citizens to learn about the world around them. It also includes researching answers to problems in every field, from history and medicine to alchemy and philosophy.

CREATIVE SOLUTION

DOWNTIME | FORTUNE | LEADERSHIP

You work with your kingdom's scholars, thinkers, and practitioners of magical and mundane experimentation to come up with new ways to resolve issues when business as usual is just not working. Attempt a basic check.

Critical Success You can call upon the solution to aid in resolving any Kingdom skill check made during the remainder of this Kingdom turn. Do so when a Kingdom skill check is rolled, but before you learn the result. Immediately reroll that check with a +2 circumstance bonus; you must take the new result. If you don't use your Creative Solution by the end of this turn, you lose this benefit and gain 10 kingdom XP instead.

Success As critical success, but the Creative Solution costs the kingdom 1d4 RP to research. This cost is paid now, whether or not you use your Creative Solution.

Failure Your attempt at researching a Creative Solution costs the kingdom 2d6 RP but is ultimately a failure. It provides no advantage.

Critical Failure As failure, but your scholars and thinkers are so frustrated that you take a –1

circumstance penalty to Culture-based checks until the end of the next Kingdom turn.

Special You cannot influence a check with Supernatural Solution and Creative Solution simultaneously.

STATECRAFT (LOYALTY)

Statecraft measures the kingdom's ability to engage and interact with other nations, Freeholds, and political powers in above-the board political manners, including its trustworthiness in the eyes of other nations and its own citizens.

TAP TREASURY

COMMERCE | DOWNTIME

You tap into the cash reserves of your kingdom for the PCs' personal use or to provide emergency funding for an event. This is a basic check, but after you succeed or critically succeed at this activity, all future attempts to Tap Treasury have their results worsened two degrees. This penalty persists until funds equal to those taken from the treasury are repaid via Capital Investment (page 34).

- **Critical Success** You withdraw funds equal to the Currency per Additional PC column on Table 10–9: Party Treasure By Level on page 509 of the *Pathfinder Core Rulebook* (using your kingdom's level to set the amount), or you successfully fund the unexpected event that required you to Tap your Treasury.
- **Success** As critical success, but you overdraw your treasury in the attempt. You take a –1 circumstance penalty to all Economy-based checks until the end of your next Kingdom turn.
- **Failure** You fail to secure the funds you need, and rumors about the kingdom's potential shortfall of cash cause you to take a –1 circumstance penalty to all Loyalty- and Economy-based checks until the end of your next Kingdom turn.
- **Critical Failure** As failure, but the rumors spiral out of control. Increase Unrest by 1 and add 1 to a Ruin of your choice.

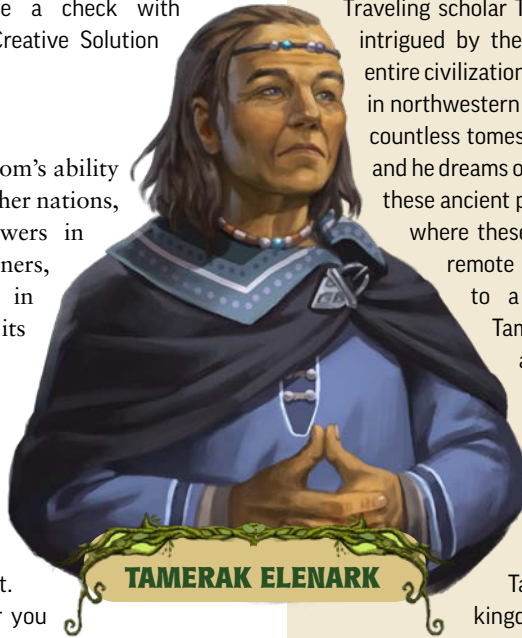### Trained Statecraft Activities

REQUEST FOREIGN AID

DOWNTIME | LEADERSHIP

Requirements You have diplomatic relations with the group you are requesting aid from.

👑 TAMERAK ELENARK (THE SCHOLAR)

QUEST

Traveling scholar Tamerak Elenark has long been intrigued by the fact that once, eons ago, an entire civilization of cyclopes ruled a vast empire in northwestern Iobaria. The stories he's read in countless tomes have only fueled his curiosity, and he dreams of making a new discovery about these ancient people. Unfortunately, the lands where these cyclopes once ruled are now remote and dangerous—particularly to a mild-mannered scholar like Tamerak. Still, he pushes himself as much as he can and is eager to travel to the Stolen Lands and hire help for his complex research.

Trigger: Once you build your first Academy or Museum in a settlement, Tamerak soon arrives in the kingdom to make his request, promising a magic pendant in return for assistance in his research.

TAMERAK ELENARK

When disaster strikes, you send out a call for help to another nation with whom you have diplomatic relations. The DC of this check is equal to the other group's Negotiation DC +2 (see the sidebar on page 23).

- **Critical Success** Your ally's aid grants a +4 circumstance bonus to any one Kingdom skill check attempted during the remainder of this Kingdom turn. You can choose to apply this bonus to any Kingdom skill check after the die is rolled, but must do so before the result is known. In addition, immediately roll 2 Resource Dice and gain RP equal to the result; this RP does not accrue into XP at the end of the turn if you don't spend it.
- **Success** As success, but choose the benefit given by the aid: either roll 1 Resource Die and gain RP equal to the result or gain a +2 circumstance bonus to a check.
- **Failure** Your ally marshals its resources but cannot get aid to you in time to deal with your current situation. At the start of your next Kingdom turn, gain 1d4 RP.
- **Critical Failure** Your ally is tangled up in its own problems and is unable to assist you, is insulted by your request for aid, or might even have an interest in seeing your kingdom struggle against one of your ongoing events. Whatever the case, your pleas for aid make your kingdom look desperate. You gain no aid, but you do increase Unrest by 1d4.

SEND DIPLOMATIC ENVOY

DOWNTIME | LEADERSHIP

You send emissaries to another group to foster positive relations and communication. The DC of this check is the group's Negotiation DC (see the sidebar on page 23). Attempts to Send a Diplomatic Envoy to a nation with which your kingdom is at war take a –4 circumstance penalty to the check and have the result worsened one degree. At the GM's option, some wars might be so heated that this activity has no chance of success.

Critical Success Your envoys are received quite warmly and make a good first impression. You establish diplomatic relations with the group and gain a +2 circumstance bonus to all checks made with that group until the next Kingdom turn.

Success You establish diplomatic relations.

Failure Your envoys are received, but the target organization isn't ready to engage in diplomatic relations. If you attempt to Send a Diplomatic Envoy to the group next Kingdom turn, you gain a +2 circumstance bonus to that check.

Critical Failure Disaster! Your envoy fails to reach their destination, is turned back at the border, or is taken prisoner or executed, at the GM's discretion. The repercussions on your kingdom's morale and reputation are significant. Choose one of the following results: gain 1d4 Unrest, add 1 to a Ruin of your choice, or immediately roll 2 Resource Dice and spend RP equal to the result. In any event, you cannot attempt to Send a Diplomatic Envoy to this same target for the next 3 Kingdom turns.

The first time your kingdom succeeds at establishing diplomatic relations in the campaign, gain 60 kingdom XP as a milestone award.

TRADE (ECONOMY)

Trade measures a kingdom's involvement in commerce of every kind, but especially in moving goods from one place to another and in the health of its market. You take a cumulative –1 item penalty on Trade checks for each settlement in your kingdom that has no Land Borders, unless it has at least one Water Border with a Bridge.

CAPITAL INVESTMENT

DOWNTIME | LEADERSHIP

Requirements You must be within the influence of a settlement that contains at least one Bank.

You contribute funds from your personal wealth for the good of the kingdom, including coinage, gems, jewelry, weapons and armor salvaged from enemies, magical or alchemical items, and so on. Your contribution generates economic activity in the form of RP that can be used during your current Kingdom turn or on the next Kingdom turn (your choice).

You can use Capital Investment to repay funds from Tap Treasury (page 33). In this case, no roll is needed and you simply deduct the appropriate amount of funds from your personal wealth to pay back that which was borrowed.

When you use Capital Investment to generate RP, the amount of gp required to make an investment is set by your kingdom's level. Investments below this amount cause your attempt to suffer an automatic critical failure, while investments above this amount are lost. The investment required is equal to the value listed on Table 10–9: Party Treasure by Level in the *Pathfinder Core Rulebook* (page 509); use the value for your kingdom's level under Currency per Additional PC as the required investment value. This is a basic check.

Critical Success Your kingdom reaps the benefits of your investment. Immediately roll 4 Resource Dice. Gain RP equal to the result.

Success Your investment helps the economy. Immediately roll 2 Resource Dice. Gain RP equal to the result.

Failure Your investment ends up being used to shore up shortfalls elsewhere. Gain 1d4 RP.

Critical Failure Your investment is embezzled, lost, or otherwise misappropriated. Choose one of the following: either roll 1 Resource Die and gain RP equal to the result and also increase your Crime by an equal amount, or gain 0 RP and increase Crime by 1.

MANAGE TRADE AGREEMENTS

COMMERCE | DOWNTIME

You send agents out to attend to established trade agreements. Spend 2 RP per Trade Agreement you wish to manage. Then attempt a basic check. If you Managed Trade Agreements on the previous turn, increase this DC by 5.

Critical Success At the start of your next Kingdom turn, you gain 1 bonus Resource Die per trade agreement, and 1 Commodity of your choice per trade agreement (no more than half of these Commodities may be Luxuries).

Success As critical success, but you must choose between gaining Resource Dice or Commodities.

Failure You gain 1 RP per trade agreement at the start of your next turn.

Critical Failure You gain no benefit, as your traders and merchants met with bad luck on the road. You can't Manage Trade Agreements for 1 Kingdom turn.

PURCHASE COMMODITIES

DOWNTIME | LEADERSHIP

You can spend RP to Purchase Commodities, but doing so is more expensive than gathering them or relying upon

KINGDOM FEATS

Feat	Level	Prerequisites	Benefits
Civil Service	1	–	Citizens bolster vacant leadership roles
Cooperative Leadership	1	–	Leaders gain increased bonuses to aid each other
Crush Dissent	1	Trained in Warfare	Quell Dissent more efficiently
Fortified Fiefs	1	Trained in Defense	Gain bonuses to Fortify, and Construct or Rebuild certain buildings easier
Insider Trading	1	Trained in Industry	+1 to Work Camp, Establish Trade Agreement, and Trade Commodities activities
Kingdom Assurance	1	Trained in at least three skills	Receive a fixed result on a skill check
Muddle Through	1	Trained in Wilderness	Ruin accumulates more slowly
Practical Magic	1	Trained in Magic	+1 to Magic checks, use Magic instead of Engineering
Pull Together	1	Trained in Politics	Your citizens help mitigate failures
Skill Training	1	–	Become trained in a Kingdom skill
Endure Anarchy	3	Loyalty 14	Recover from Unrest more quickly and lessen its effects
Inspiring Entertainment	3	Culture 14	Use Culture on checks to determine Unrest
Liquidate Resources	3	Economy 14	Draw upon reserve funds to avoid Ruin
Quick Recovery	3	Stability 14	+2 to checks to end ongoing harmful events
Free and Fair	7	–	Use New Leadership and other activities more efficiently
Quality of Life	7	–	Cost of living expenses are reduced
Fame and Fortune	11	–	Gain RP when you critically succeed at Kingdom skills

trade agreements. When you Purchase Commodities, select the Commodity you wish to purchase (Food, Lumber, Luxuries, Ore, or Stone). Expend 8 RP if you're purchasing Luxuries or 4 RP if you're purchasing any other Commodity. Then attempt a basic check.

Critical Success You immediately gain 4 Commodities of the chosen type and 2 Commodities of any other type (except Luxuries).

Success You gain 2 Commodities of the chosen type.

Failure You gain 1 Commodity of the chosen type.

Critical Failure You gain no Commodities.

Trained Trade Activities

COLLECT TAXES
COMMERCE | DOWNTIME

Tax collectors travel through the lands to collect funds for the betterment of the kingdom. Attempt a basic check.

Critical Success Your tax collectors are wildly successful! For the remainder of the Kingdom turn, gain a +2 circumstance bonus to Economy-based checks.

Success Your tax collectors gather enough to grant you a +1 circumstance bonus to Economy-based checks for the remainder of the Kingdom turn. If you attempted to Collect Taxes during the previous turn, increase Unrest by 1.

Failure As success, but the people are unhappy about taxes—increase Unrest by 1 (or by 2 if you attempted to Collect Taxes the previous turn).

Critical Failure Your tax collectors encounter resistance from the citizens and their attempts to gather taxes are rebuffed. While the tax collectors still manage to gather enough taxes to support essential government needs, they have angered the kingdom's citizens and encouraged rebellious acts. Increase Unrest by 2, and choose one Ruin to increase by 1.

WARFARE (LOYALTY)

Warfare reflects a kingdom's readiness to mobilize its military forces against its enemies—be they lone rampaging monsters or entire armies bent on invasion. Warfare has no exclusive skill activities as presented in this appendix, though it can be used with some general skill activities. Warfare is used extensively to resolve mass combat; see page 71 for details on your options for the use of Warfare skill.

WILDERNESS (STABILITY)

Wilderness measures how well the kingdom manages its natural resources, integrates with the natural ecosystem, and handles dangerous wildlife. It also reflects the kingdom's ability to anticipate, prevent, and recover from natural disasters, in much the same way the Defense skill protects against other threats.

GATHER LIVESTOCK
DOWNTIME | REGION

Attempt a basic check to gather excess livestock from local wildlife, ranches, and farms. This generates a number of Food commodities.

Critical Success Gain 1d4 Food commodities.

Success Gain 1 Food commodity.

Failure Gain no Food commodities.

Critical Failure Lose 1d4 Food commodities to spoilage. If you have no Food to lose, you instead gain 1 Unrest.

KINGDOM FEATS

A kingdom gains feats as it increases in level. Some feats are general-purpose abilities that apply all the time. Others grant benefits to specific kingdom activities or events or allow kingdoms to perform special activities. Each time a kingdom gains a feat, players can select any feat whose level does not exceed their kingdom's level and whose prerequisites their kingdom satisfies.

CIVIL SERVICE   FEAT 1
GENERAL | KINGDOM

Everyone has a place and a role, and as long as those roles are filled, the government functions. When you select this feat, choose one leadership role; that role is now supported by your efficient civil servants, so its vacancy penalty is no longer applicable. If you wish to change the leadership role to which Civil Service applies, you can do so using the New Leadership activity at the start of a Kingdom turn.

You gain a +2 status bonus to New Leadership checks.

COOPERATIVE LEADERSHIP   FEAT 1
GENERAL | KINGDOM

Your leaders are skilled at working with one another. When a leader uses the Focused Attention kingdom activity to aid another leader's kingdom check, the circumstance bonus granted by a success is increased to +3.

At 11th level, your leaders' collaborative style leads them to ever greater successes when they work together. When a leader uses the Focused Attention kingdom activity to aid another leader's check, treat a critical failure on the aided check as a failure. If your kingdom has at least the expert rank in the skill used in the aided check, treat a failure on the check as a success. (This does not allow you to ever improve a critical failure to a success.)

CRUSH DISSENT   FEAT 1
GENERAL | KINGDOM

Prerequisites trained in Warfare

Your rule brooks no dissent and stamps out traitors, making harsh examples of them. Once per Kingdom turn when you gain Unrest, you can attempt to crush the dissent by attempting a basic Warfare check. On a success, the Unrest increase is canceled, but on a critical failure, the Unrest increase is doubled. In addition, you

gain a +1 status bonus to checks to resolve dangerous kingdom events that involve internal bickering, such as Feud.

ENDURE ANARCHY   FEAT 3
GENERAL | KINGDOM

Prerequisites Loyalty 14

Your kingdom holds together even in the midst of extreme peril. If your kingdom's Unrest is 6 or higher and you use a kingdom activity that decreases Unrest, decrease the Unrest by an additional 1. You do not fall into anarchy unless your kingdom's Unrest reaches 24 (see last paragraph of Step 2: Adjust Unrest on page 43).

FAME AND FORTUNE   FEAT 11
GENERAL | KINGDOM

Your kingdom's reputation has spread far and wide, bringing in visitors to behold the spectacle of your greatness and pay their respects. Whenever you achieve a critical success on any Kingdom skill check during the Activity phase of a Kingdom turn, gain 1 bonus Resource Die at the start of your next Kingdom turn.

FORTIFIED FIEFS   FEAT 1
GENERAL | KINGDOM

Prerequisites trained in Defense

Your vassals take their duty to protect those under their stewardship seriously, and your engineers emphasize the value of a strong defense when it comes to building settlements and fortifications. You gain a +2 circumstance bonus to checks attempted as part of the Fortify Hex activity and on activities to build or repair a Barracks, Castle, Garrison, Keep, Stone Wall, or Wooden Wall. In addition, you gain a +1 status bonus to all kingdom checks attempted during dangerous events that directly impact your settlements' defenses.

FREE AND FAIR   FEAT 7
GENERAL | KINGDOM

Your reputation for transparency and fairness in conducting elections, appointments, and other changes in government inspires tremendous public trust. You gain a +2 circumstance bonus to Loyalty-based checks attempted as part of the New Leadership and Pledge of Fealty activities. If you fail or critically fail such a check, you can spend 2 RP to reroll the check (but without the +2 circumstance bonus); attempting this adds the Fortune trait. You must take the result of the second roll, even if it is worse than the original roll.

INSIDER TRADING   FEAT 1
GENERAL | KINGDOM

Prerequisites trained in Industry

Your leading citizens share valuable business information with one another and with associates in other lands, and they hire one another's workers to supply the labor they need to fuel their production. You gain a +1 status bonus to Establish Work Site, Establish Trade Agreement, and Trade Commodities activities. In addition, gain 1 bonus Resource Die at the start of each Kingdom turn.

INSPIRING ENTERTAINMENT   FEAT 3
GENERAL | KINGDOM

Prerequisites Culture 14

Your kingdom's artists and entertainers are talented and prolific, and there's never a shortage of new plays, operas, novels, music, sculptures, paintings, or other forms of distraction to entertain the citizens, even during times of upheaval. When you check for Unrest during the Upkeep phase of a Kingdom turn, you may roll a Culture-based check rather than a Loyalty-based check to determine the outcome. Your kingdom also gains a +2 status bonus to all Culture-based skill checks whenever your kingdom has at least 1 Unrest.

KINGDOM ASSURANCE   FEAT 1
GENERAL | FORTUNE | KINGDOM

Prerequisites trained in at least three skills

Even when things go poorly in other areas, you can count on consistency in carrying out kingdom activities with a chosen skill. Choose one Kingdom skill in which your kingdom is trained. Once per Kingdom turn, when you would attempt a skill check for that skill, you can forgo rolling and instead take a result equal to 10 + your proficiency bonus; do not apply any other bonuses, penalties, or modifiers to this result.

   Special You can select this feat multiple times. Each time, choose a different skill and gain the benefits of this feat for that skill.

LIQUIDATE RESOURCES   FEAT 3
GENERAL | KINGDOM
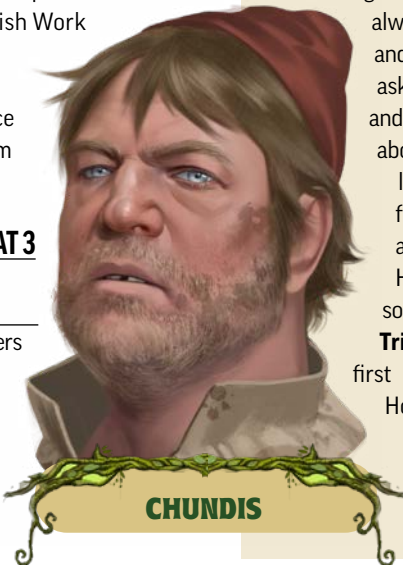
Prerequisites Economy 14

Your kingdom's economy can liquidate resources in an emergency when funding runs out. The first time during a Kingdom turn in which you are forced to spend RP as the result of a failed skill check or a dangerous event, and that expense reduces you to 0 RP, you may instead reduce your RP to 1 and treat the expense as if it were paid in full. At the start of your next Kingdom turn, roll 4 fewer Resource Dice than normal.

CHUNDIS

👑 CHUNDIS (THE SWAMPER)
QUEST

Though your new kingdom has drawn folk various regions, the land already contains people have always lived in the area. Hunters, trappers, and hermits, these locals might look askance at newcomers settling their lands— and may even spread frightening rumors about the monsters of the region. One local swamper, Chundis, is particularly fond of telling swamp monster stories as a way to frighten off newcomers. But Hooktongue Slough is dangerous, and sometimes, Chundis's stories are true!

Trigger: As soon as you claim your first hex containing any swamp terrain in Hooktongue Slough, rumors of a new danger facing the swampers will surely reach your ears. Helping the swampers out is a great way to bolster the locals' faith in their heroic leaders!

MUDDLE THROUGH   FEAT 1
GENERAL | KINGDOM

Prerequisites trained in Wilderness

Your people are independent-minded and take care of the small things around the kingdom, not letting them pile up into bigger problems. Increase two of your Ruin thresholds by 1 and one of them by 2.

PRACTICAL MAGIC   FEAT 1
GENERAL | KINGDOM

Prerequisites trained in Magic

Magic has an honored place in your society, and your people incorporate it into their everyday work to make life easier. You gain a +1 status bonus to Magic checks, and you can use Magic checks in place of Engineering checks. In addition, as magic-wielding NPCs find your nation a comfortable place to live and work, you reduce the cost of using the Hire Adventurers activity to 1 RP.

PULL TOGETHER   FEAT 1
GENERAL | KINGDOM

Prerequisites trained in Politics

Your people are very reliable, and their swift decision-making keeps most projects from getting too far off track. Once per Kingdom turn when you roll a critical failure on a Kingdom skill check, attempt a DC 11 flat check. If this succeeds, your citizens heed the call to put in extra work to mitigate the disaster; treat the Kingdom skill check result as failure instead. The DC of this flat check increases by 5 each time you

PLAYER'S GUIDE

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

subsequently use it, but it decreases by 1 (to a minimum of 11) for each Kingdom turn that passes when you do not use it.

QUALITY OF LIFE   FEAT 7
`GENERAL` `KINGDOM`

Your kingdom's robust economy makes the creature comforts of civilization more readily available to all, and even finer luxuries are more easily had. The first time you gain Luxury Commodities in a Kingdom turn, increase the total gained by 1. All of your settlements are treated as 1 level higher than their actual level for the purposes of determining what sorts of magic items might be offered for sale at their markets and shops.

QUICK RECOVERY   FEAT 3
`GENERAL` `KINGDOM`

Prerequisites Stability 14

Your kingdom recovers more quickly from danger and disaster. Whenever you attempt a skill check to end an ongoing harmful kingdom event, you gain a +4 status bonus to the check.

SKILL TRAINING   FEAT 1
`GENERAL` `KINGDOM`

Your kingdom receives the trained proficiency rank in a Kingdom skill of your choice. You can select this feat multiple times, choosing a new skill each time.

KINGDOM RULES

A kingdom's Size reflects the complexity of its governance, its influence on other nations, and its access to resources. A kingdom's Size also determines its Resource Die and other statistics. The actual total population of a kingdom is a function of its Size as well, but population numbers do not have a direct effect on these rules.

Size: The total number of hexes in the kingdom. When a kingdom's Size reaches 10, 25, 50, and 100, it gains kingdom XP as a milestone award (page 45).

Type of Nation: These are sample placeholder names for the level of prominence of a kingdom, but feel free to adjust.

Resource Die: The type of Resource Die a kingdom rolls.

Control DC Modifier: As a kingdom increases in Size, it grows more difficult to control. This modifier increases a kingdom's base Control DC.

Commodity Storage: This number indicates the maximum units of a specific Commodity that can be stored in a kingdom. Building specialized structures can increase this number on a per-Commodity basis.

RESOURCE DICE

A kingdom's economy is based on the sum of the productive activity of its citizens, and that activity is reflected in a quantity of resources that the kingdom can tap into each month. These resources are represented by Resource Points (see below) which are determined by Resource Dice, with the number of dice being equal to the nation's level + 4. When a kingdom is first founded, each Resource Die is a d4, but as the kingdom advances in Size, its Resource Die increases to d6, d8, d10, or d12 (see the Kingdom Size table).

RESOURCE POINTS

A kingdom's Resource Points (RP) represent a combination of the work of a kingdom's citizens and the time spent on jobs, talent, labor, tools, and funds to handle this toil. Resource points do not directly represent amounts of coins in a treasury, but rather an abstraction of the nation's total amount of available funds to handle tasks. Since luck and demand play a part in a kingdom's resources, the exact total of RP a kingdom will have each turn varies; a new total of RP is rolled at the start of each Kingdom turn using Resource Dice. Any RP not spent by the end of that turn convert to kingdom XP at a rate of 1 RP to 1 XP.

Whenever the kingdom is forced to spend RP that would drop it below 0, spend all the RP the kingdom has and then increase a Ruin of the PCs' choice by 1.

RUIN

As bad luck, natural disasters, unexpected shortages, or even warfare damage a kingdom, it becomes Ruined in one of four categories opposing the kingdom's four ability scores. Ruin rises and falls as Kingdom turns progress, but if it rises too high,

it can cause lasting or even permanent harm to the kingdom.

Culture is opposed by **Corruption**, which represents citizens falling to debauchery, delving into forbidden lore, pursuing unethical research practices, or destroying their own heritage and history.

Economy is opposed by **Crime**, which includes theft, smuggling, and enterprises that suffocate prosperity.

Stability is opposed by **Decay**, representing physical harm, neglect, or degradation of the kingdom, its people, and its infrastructure.

Loyalty is opposed by **Strife**, which includes acts of treachery, subterfuge, bribery, violence, abuse of power, and infighting between groups.

Accruing Ruin: As Ruin accumulates, the categories gain points. These point totals are persistent, decreasing only in specific circumstances, but most often when a Ruin's point total exceeds that Ruin's threshold. Other events can reduce or increase a Ruin's point total as well—typically as the result of kingdom activities or events.

Ruin Threshold: Each Ruin has a threshold; a point at which the penalties associated with that Ruin increase. A Ruin's initial threshold is 10, but each threshold increases as the kingdom levels up and becomes more able to withstand Ruin in all its forms. Whenever a Ruin exceeds its threshold, reduce that Ruin's total points by an amount equal to its threshold, and increase the Ruin's penalty by 1.

Ruin Penalty: A Ruin penalty applies to all checks using that Ruin's associated ability score. For example, if your kingdom has a Corruption penalty of –4, it takes a –4 item penalty on all Culture checks.

Reducing Ruin Penalties: When a kingdom reaches 5th level, and then again every 3 levels thereafter, it gains Ruin resistance (page 17); each time it does so, it has the opportunity to reduce an existing Ruin penalty to 0. This is an extremely effective way to manage a Ruin penalty that's crept particularly high, but it's also an extremely limited resource, as a kingdom will only get, at most, 6 opportunities to adjust a Ruin penalty in this way over the course of a campaign. The Repair Reputation activity can reduce existing Ruin penalties (see above), although

👑 JENNAVIEVE KENSEN (THE COLLECTOR)

QUEST

Although prevailing public opinion is that noblewoman Jennavieve Kensen is a spoiled princess, no one denies that she's also rich. But those who work for her know Jennavieve to be a fair and honest employer, even if her elitism makes her difficult to approach if you don't come from nobility yourself. Jennavieve is an avid collector, but the focus of her collections tend to be mercurial—she'll change obsessions on a whim as the fancy strikes her. Rumor has it her latest growing obsession is horses, as her plans to build a large stable near her manor attest.

Trigger: Once you build your first Noble Villa in the kingdom, Jennavieve approaches your party with her latest request—and with a promise of an 800 gp payment for the job once it's completed to her satisfaction.

JENNAVIEVE KENSEN

at a much slower rate. Other activities or events can reduce Ruin penalties as well, as detailed in the text for each. Finally, if circumstances ever allow for a Ruin's points to be reduced and that particular Ruin is already at 0 points, instead of reducing Ruin to a negative value you can instead attempt a DC 16 flat check; on a success, reduce that Ruin's penalty by 1 to a minimum of 0.

UNREST

Unrest represents unhappiness among the kingdom's citizens, who show their lack of confidence in the leadership by balking at edicts, refusing to follow commands, and disrupting local economies through boycotts, walkouts, and refusal to talk to emissaries. Unrest is a persistent value that remains from turn to turn and can be adjusted during Kingdom turns as events play out.

Unrest 1: If a kingdom has at least 1 point of Unrest, take a –1 status penalty to all kingdom checks.

Unrest 5: If a kingdom has 5 or more points of Unrest, take a –2 status penalty to all kingdom checks.

Unrest 10: If a kingdom has 10 or more points of Unrest, take a –3 status penalty to all kingdom checks.

Unrest 15: If a kingdom has 15 or more points of Unrest, take a –4 status penalty to all kingdom checks.

EXPANDING A KINGDOM

A kingdom grows one hex at a time on the Stolen Lands map, via Region activities like Claim Hex and Clear Hex. The PCs can pursue these activities during the Activity phase of each Kingdom turn (page 44).

Losing Hexes

It's possible to lose control of a hex. When this happens, the kingdom immediately loses any benefits from terrain improvements in that hex, and all settlements in that hex become Freeholds (page 41). Monsters may move into an abandoned hex, increasing the chance for random encounters, and if you wish to reclaim the hex, you may need to clear it first of hostile creatures. Each hex lost decreases a kingdom's Size by 1. This affects the kingdom's statistics, such as the type of its Resource Die.

If one or more hexes are lost in such a way that it breaks the connection between parts of a kingdom, so that all of the hexes are no longer contiguous with other hexes of the kingdom, whatever portion of the territory contains the capital becomes the primary territory and the rest of the kingdom becomes its secondary territory. All Kingdom skill checks made to resolve issues associated with secondary territories take a –4 circumstance penalty. When a kingdom starts a turn with any number of secondary territories, increase Unrest by 1. Once a secondary territory is connected to the primary territory via at least one hex, it becomes part of the primary territory.

If a kingdom is reduced to 0 hexes, whether through Unrest, a disaster, war with another kingdom, or any other effect, the PCs are at risk of having their rule end. On their next Kingdom turn, they must claim at least one new hex and establish or claim at least one settlement, or their kingdom is considered totally destroyed, and they must start over. In this case, you should have the PCs undertake a new adventure of your design to secure a new charter.

DIPLOMATIC RELATIONS

Diplomatic relations refers to acts of leadership that engage with other nations. In order to begin diplomatic relations with another group, PCs must first successfully Send a Diplomatic Envoy (see page 34) to the target group. When they establish diplomatic relations with a group, record the name of that group on the kingdom sheet. Once the PCs have established diplomatic relations with a group, they can use the Establish Trade Agreement and Request Foreign Aid Leadership activities.

TRADE AGREEMENTS

The PCs can bolster their kingdom's economy by Establishing Trade Agreements with other groups with whom they have diplomatic relations. To do so, they must first successfully perform the Establish Trade Agreement activity (page 24). There is no need to record the actual physical route of the Trade Agreement on the map, nor does distance play a significant factor.

COMMODITIES

As a kingdom grows, it stockpiles resources beyond those required for day-to-day life. These resources are known as Commodities and are used to build structures in settlements, to trade for RP using the Trade Commodities activity, or to expend during kingdom events.

The types of Commodities that are available include Food, Lumber, Luxuries, Ore, and Stone. As kingdoms accumulate or expend these Commodities, track the numbers on the kingdom sheet. Unless specialized storage improvements have been built in its settlements, a kingdom is limited to a maximum number of stored Commodities in each category as determined by its Size (see the Kingdom Size table on page 38). Commodities gathered in excess of this storage limit are lost.

Each type of Commodity can be gathered by special activities as detailed below, but Commodities can also be discovered via kingdom events or while exploring the Stolen Lands, earned as rewards for quests, purchased from allies via Purchase Commodities (page 34), or acquired via Establishing Trade Agreements.

Food stockpiles are expended to pay for Consumption during the Upkeep phase of a Kingdom turn (page 43), but also when faced with famines or other disasters, and to keep armies fed during times of war (as described in those events). Food is gathered with Harvest Crops (page 26), Go Fishing (page 27), or Gather Livestock (page 35).

Lumber is used to build structures during the Civic Activities step of the Activity phase of a Kingdom turn, and it is gathered from lumber camps built by Establish Work Site (page 28).

Luxuries are used to build specialized structures or are expended during certain encounters, generally those with high stakes or magical effects. Luxuries can be found during adventuring, created via Craft Luxuries (page 27), or earned during certain events.

Ore is used to build structures. Ore is gathered from mines built by Establish Work Site (page 28).

Stone is used to build structures and is gathered from quarries built by Establish Work Site (page 28).

TERRAIN FEATURES

Many hexes have features that grant benefits once claimed. In some cases, certain Region activities must be taken before a hex's benefits can be enjoyed. These terrain features offer unique opportunities for a kingdom to add something special to its national character and may improve one or more of the kingdom's statistics. Some hexes offer one-of-a-kind benefits which are fully described within the adventure itself; more common terrain features are presented here.

A single hex can contain only one terrain feature. If you want to construct a feature in a hex that already contains a feature, you must first Clear the Hex unless otherwise specified in the text.

Bridge: A hex that contains an easy land route over a river (be it a bridge or a ford) bypasses the normal increase in RP cost to Build Roads (page 28) in that hex. A Settlement can be built in a hex with a Bridge; doing so allows that Settlement to start with a Bridge structure on one water border.

Farmland: No Farmland hexes exist in the Stolen Lands at the start of Kingmaker; they must be created by the PCs via the Establish Farmland activity (page 26). Each Farmland hex reduces a kingdom's Consumption score by 1, provided the Farmland lies in the area of influence (page 47) of one of its settlements. Settlements cannot be built in a Farmland hex. Some kingdom events can result in Farmland being destroyed. When that happens, the hex loses its Farmland status. To restore it, a PC must successfully use the Establish Farmland activity on the hex during a future Kingdom turn.

Freehold: A Freehold is a special kind of Settlement—one that's not part of your kingdom. It may be of any size, from a village to a city. If you can convince the locals that your leadership is worthy, they may choose to join your nation and become your citizens. Bringing a Freehold into a kingdom requires a successful Pledge of Fealty leadership action. When a new settlement joins a kingdom, immediately add that settlement and its structures to the kingdom (as detailed in the encounter text). The kingdom gains no XP for any improvements already built there. Any future improvements built there grant normal XP awards.

Landmark: A Landmark is a site of great pride, mystery, or wonder, such as an outcropping in the shape of a human face, a supernaturally ancient tree, or a lake with an unusual color. Adding Landmarks to a kingdom inspires its artists and bolsters kingdom morale. When the PCs add a Landmark hex to a kingdom, reduce Unrest by 1d4, and until the end of your next Kingdom turn, all Culture- and Economy-based skill checks gain a +2 circumstance bonus. When a kingdom claims its first Landmark hex, it gains 40 kingdom XP as a milestone award (page 45).

Refuge: A Refuge is a place where people can shelter in safety, such as a hidden valley, a cave system, an isle in the middle of a river, or similar naturally defensible location that can be used as a safe fallback point, storage location, or even a guard post or prison. At the GM's option, creature lairs may function as potential Refuges when claimed, provided the creatures that dwell there are defeated or allied with. When you claim a Refuge hex, reduce one of the kingdom's Ruins by 1, and until the end of your next Kingdom turn, all Loyalty- and Stability-based skill checks gain a +2 circumstance bonus. When a kingdom claims its first Refuge hex, it gains 40 kingdom XP as a milestone award (page 45).

Resource: Any hex indicated as being a particularly dense or lucrative source of Lumber, Ore, or Stone makes for an excellent place to Establish a Work Site (page 28). If the PCs Establish a Work Site in such a hex that focuses on the appropriate type of Commodity (as indicated in the encounter text), all Commodities produced are doubled.

Ruins: Ruins consist of a partially destroyed structure, often one that has been claimed by bandits, monsters, or the like. If you Claim and Clear a hex with Ruins in it, you can thereafter use what remains of the Ruins as the basis of an appropriate type of Settlement structure (as indicated by the encounter text), reducing the cost of that structure by half.

Settlement: A Settlement can be a village, town, city, or metropolis; see Settlements starting on page 46 for full details.

Structure: If the PCs Clear a hex that contains a Structure, they can automatically add that structure to a settlement founded there, free of cost. Each specific hex encounter area in this Adventure Path notes any types of structure it contains, as appropriate.

Work Site: A Work Site generates commodities each Kingdom turn once you establish it via Establish Work Site (page 28). A Work Site established in a regular hex generates 1 Lumber, 1 Stone, or 1 Ore, depending on what type of site it is. Unlike most features, a Work Site can be constructed in a hex that already features a Resource, provided the Work Site is focused on harvesting that specific Resource. A Work Site established in a Resource hex doubles its Commodity production to 2. Work Site Commodities accumulate during the Upkeep phase of a Kingdom turn. Some kingdom events can result in Work Sites

ACTIVITIES LISTED BY STEP

During a Kingdom turn, the party has the option to perform a wide range of downtime activities. The specific activities vary by Kingdom turn phase, as summarized below.

Upkeep Phase Step 1: Assign Leadership Roles

Commerce Phase Step 1: Collect Taxes

Commerce Phase Step 2: Approve Expenses

Commerce Phase Step 3: Tap Commodities

Commerce Phase Step 4: Manage Trade Agreements

Activity Phase Step 1: Leadership Activities

Activity Phase Step 2: Region Activities

Activity Phase Step 3: Civic Activities

Activity Phase Step 4: Army Activities

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being destroyed. When that happens, the hex loses its Work Site status; to restore it, you must successfully perform the Establish Work Site activity on the hex during a future Kingdom turn.

FAME AND INFAMY

Fame and Infamy represent a kingdom's reputation as it's regarded by its neighbors. When the PCs create their kingdom, they must decide if their kingdom aims to become famous or infamous—the choice is largely cosmetic but does impact where and how you gain points in either. For example, some structures can grant these points when built, but only if their Fame/Infamy trait matches that of the kingdom.

Kingdoms initially have a maximum of 3 Fame/Infamy points at any one time. These can be used in one of two ways. Neither of these is an action, but the entire party must agree to spend the point. All Fame/Infamy points left unspent at the end of a Kingdom turn are lost.

Spend 1 Fame/Infamy Point to reroll a Kingdom skill check. You must use the second result. This is a fortune effect (which means you can't use more than 1 Fame/Infamy point on a check).

Spend all your Fame/Infamy Points to stave off the effects of anarchy or ruination. You can do this if a kingdom's Unrest would result in anarchy (in which case your Unrest is instead set at 1 point below the value at which anarchy occurs), or if an increase to a Ruin would increase the ruin penalty (in which case the Ruin is instead set at one point below the value at which a ruin penalty would accrue).

Earning Fame or Infamy Points

You earn 1 Fame or Infamy point (as appropriate) automatically at the start of each Kingdom turn. You can earn additional points in the following ways.

Achieve a Critical Success: Whenever you roll a critical success on a Kingdom skill check, gain 1 Fame/Infamy point.

Build a Famous/Infamous Structure: Certain settlement structures grant 1 Fame or Infamy point when they are built. If your kingdom builds a structure that opposes your Fame or Infamy, you lose 1 point.

Create a Masterpiece: Once per Kingdom turn, you can attempt to Create a Masterpiece (page 27) to potentially gain points, at the risk of losing points.

Undertake a Noteworthy Act: At the GM's discretion, a noteworthy act taken by a PC during play grants an additional automatic Fame or Infamy point (as appropriate) at the start of the next Kingdom turn.

RUNNING A KINGDOM

Running a kingdom plays out as Kingdom turns that occur at the end of each in-game month. Each Kingdom turn is divided into phases, and these phases are divided into steps. The table on the previous page lists the Kingdom activities available to use during each step.

UPKEEP PHASE

During the Upkeep phase, you adjust your kingdom's statistics based on activities you have taken during the previous month. Remember that you earn 1 Fame or Infamy point at the start of your turn.

Step 1: Assign Leadership Roles

To assign or change characters associated with leadership roles, do so now using the New Leadership kingdom activity (page 24). You can perform this activity as often as you wish during this step.

Next, determine if any vacancy penalties apply (page 18). Any unassigned roles incur their vacancy penalties. Also, if a character assigned to a leadership role hasn't spent the required week of downtime on that role (page 18) since the end of the last Kingdom turn, they must either give up one of the three kingdom activities they would perform during the Leadership Activities step of the Activity phase of this Kingdom turn or apply the vacancy penalty for their role until the start of the next Kingdom turn. (NPCs cannot perform kingdom activities, so in the unusual case that they were unable to spend the required downtime—see Leadership Roles on page 18—they must apply the vacancy penalty.) If a leader was replaced between Kingdom turns due to an unexpected vacancy, as long as a character currently holds the role and any characters assigned to the role collectively spent the required downtime, the vacancy penalty does not apply.

Step 2: Adjust Unrest

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

On all other turns, adjust your Unrest score: Increase it by 1 for every settlement in your kingdom that's Overcrowded (page 48). If you are at war, increase it by 1. Other ongoing events may have ongoing Unrest adjustments as well; make them at this time.

After making all adjustments, if your kingdom's Unrest is 10 or higher, the kingdom gains 1d10 points to its Ruins (page 38). 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. See Losing Hexes on page 40 for more information.

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

The exact amount of resources you have to draw upon each Kingdom turn varies, as each month there are countless unexpected boons and setbacks throughout each citizen's life that can impact how they can bolster your national plans.

First, 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.)

Finally, if you have any Work Sites established in your kingdom, gather Commodities. You gain 1 Commodity from each Work Site, or double that if the Work Site is in a Resource hex. Any Commodities gathered in excess of your storage capacity (page 40) are lost.

Step 4: Pay Consumption

Your settlements and armies require a certain amount of provisions, supplies, and funding, as well as all the basic necessities of life.

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. This is the total of your settlements' Consumption scores (page 47) plus your armies' Consumption scores (page 65) minus

KINGDOM MILESTONE XP AWARDS

XP Award	Milestone
40	Claim your first Landmark (page 41)
40	Claim your first Refuge (page 41)
40	Establish your first village (page 46)
40	Reach kingdom Size 10 (page 38)
60	Establish diplomatic relations for the first time
60	Expand a village into your first town
60	All eight leadership roles are assigned
60	Reach kingdom Size 25
80	Establish your first trade agreement
80	Expand a town into your first city
80	Reach kingdom Size 50
80	Spend 100 RP during a Kingdom turn
120	Expand a city into your first metropolis
120	Reach kingdom Size 100

the number of Farmland hexes you have within influence range of your settlements (page 47), plus any modifiers from kingdom events.

> **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. 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.

COMMERCE PHASE

The Commerce phase is when the kingdom generates revenue or makes trade agreements.

Step 1: Collect Taxes

You can Collect Taxes (page 35) 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.

Step 2: Approve Expenses

You can draw upon the kingdom's funds to enhance the standard of living for its citizens by attempting the Improve Lifestyle activity (page 32) or you can attempt a withdrawal from the kingdom's funds using the Tap Treasury activity (page 33).

Step 3: Tap Commodities

If your kingdom has any stockpiles of Commodities, you can attempt the Trade Commodities activity (page 30) 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 (see page 34).

ACTIVITY PHASE

The Activity phase is when you make proclamations on expanding your kingdom, declare holidays, and manage your territory and settlements. It's during this phase that the bulk of your kingdom's growth occurs.

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 (these are listed on page 42). 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. 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 (listed on page 42). 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 (listed on page 42) for each of the kingdom's settlements. You determine the order in which these activities are attempted and who rolls any skill checks.

EVENT PHASE

Events affect entire kingdom, single hexes, or a settlement. Some are harmful, while some are beneficial. Certain events continue for multiple turns, and only come to an end once they've been properly handled by the PCs or their kingdom.

Step 1: Check for a Random Event

Attempt a DC 16 flat check. On success, a random kingdom event occurs (see Kingdom Events on page 59). 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

Random events present opportunities to go forth in exploration or encounter mode to deal with a rampaging monster or the like; these are handled now. In some chapters of the *Kingmaker Adventure*

Path, specific story events are introduced outside of Kingdom turns; these are resolved when they occur.

Step 3: Apply Kingdom XP

The GM now awards any kingdom XP earned during that turn. 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 (see below).

In addition, any RP that remains unspent is now converted to kingdom XP on a 1 to 1 ration, to a maximum of 120 XP per Kingdom turn.

Step 4: Increase Kingdom Level

If your kingdom's XP total is above 1,000, and your kingdom isn't at its maximum level (page 16), increase your kingdom level by 1 and subtract 1,000 from your XP total. See Leveling Up Your Kingdom on page 16 for the full rules for leveling up.

GAINING KINGDOM EXPERIENCE

A kingdom gains experience (XP) by claiming hexes, reaching milestones, enduring kingdom events, or converting surplus RP at the end of a Kingdom turn.

HEX CLAIM XP AWARDS

Each time a kingdom claims a hex, it earns 10 kingdom XP. If this hex is lost at a later date, the kingdom does not lose the XP earned from claiming it. Conversely, if the kingdom reclaims a lost hex, it does not gain XP from reclaiming it.

MILESTONE XP AWARDS

As the kingdom grows, the kingdom gains XP the first time it reaches a milestone. These XP awards are given only once, the first time each milestone is attained. See the sidebar on page 44 for a list of Milestone XP awards.

EVENT XP AWARDS

A kingdom earns 30 XP for experiencing a random event or more for a Story event, regardless of the event's outcome.

SURPLUS RP XP AWARDS

Any RP remaining unspent at the end of a Kingdom

👑 ILAMANER MELARISON (THE NATURALIST)

QUEST

Ilamaner Melarison has a particularly specific theory about why the Stolen Lands have resisted the encroachment of civilization for so long–that nature itself works actively against any attempt at settlement. He's long wondered why so many strange patches of vegetation grow in the Stolen Lands–dangerous fungi, carnivorous plants, and even intelligent foliage. He's studied numerous examples of odd plant growth, particularly in the eastern reaches of the Stolen Lands, and he's now eager to find out more about unusual plant life west of Hooktongue. Since the hills, forests, and mountains beyond the swamp are particularly dangerous, he knows he'll need help!

Trigger: As soon as your kingdom reaches 13th level, Ilamaner approaches you with a request for assistance in his latest investigation. In return for your help, he pledges his aid to the kingdom, promising to help with all manner of wilderness-based situations that may arise.

ILAMANER MELARISON

turn is converted into XP at a ratio of 1 to 1 (see Step 3: Apply Kingdom XP above).

SETTLEMENTS

A ruler's territory provides the canvas upon which they can build a kingdom, but the true art of leadership is displayed in how one establishes and develops the settlements where citizens gather and live out their lives. While individual citizens like trappers, hunters, fishers, and farmers might dwell alone or with their families in the outskirts of a settlement, the majority of a kingdom's people live within the villages, towns, cities, and metropolises built for them.

THE URBAN GRID

The Urban Grid presents a simple graphical representation of a settlement (see page 83 for an example). The grid divides a settlement into 9 large districts (blocks) arranged in a 3-by-3 square. Each district itself comprises 4 individual neighborhoods (lots) arranged in a 2-by-2 square. It is these neighborhood lots in which you'll build structures to improve your settlement.

While the Urban Grid diagrams your settlement as a square, this is simply an organizational abstraction—it doesn't mean that your settlements are literally square.
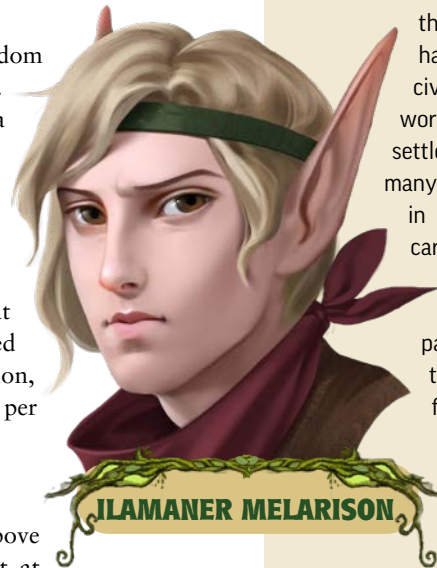
If it helps your sense of verisimilitude, feel free to cut up the Urban Grid and arrange blocks of four lots in any shape you wish. For a city hugging the shores of a great bay, you could draw out the bay and simply paste the blocks in a long row lining the coastline, or in any other arrangement that suits your taste.

Though the Urban Grid depicts 9 blocks for each settlement, the number of blocks in which you can build is limited by the settlement's category: a village consists of only a single block (and can thus host a maximum of only 4 lots of structures), while a city can expand to all 9 blocks (and can host up to 36 lots of structures). It's even possible for your settlement to become a metropolis, expanding to more than one Urban Grid! (See Settlement Types below for complete details of settlement categories.)

Urban Grid Borders

The four sides of the Urban Grid are where you record the types of borders your settlement has.

Land Borders: By default, all of your settlement's borders are unremarkable transitions from urban to hinterland—these are known as Land Borders.

You take a cumulative –1 item penalty on Trade checks for each settlement in your kingdom that has no Land Borders, unless it has at least one Water Border with a Bridge (page 50).

Water Borders: When you place a settlement in a hex that has lake, river, or swamp terrain, you can locate it so that it has Water Borders. Water Borders provide natural defenses to your settlement during Warfare, and some structures can only be constructed in lots adjacent to Water Borders. However, crossing Water Borders that lack Bridges takes a long time (see Navigating an Urban Grid below).

If a settlement has only Water Borders, it is on an island; until you build at least one Bridge, that settlement's influence (page 47) is 0.

Walled Borders: Building Walls (page 59) on your borders boosts your settlement's defense in certain events and in Warfare.

Navigating an Urban Grid

You can simulate travel in a settlement using the Urban Grid to approximate distances. Since moving through a settlement requires a character to follow twisting roads, navigate crowds, or endure minor distractions along the way, it takes 15 minutes to move from one lot to an adjacent lot, or to cross a border (including exiting the settlement). If the settlement has Paved Streets (page 56), this travel time is reduced to 5 minutes. Crossing a Water Border that doesn't have a Bridge takes an hour.

SETTLEMENT LEVEL

In Pathfinder, a settlement's level is used primarily to determine potential jobs on offer for the Earn Income activity, and to determine what level of items are commonly available for sale in that community. For the purposes of Kingmaker, it's easiest to assume that a settlement created by the PCs using these rules has a settlement level equal to the number of blocks on the settlement's Urban Grid that are completely filled, but you should feel free to adjust these levels as makes sense for their campaign. The levels assigned to NPC settlements in this book (such as Restov, Varnhold, and Pitax) have been set as appropriate for the story line and are not determined by the number of full city blocks.

SETTLEMENT TYPES

As your kingdom levels up and your settlements grow, a settlement's type can change, providing different benefits and costs to your kingdom (see the table above and the descriptions below).

Settlement

This indicates the type of settlement, with the minimum kingdom level to support such a settlement in parenthesis.

Village: Settlements start as villages, consisting of a single block of 4 lots. When you Build a Structure (page 22) in a lot, you must select a lot in that block.

Town: Once your kingdom is 3rd level and you've filled all four lots in your village, as long as your settlement is not Overcrowded (page 48), the next time you Build a Structure in a lot, you may choose a lot in any block adjacent to your current block. As you do so, your village becomes a town. A town consists of 2 to 4 blocks of 4 lots each. The blocks must be contiguous, but they need not be a square—they could form a T, L, or S shape if you like. When your kingdom gains its first town, gain 60 kingdom XP as a milestone award (page 45).

City: Once your kingdom is 9th level and you've filled in at least two lots in each of your town's 4 blocks, if your settlement is not Overcrowded, you may choose a lot anywhere on the Urban Grid when you Build a Structure in a lot. The first time you do so, the town transitions into a city. When your kingdom gains its first city, gain 80 kingdom XP as a milestone award.

Metropolis: When your kingdom reaches 15th level and you have filled at least two lots on each block in your city, if your settlement is not Overcrowded, you

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

may expand into a metropolis by adding a second Urban Grid. (You may instead continue filling in the remaining lots and remain a city.) At this point, you can place new structures into any lot you wish in the newly added Urban Grid. You can add additional Urban Grids each time you have built at least two lots of structures in every available block and are not Overcrowded, but there are no further settlement types beyond metropolis to achieve. When your kingdom gains its first metropolis, gain 120 kingdom XP as a milestone award.

Size

This indicates the maximum number of blocks the settlement can occupy in an Urban Grid.

Population

A settlement's exact population is intentionally left abstract, but if you wish to estimate the numbers, you can use the values here as guidelines. Population density increases as a Settlement grows. In a village, each completed lot has an average population of 100 people or less. A town's average population increases to 125 people per completed lot, whereas a city's average population per lot increases to around 700. A metropolis can have an average population per completed lot of 1,000 people or more.

Level

The settlement's level generally falls within the range listed here, and is always equal to the number of blocks that have at least one structure (to a maximum of 20). A settlement level is separate from the kingdom level and is primarily used to determine potential jobs in the settlement (*Pathfinder Core Rulebook* 504). A settlement's level also suggests what sort of magic items might be commonly available for purchase at shops or the market (subject to GM adjudication).

Consumption

Consumption is a numerical value that indicates the Food commodities the settlement requires in order to remain viable and functional. The number given here shows the settlement's base consumption; specific structures in the settlements can increase or decrease its Consumption.

Maximum Item Bonus

Many structures within a settlement grant an item bonus to specific kingdom activities. Normally, item bonuses do not stack, but if you build multiple structures of the same type in the same settlement, their item bonuses stack up to this limit. In a case where two settlements have overlapping influences from identical structures, only the higher item bonus from a single settlement's structures applies.

Influence

A settlement's influence area is the area around a settlement where meaningful economic and productive activity can occur, as well as where the settlement's beneficial effects extend. The numeric value indicates the number of hexes that the settlement's influence extends. Thus, a village only influences the hex it's located in, while a town influences all adjacent hexes. If a settlement has only Water Borders and no Bridges, that settlement's influence is 0 regardless of its settlement type.

Certain activities and the impact of some kingdom events are limited to a settlement's influence. Structures in a settlement that provide a specific item bonus do so to all of the claimed hexes influenced by their settlement. (Structures in your capital city provide that bonus to all of the kingdom's claimed hexes, regardless of the capital's influence.)

Hexes not claimed by your kingdom are never part of your settlements' influence areas, even if they are within the distance noted above. A hex can be influenced by multiple settlements.

FOUNDING A VILLAGE

Your kingdom's first settlement is automatically founded in Step 8 of Kingdom Creation (see page 15). You can found new settlements and expand on existing settlements during the Civic Activities step of the Activity phase of the Kingdom turn (page 44).

When you found a village, follow the four steps presented below to get started.

Step 1: Select a Hex

Select a Claimed Hex in your kingdom that doesn't already have a settlement as the site for your new settlement. Work with your GM to select the

specific location of your settlement within the hex. If it contains lake, river, or swamp terrain, take into consideration the number of Water Borders (page 46) you have in mind for your settlement.

Step 2: Establish your Village

You must first Clear the Hex (page 23) to prepare it for your village. Since Clear Hex is a Region activity that can only happen during Step 2 of the activity phase of a Kingdom turn, and Establish Settlement is a Leadership activity that can only happen during Step 1, you have to wait until the Kingdom turn after you Clear the Hex to actually found the settlement. This simulates the time that it takes to prepare, such as setting up temporary quarters or tent cities, digging sanitation trenches, gathering materials, and managing all the other small tasks to get things ready to build.

If your hex contains lake, river, or swamp terrain, you may choose which of its borders are Land Borders and which are Water Borders (see Urban Grid Borders on page 46). On the Urban Grid, check the "Water" box next to as many of its borders as you like; you cannot change this decision later.

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—the GM has full information about these structures and ruins and how they can impact settlements.

Step 3: Name Your Village

Each settlement needs a name. Some leaders name settlements after themselves or their families, but the name can be anything suitable for the campaign and agreeable to the PCs.

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, 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 (page 44), your settlement has one Civic activity, which can be used to Build Structures (page 22).

STRUCTURES

You build structures using the Build Structure activity during the Civic Activities step of the Activity phase of the Kingdom turn.

When you build in a lot within one of your settlements, you're rarely literally constructing a single building. While an arena or cathedral might stand alone as a towering edifice, most lots represent a number of buildings whose focus is to support the type of improvement that lot supports. For example, a brewery could represent a collection of brewers and bottlers and the families who support them, while a luxury merchant would represent several specialized stores. Even sprawling, sizable improvements like dumps, cemeteries, or parks might include nearby dwellings or cottages for those who tend and manage the area or live along its margins.

Residential Lots and Overcrowding: While almost every structure presumably includes a small amount of lodging, you need to build Residential lots in order to give your citizens enough places to live. You do so by building a structure that has the Residential trait in a chosen lot. Settlements require a number of Residential lots equal to the number of blocks that have any structures built within them, although these residential lots need not be located one per block. For example, when a village expands to a town, it initially occupies 2 blocks. It needs 2 Residential lots in total among those 2 blocks, either both in one block or one in each block. A settlement without this minimum number of Residential lots is Overcrowded (mark the "Overcrowded" box on your Urban Grid) and generates 1 Unrest for the kingdom during the Upkeep phase of each Kingdom turn (page 43).

Reduced to Rubble: It's possible for structures in a settlement to be reduced to rubble by a failed attempt to Demolish a structure (page 28) or a poor result from a kingdom event. When a structure is reduced to rubble, replace the lots the structure once occupied on the Urban Grid with rubble (page 56). Having rubble in a lot doesn't itself impact a kingdom's Unrest or other statistics negatively, but it does prevent you from building in those lots. You must Demolish that lot before you can build there again. When a single lot that contains part of a multi-lot structure is reduced to rubble, each of the lots that contained that structure are replaced with individual lots of rubble.

Structure Descriptions

Structures are described in the following format.

STRUCTURE NAME   LEVEL

A structure's level indicates the minimum kingdom level required to build it. Each structure has traits that convey its properties. The **Building** trait indicates the structure is a collection of indoor sites, while the **Yard** trait indicates the structure is primarily an outdoor site. **Infrastructure** indicates that the structure benefits all lots in an Urban Grid without occupying a lot. (For a metropolis, this means

you'll need to build Infrastructure separately for each Urban Grid that makes up the settlement.) The **Edifice** trait grants its benefits to a settlement only once; if you build that structure an additional time in the same settlement, it's purely cosmetic. A **Residential** structure helps house the settlement's citizens; a settlement requires at least one Residential lot per block to avoid being Overcrowded. The **Famous** trait increases your Fame score when the structure is built, while the **Infamous** trait does the same for your Infamy score. Some structures have both Famous and Infamous traits; in this case apply the one that matches your kingdom's preference (see page 42 for more details on Fame and Infamy). A short textual description rounds out the top of the structure stat block.

Lots The number of contiguous lots that the structure occupies on the Urban Grid; **Cost** The cost in RP and Commodities (if any) you must spend before attempting the Build Structure check.

Construction This entry lists the required skill, proficiency rank, and DC for the Build Structure check.

Upgrade From/Upgrade To Some structures can be upgraded into a more advanced form of the existing structure, such as upgrading a Shrine into a Temple. If you upgrade a structure, subtract the RP and Commodity cost used to build the original structure from the cost of the new structure. When the new structure is complete, its effects replace those of the previous structure. You can't upgrade a structure to one that occupies more lots if there isn't space in the block for the new structure's size. (You do not need to build the lesser form of a structure before you build the advanced form.)

Item Bonus This entry indicates any item bonuses the structure grants to specific activities made within the settlement's influence—or within the borders of your kingdom if the settlement is your capital. These bonuses are item bonuses, but they stack with those granted by identical structures within the same settlement, up to that settlement's maximum item bonus (page 47).

Ruin Some structures negatively impact society. If this structure does so, it will increase one or more of your kingdom's Ruins when constructed; this increase only happens once, when the structure is built. Increases to Ruin in this way aren't removed if the structure is later demolished.

👑 BIXEN LIBIXYTEN (THE BREWER)

QUEST

Mr. Bixen Libixyten is a talented brewer, and he hopes to make it big with his latest brew of blackberry mead, a libation he claims has been blessed by Cayden himself. He's planning on calling this drink "Bixen's Berry Best," but he wants to make sure it lives up to this potential name before he starts brewing full batches. If the greatest heroes in the land–the PCs– can accomplish a public feat of either glory or skill after having imbibed his mead, he's sure he'll be able to bring glory to the kingdom!

Trigger: As soon as you build your third Brewery, Bixen approaches you with his request. The traditional venue where he hopes to see his latest creation tested is the legendary Midnight Joust of the Rushlight Festival–a competition that, traditionally, involves very drunk jousters putting themselves and others in very real danger. That said, the Rushlight Festival may be a long time off, and if you come up with your own plan to taste-test his new drink in an appropriately public (and hopefully dangerous) venue, Bixen is all ears!

Effects All additional game effects the structure grants to your kingdom are listed here. In many cases, these effects grant item bonuses to PCs while they are in the settlement, but unlike those granted by the Item Bonus above, item bonuses found in this section of the stat block do not stack with other item bonuses. Unless stated otherwise, effects in this section apply only within this settlement; they do not apply to areas influenced by this settlement.

Settlement Structures

Presented below are stat blocks for a wide range of structures that serve a variety of purposes in settlements, both to bolster kingdom statistics and PC resources. Encourage your PCs to come up with flavorful specific names for individual structures they create!

ACADEMY   STRUCTURE 10

BUILDING | EDIFICE

An academy gives your citizens—and the PCs themselves— an institution where advanced study in many fields can be pursued, researched, and referenced.

Lots 2; **Cost** 52 RP, 12 Lumber, 6 Luxuries, 12 Stone
Construction Scholarship (expert) DC 27
Upgrade From library
Upgrade To military academy, university
Item Bonus +2 item bonus to Creative Solution
Effects While in a settlement with an Academy, you gain a +2 item bonus to Lore checks made to Recall Knowledge while Investigating, to all checks made while Researching (*Gamemastery Guide* 154), and to Decipher Writing.

ALCHEMY LABORATORY   STRUCTURE 3
`BUILDING`

An alchemy laboratory serves as a factory for alchemists and their apprentices for the crafting of potions, elixirs, and all manner of alchemical items. An infamous kingdom's laboratory might specialize in poisons as well.
Lots 1; **Cost** 18 RP, 2 Ore, 5 Stone
Construction Industry (trained) DC 16
Item Bonus +1 item bonus to Demolish
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining which alchemical items are readily available for sale in that settlement. This effect stacks up to three times.

Checks attempted to Identify Alchemy in any settlement with at least one alchemy laboratory gain a +1 item bonus.

ARCANIST'S TOWER   STRUCTURE 5
`BUILDING`

An arcanist's tower is a home and laboratory for an arcane spellcaster (usually a wizard) and their apprentices, servants, and students.
Lots 1; **Cost** 30 RP, 6 Stone
Construction Magic (trained) DC 20
Item Bonus +1 item bonus to Quell Unrest using Magic
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining which arcane magic items are readily available for sale in that settlement. This effect stacks up to three times.

While in a settlement with an arcanist's tower, you gain a +1 item bonus to checks made to Borrow an Arcane Spell or Learn a Spell.

ARENA   STRUCTURE 9
`EDIFICE` `YARD`

An Arena is a large public structure, traditionally open to the air, surrounded by seating and viewing areas. It's used for staging competitions, athletics, gladiatorial combats, and elaborate entertainments and spectacles.
Lots 4; **Cost** 40 RP, 6 Lumber, 12 Stone
Construction Warfare (expert) DC 26

Item Bonus +2 item bonus to Celebrate Holiday and to Warfare checks made to Quell Unrest
Effects An arena lets you to retrain combat-themed feats more efficiently while in the settlement; doing so takes only 5 days rather than a week of downtime.

BANK   STRUCTURE 5
`BUILDING`

A bank is a secure building for storing valuables, granting loans, and collecting and transferring deposits.
Lots 1; **Cost** 28 RP, 4 Ore, 6 Stone
Construction Trade (trained) DC 20
Item Bonus +1 item bonus to Tap Treasury
Effect The Capital Investment Leadership activity can be used only within the influence area of a settlement with a bank.

BARRACKS   STRUCTURE 3
`BUILDING` `RESIDENTIAL`

Barracks are focused on housing and training guards, militia, soldiers, and military forces.
Lots 1; **Cost** 6 RP, 2 Lumber, 1 Stone
Construction Defense DC 16
Upgrade To garrison
Item Bonus +1 item bonus to Garrison Army, Recover Army, or Recruit Army (see the appendix starting on page 71)
Effects Barracks aid in the recruitment of armies and in helping soldiers recover from battle. The first time you build a barracks in any settlement, reduce Unrest by 1.

BREWERY   STRUCTURE 1
`BUILDING`

A brewery is devoted to crafting alcohol, be it beer, wine, or spirits. This building can represent bottlers, vineyards, or even structures that produce non-alcoholic drinks.
Lots 1; **Cost** 6 RP, 2 Lumber
Construction Agriculture DC 15
Item Bonus +1 item bonus to Establish Trade Agreement
Effects When you build a brewery, reduce Unrest by 1 as long as you have fewer than 4 breweries in the settlement at that time.

BRIDGE   STRUCTURE 2
`INFRASTRUCTURE`

Bridges give settlements that have water borders a connection to land (but at the GM's option, a border on a lake might not be able to use bridges).
Lots –; **Cost** 6 RP, 1 Lumber or 1 Stone
Construction Engineering DC 16
Effects A bridge allows an island settlement to provide influence (see Influence on page 47), negates the Trade penalty for island settlements (see Land

Borders on page 46), and allows travel over its associated Water Border with ease (see Navigating an Urban Grid on page 46). Bridges can only be built on Water Borders. When you build a bridge, check the "Bridge" box on one of the Water Borders on your Urban Grid to indicate its location.

CASTLE   STRUCTURE 9
BUILDING | EDIFICE | FAMOUS | INFAMOUS

A castle is a fortified structure that often serves as the seat of government for a kingdom.

Lots 4; **Cost** 54 RP, 12 Lumber, 12 Stone

Construction Defense (expert), Industry (expert), Magic (expert), or Statecraft (expert) DC 26

Upgrade From town hall

Upgrade To palace

Item Bonus +2 item bonus to New Leadership, Pledge of Fealty, Send Diplomatic Envoy, and +2 item bonus to Garrison Army, Recover Army, or Recruit Army (see the appendix starting on page 71)

Effects The first time you build a castle each Kingdom turn, reduce Unrest by 1d4. A castle in a capital allows PC leaders to take 3 Leadership activities during the Activity phase of a Kingdom turn rather than 2.

CATHEDRAL   STRUCTURE 15
BUILDING | EDIFICE | FAMOUS | INFAMOUS

A cathedral serves as a focal point of spiritual worship in the settlement and the seat of regional power for a religion. Most cathedrals are astounding works of art and eye-catching marvels of architecture.

Lots 4; **Cost** 58 RP, 20 Lumber, 20 Stone

Construction Folklore (master) DC 34

Upgrade From temple

Item Bonus +3 item bonus to Celebrate Holiday, Provide Care, and Repair Reputation (Corruption)

Effects The first time you build a cathedral in a turn, reduce Unrest by 4. While in a settlement with a cathedral, you gain a +3 item bonus to Lore and Religion checks made to Recall Knowledge while Investigating, and to all faith-themed checks made while Researching (*Gamemastery Guide* 154). Treat the settlement's level as three levels higher than its actual level for the purposes of determining what divine magic items are available for sale in that settlement. This effect does not stack with the similar effect granted by shrines or temples.

👑 LORIS SHADWEST (THE TAXIDERMIST)
QUEST

Loris Shadwest, eager taxidermist and avid collector of strangeness, has a particularly keen interest in turning dangerous monsters into works of taxidermic art. While lesser taxidermists might cheat by stitching wings, legs, or heads where they never existed while the creature lived, Loris takes pride in the fact that his taxidermy creations are "real." Of late, he's tried to focus his work on what he classifies as "monsters"– non-sapient creatures, after an uncomfortable argument about the ethics of stuffing a sapient creature left him doubting his own traditions.

LORIS SHADWEST

Source: Once your kingdom reaches 17th level, Loris approaches you with his request: he wants to stuff a winged owlbear. In return, he promises a powerful magic crystal ball in payment.

CEMETERY   STRUCTURE 1
YARD

A cemetery sets aside a plot of land to bury the dead and can also include above-ground vaults or underground catacombs.

Lots 1; **Cost** 4 RP, 1 Stone

Construction Folklore DC 15

Effects Giving the citizens a place to bury and remember their departed loved ones helps to temper Unrest gained from dangerous events. If you have at least one cemetery in a settlement, reduce Unrest gained from any dangerous settlement events in that particular settlement by 1 (to a maximum of 4 for four cemeteries). The presence of a cemetery provides additional effects during certain kingdom events.

CONSTRUCTION YARD   STRUCTURE 10
YARD

A construction yard supports the building of structures by providing a centralized place to gather supplies and craft components for larger projects.

Lots 4; **Cost** 40 RP, 10 Lumber, 10 Stone

Construction Engineering DC 27

Item Bonus +1 item bonus to Build Structure and to Repair Reputation (Decay)

DUMP   STRUCTURE 2
YARD

A dump is a centralized place for the disposal of refuse, often including a shack for a caretaker to live in.

Lots 1; **Cost** 4 RP
Construction Industry DC 16
Item Bonus +1 item bonus to Demolish
Effects Certain events have a more dangerous impact on settlements that don't include a dump. A dump can't be located in a block with any Residential structures.

EMBASSY   STRUCTURE 8
`BUILDING`

An embassy gives a place for diplomatic visitors to your kingdom to stay and bolsters international relations.
Lots 2; **Cost** 26 RP, 10 Lumber, 6 Luxuries, 4 Stone
Construction Politics DC 24
Item Bonus +1 item bonus to Send Diplomatic Envoy and Request Foreign Aid

FESTIVAL HALL   STRUCTURE 3
`BUILDING`

A festival hall is a small building that gives performers a venue to entertain and citizens a place to gather for celebrations or simply to relax.
Lots 1; **Cost** 7 RP, 3 Lumber
Construction Arts DC 18
Upgrade To theater
Item Bonus +1 item bonus to Celebrate Holiday

FOUNDRY   STRUCTURE 3
`BUILDING`

A foundry is a facility used to refine ore into finished metal.
Lots 2; **Cost** 16 RP, 5 Lumber, 2 Ore, 3 Stone
Construction Industry (trained) DC 18
Item Bonus +1 item bonus to Establish Work Site (mine)
Effects By processing ore in a foundry, your settlements grow more efficient at storing your kingdom's Commodities. Each foundry in your kingdom increases your maximum Ore Commodity capacity by 1. A foundry cannot share a block with a Residential structure.

GARRISON   STRUCTURE 5
`BUILDING` `RESIDENTIAL`

A garrison is a complex of barracks, training yards, and weapons storage and repair for maintaining your military.
Lots 2; **Cost** 28 RP, 6 Lumber, 3 Stone
Construction Warfare (trained) DC 20
Upgrade From barracks
Item Bonus +1 item bonus to Outfit Army or Train Army (see the appendix starting on page 71)
Effects A garrison helps outfit armies with new gear or trains them. When you build a garrison, reduce Unrest by 1.

GENERAL STORE   STRUCTURE 1
`BUILDING`

Lots 1; **Cost** 8 RP, 1 Lumber

Construction Trade DC 15
Upgrade To luxury store, marketplace
Effects A settlement without a general store or marketplace reduces its level for the purposes of determining what items can be purchased there by 2.

GRANARY   STRUCTURE 1
`BUILDING`

A granary consists of silos and warehouses for the storage of grain and other preserved foodstuffs.
Lots 1; **Cost** 12 RP, 2 Lumber
Construction Agriculture DC 15
Effects Each granary in your kingdom increases your maximum Food Commodity capacity by 1.

GUILDHALL   STRUCTURE 5
`BUILDING`

A guildhall serves as the headquarters for a trade guild or similar organization. It includes offices for its leaders and functionaries as well as workshops for its craftspeople and a storefront for customers. Guildhalls always specialize in a certain type of trade or pursuit, but typically, only the largest cities have multiple guildhalls. Smaller settlements tend to focus on one particular trade.
Lots 2; **Cost** 34 RP, 8 Lumber
Construction Trade (expert) DC 20
Upgrade From trade shop
Item Bonus +1 item bonus to Economy skill checks associated with the guildhall's specific trade focus
Effects When you build a guildhall, indicate what sort of organization (such as bakers, grocers, smiths, etc.) it serves as a headquarters for. While in a settlement with a guildhall, you gain a +1 item bonus to all related skill checks to Earn Income or to Repair.

HERBALIST   STRUCTURE 1
`BUILDING`

An herbalist consists of small medicinal gardens tended by those with knowledge of herbs and their uses to heal or to harm, as well as a storefront for customers.
Lots 1; **Cost** 10 RP, 1 Lumber
Construction Wilderness DC 15
Upgrade To hospital
Item Bonus +1 item bonus to Provide Care

HOSPITAL   STRUCTURE 9
`BUILDING`

A hospital is a building dedicated to healing the sick through both magical and mundane means.
Lots 2; **Cost** 30 RP, 10 Lumber, 6 Stone
Construction Defense (expert) DC 26
Upgrade From herbalist
Item Bonus +1 item bonus to Provide Care and Quell Unrest

Effects While in a settlement with a hospital, you gain a +2 item bonus to Medicine checks to Treat Disease and Treat Wounds.

HOUSES   STRUCTURE 1
`BUILDING` `RESIDENTIAL`

Houses provide a neighborhood of single and multi-family dwellings for your citizens.

Lots 1; **Cost** 3 RP, 1 Lumber
Construction Industry DC 15
Upgrade From tenement
Upgrade To mansion or orphanage
Effects The first time you build houses each Kingdom turn, reduce Unrest by 1.

ILLICIT MARKET   STRUCTURE 6
`BUILDING` `INFAMOUS`

An illicit market uses a facade of shops, homes, and other innocent-seeming buildings to cover the fact that unregulated and illegal trade takes place within its walls.

Lots 1; **Cost** 50 RP, 5 Lumber
Construction Intrigue (trained) DC 22
Item Bonus +1 item bonus to Clandestine Business
Ruin +1 Crime
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining what items are readily available for sale in that settlement. This effect stacks up to three times.

INN   STRUCTURE 1
`BUILDING` `RESIDENTIAL`

An inn provides a safe and secure place for a settlement's visitors to rest.

Lots 1; **Cost** 10 RP, 2 Lumber
Construction Trade DC 15
Item Bonus +1 Item bonus to Hire Adventurers

JAIL   STRUCTURE 2
`BUILDING`

A jail is a fortified structure that houses criminals, prisoners, or dangerous monsters separate from the rest of society.

Lots 1; **Cost** 14 RP, 4 Lumber, 2 Ore, 4 Stone
Construction Defense DC 16
Item Bonus +1 item bonus to Quell Unrest using Intrigue
Effects The first time you build a jail each a Kingdom turn, reduce Crime by 1.

KEEP   STRUCTURE 3
`BUILDING` `EDIFICE`

A keep is a high-walled defensive structure that guards the heart of a settlement. It includes practice and marshaling yards as well as a refuge for your leaders should danger strike the settlement.

Lots 2; **Cost** 32 RP, 8 Lumber, 8 Stone
Construction Defense (trained) DC 18
Item Bonus +1 item bonus to Deploy Army, Garrison Army, or Train Army (see the appendix starting on page 71)
Effects The first time you build a keep each Kingdom turn, reduce Unrest by 1.

LIBRARY   STRUCTURE 2
`BUILDING`

A library contains collections of books, scrolls, writings, and records conducive to research. Some libraries specialize in certain topics, but it's best to assume these libraries are well-rounded in what books they cover

Lots 1; **Cost** 6 RP, 4 Lumber, 2 Stone
Construction Scholarship (trained) DC 16
Upgrade To academy
Item Bonus +1 item bonus to Rest and Relax using Scholarship checks
Effects While in a settlement with a library, you gain a +1 item bonus to Lore checks made to Recall Knowledge while Investigating, as well as to Researching (*Gamemastery Guide* 154), and to Decipher Writing.

LUMBERYARD   STRUCTURE 3
`YARD`

A lumberyard is an open area used to store additional lumber. The yard includes a lumber mill used to process lumber into timbers for construction purposes.

Lots 2; **Cost** 16 RP, 5 Lumber, 1 Ore
Construction Industry (trained) DC 18
Item Bonus +1 item bonus to Establish Work Site (lumber camp)
Effects Each lumberyard in your kingdom increases maximum Lumber Commodity capacity by 1. A lumberyard must be built in a lot next to a Water border, both to give the yard a source of power to run saws to process timber, but more importantly to facilitate the shipment of trees to the yard.

LUXURY STORE   STRUCTURE 6
`BUILDING`

This collection of stores specializes in expensive, rare, and exotic goods that cater to the wealthy.

Lots 1; **Cost** 28 RP, 10 Lumber, 6 Luxuries
Construction Trade (expert) DC 22
Upgrade From general store
Upgrade To magic shop
Item Bonus +1 item bonus to Establish Trade Agreement
Effects A luxury store must be built on a block that has either a mansion or a noble villa. Treat the settlement's level as one level higher than its actual level for determining what luxury-themed magic items (subject to GM approval) are readily available for sale

in that settlement. This effect stacks up to three times and overlaps with other stores that function in this way for more specific categories of magic items.

MAGIC SHOP   STRUCTURE 8
BUILDING

These shops specialize in magic items and in connecting buyers with sellers of magical goods and services.

Lots 1; **Cost** 44 RP, 8 Lumber, 6 Luxuries, 6 Stone
Construction Magic (expert) DC 24
Upgrade From luxury store
Upgrade To occult shop
Item Bonus +1 item bonus to Supernatural Solution
Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining what magic items are readily available for sale in that settlement. This effect stacks up to three times and overlaps with other stores that function in this way for more specific categories of magic items.

MAGICAL STREETLAMPS   STRUCTURE 5
INFRASTRUCTURE

Magical streetlamps are *everburning torches* that have been fitted within lampposts along the streets. At your option, these magical lights might even be free-floating spheres of light or other unusual forms of illumination.

Lots –; **Cost** 20 RP
Construction Magic (expert) DC 20
Effects Magical streetlamps provide nighttime illumination for an entire Urban Grid. When you build magical streetlamps, check the magical streetlamps checkbox on your Urban Grid. The first time you build magical streetlamps in a Kingdom turn, reduce Crime by 1.

MANSION   STRUCTURE 5
BUILDING | RESIDENTIAL

This larger manor house houses a wealthy family.

Lots 1; **Cost** 10 RP, 6 Lumber, 6 Luxuries, 3 Stone
Construction Industry (trained) DC 20
Upgrade From houses
Upgrade To noble villa
Item Bonus +1 item bonus to Improve Lifestyle

MARKETPLACE   STRUCTURE 4
BUILDING | RESIDENTIAL

A marketplace is a large neighborhood of shops run by local vendors around an open area for traveling merchants and farmers to peddle their wares.

Lots 2; **Cost** 48 RP, 4 Lumber
Construction Trade (trained) DC 19
Upgrade From general store
Item Bonus +1 item bonus to Establish Trade Agreement
Effects A town without a general store or marketplace

reduces its effective level for the purposes of determining what items can be purchased there by 2.

MENAGERIE   STRUCTURE 12
BUILDING | EDIFICE

A menagerie is a large zoo that contains numerous enclosures, exhibits, tanks, or open preserves meant to display wildlife.

Lots 4; **Cost** 26 RP, 14 Lumber, 10 Ore, 10 Stone
Construction Wilderness (expert) DC 30
Upgrade From park
Item Bonus +2 item bonus to Rest and Relax using Wilderness
Effects A menagerie typically contains a selection of level 5 or lower animals. If your party captures a living creature of level 6 or higher and can transport the creature back to a settlement with a menagerie, you can add that creature to the menagerie as long as your kingdom level is at least 4 higher than the creature's level. Each time such a creature is added to a menagerie, gain 1 Fame or Infamy point (as appropriate) or reduce one Ruin of your choice by 1.

Only creatures with Intelligence modifiers of –4 or –5 are appropriate to place in a menagerie. A kingdom gains 1 Unrest at the start of a Kingdom turn for each sapient creature (anything with an Intelligence modifier of –3 or higher) on display in a menagerie.

MILITARY ACADEMY   STRUCTURE 12
BUILDING | EDIFICE

A military academy is dedicated to the study of war and the training of elite soldiers and officers.

Lots 2; **Cost** 36 RP, 12 Lumber, 6 Ore, 10 Stone
Construction Warfare (expert) DC 30
Upgrade From academy
Item Bonus +2 item bonus to Pledge of Fealty using Warfare, +2 item bonus to Train Army (see the appendix starting on page 71)

MILL   STRUCTURE 2
BUILDING

A mill grinds grain using the power of wind, water, or beasts of burden.

Lots 1; **Cost** 6 RP, 2 Lumber, 1 Stone
Construction Industry (trained) DC 16
Item Bonus +1 item bonus to Harvest Crops
Effects If a settlement includes at least one mill built on a lot adjacent to a Water border, the increased efficiency of these mills reduces the settlement's Consumption by 1 (to a minimum of 0).

MINT   STRUCTURE 15
BUILDING | EDIFICE

A mint allows the kingdom to produce its own coinage

to augment its economy. It can also include fortified underground chambers to help serve as a treasury.

Lots 1; **Cost** 30 RP, 12 Lumber, 20 Ore, 16 Stone

Construction Trade (master) DC 34

Item Bonus +3 item bonus to Capital Investment, Collect Taxes, and to Repair Reputation (Crime)

MONUMENT   STRUCTURE 3
BUILDING | EDIFICE

A monument is an impressive stone structure built to commemorate a historical event, honor a beloved leader, memorialize a tragedy, or simply serve as an artistic display.

Lots 1; **Cost** 6 RP, 1 Stone

Construction Arts (trained) DC 18

Effects The first time you build a monument each Kingdom turn, reduce Unrest by 1 and reduce one Ruin of your choice by 1.

MUSEUM   STRUCTURE 5
BUILDING | FAMOUS | INFAMOUS

A museum displays art, objects of important cultural note, wonders of the natural world, and other marvels in a place where citizens can observe and learn.

Lots 2; **Cost** 30 RP, 6 Lumber, 2 Stone

Construction Exploration (trained) DC 20

Item Bonus +1 item bonus to Rest and Relax using Arts

Effects A magic item of level 6 or higher that has a particular import or bears significant historical or regional value (at the GM's discretion) can be donated to a museum. Each time such an item is donated, reduce Unrest by 1. If that item is later removed from display, increase Unrest by 1.

NOBLE VILLA   STRUCTURE 9
BUILDING | RESIDENTIAL

This sprawling manor has luxurious grounds. It houses a noble family and their staff, and includes several smaller support structures such as servant's quarters, stables, and groundskeeper's cottages in addition to a manor.

Lots 2; **Cost** 24 RP, 10 Lumber, 6 Luxuries, 8 Stone

Construction Politics (expert) DC 19

Upgrade From mansion

Item Bonus +1 item bonus to Improve Lifestyle and to Quell Unrest using Politics

Effects The first time you build a noble villa each Kingdom turn, reduce Unrest by 2.

OCCULT SHOP   STRUCTURE 13
BUILDING

An occult shop is usually a sprawling, mysterious store that specializes in buying and selling obscure magic and strange curios. It often provides access to supernatural services like fortune-telling.

Lots 1; **Cost** 68 RP, 12 Lumber, 12 Luxuries, 6 Stone

Construction Magic (master) DC 32

Upgrade From magic shop

Item Bonus +2 item bonus to Prognostication

Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining what magic items are readily available for sale in that settlement. This effect stacks up to three times and overlaps with other stores that function in this way for more specific categories of magic items. While in a settlement with an occult shop, you gain a +2 item bonus to all checks made to Research esoteric subjects or to Recall Knowledge about the same.

OPERA HOUSE   STRUCTURE 15
BUILDING | EDIFICE | FAMOUS | INFAMOUS

An opera house functions well as a venue for operas, plays, and concerts, but also includes extensive facilities to aid in the training of all manner of bardic pursuits. Often, an opera house becomes a grandiose landmark, either due to its outlandish colors or eye-catching architecture.

Lots 2; **Cost** 40 RP, 20 Lumber, 18 Luxuries, 16 Stone

Construction Arts (master) DC 34

Upgrade From theater

Item Bonus +3 item bonus to Celebrate Holiday and Create a Masterpiece

Effects The first time you build an opera house each Kingdom turn, reduce Unrest by 4. While in a settlement with an opera house, you gain a +3 item bonus to Performance checks made to Earn Income.

ORPHANAGE   STRUCTURE 2
BUILDING | RESIDENTIAL

This sprawling residential building provides housing for orphans or even homeless citizens, but it can also help supply housing for refugees—but preferably not all at the same time, though!

Lots 1; **Cost** 6 RP, 2 Lumber

Construction Industry DC 16

Upgrade From houses

Effects The first time you build an orphanage each Kingdom turn, reduce Unrest by 1.

PALACE   STRUCTURE 15
BUILDING | EDIFICE | FAMOUS | INFAMOUS

A palace is a grand and splendid seat of government for your leaders and other political functionaries.

Lots 4; **Cost** 108 RP, 20 Lumber, 12 Luxuries, 15 Ore, 20 Stone

Construction Defense (master), Industry (master), Magic (master), or Statecraft (master) DC 34

Upgrade From castle

Item Bonus +3 item bonus to New Leadership, Pledge of Fealty, and Send Diplomatic Envoy, and +3 item bonus to Garrison Army, Recover Army, or Recruit Army (see the appendix starting on page 71)

Effects A palace can only be built in your capital. The first time you build a palace, reduce Unrest by 10.

If you Relocate your Capital, a palace left behind in that capital instead functions as a noble villa that takes up 4 lots. (If you represent this by placing two noble villas in these lots, make sure to note that they constitute a single building and aren't two separate structures.)

A palace in a capital allows PC leaders to take 3 Leadership activities during the Activity phase of a Kingdom turn rather than just 2. In addition, once your kingdom has a palace, a PC in the Ruler leadership role gains a +3 item bonus to checks made to resolve Leadership activities.

PARK   STRUCTURE 3
`YARD`

A park is a plot of undeveloped land set aside for public use. This lot could be left as is, or the landscaping could be manipulated to have a specific look or type of terrain.

Lots 1; **Cost** 5 RP

Construction Wilderness DC 18

Upgrade To menagerie

Item Bonus +1 item bonus to Rest and Relax using Wilderness checks

Effects The first time you build a park each Kingdom turn, reduce Unrest by 1.

PAVED STREETS   STRUCTURE 4
`INFRASTRUCTURE`

Brick or cobblestone streets speed transportation and ease the passage of people, mounts, and vehicles.

Lots –; **Cost** 12 RP, 6 Stone

Construction Industry (trained) DC 19

Effects It takes a character only 5 minutes to move from one lot to an adjacent lot in an Urban Grid when moving on paved streets. When you build paved streets, check the paved streets checkbox on your Urban Grid.

PIER   STRUCTURE 3
`YARD`

Several wooden piers allow easy access to fishing and provide a convenient place to moor boats.

Lots 1; **Cost** 16 RP, 2 Lumber

Construction Boating DC 18

Upgrade To waterfront

Item Bonus +1 item bonus to Go Fishing

Effects A pier must be built in a lot next to a Water border.

RUBBLE   STRUCTURE –
`YARD`

An unsightly heap of rubble fills this lot.

Lots 1; **Cost** –

Construction –

Effects Rubble is created accidentally, such as from a result of certain kingdom events or failed Demolish activity. You cannot build in a lot with rubble; it must be removed via a successful Demolish activity.

SACRED GROVE   STRUCTURE 5
`YARD`

This untouched land has been blessed by primal spirits, druids friendly with your settlement, or allied fey creatures.

Lots 1; **Cost** 36 RP

Construction Wilderness (trained) DC 20

Item Bonus +1 item bonus to Quell Unrest using Folklore

Effects Treat the settlement's level as one level higher than its actual level for the purposes of determining what primal magic items are readily available for sale in that settlement. This effect stacks up to three times.

SECURE WAREHOUSE   STRUCTURE 6
`BUILDING`

Secure warehouses are used to store valuables.

Lots 2; **Cost** 24 RP, 6 Lumber, 4 Ore, 6 Stone

Construction Industry (expert) DC 22

Item Bonus +1 item bonus to Craft Luxuries

Effects Each secure warehouse in your kingdom increases your maximum Luxuries Commodity capacity by 1.

SEWER SYSTEM   STRUCTURE 7
`INFRASTRUCTURE`

This underground sanitation system helps keep the settlement clean and disease-free.

Lots –; **Cost** 24 RP, 8 Lumber, 8 Stone

Construction Engineering (expert) DC 23

Item Bonus +1 item bonus to Clandestine Business

Effects A sewer system reduces the settlement's Consumption by 1. Having a sewer system can also affect certain kingdom events. When you build a sewer system, check the sewer system checkbox on its Urban Grid. (For metropolises, this infrastructure automatically applies to all of its Urban Grids.)

SHRINE   STRUCTURE 1
`BUILDING`

A shrine is a small building devoted to the worship of a deity or faith. It can be attended by resident priests or visiting clergy.

Lots 1; **Cost** 8 RP, 2 Lumber, 1 Stone
Construction Folklore (trained) DC 15
Upgrade To temple
Item Bonus +1 item bonus to Celebrate Holiday
Effects Treat the settlement's level as one level higher than its actual level when determining what divine magic items are readily available for sale in that settlement. This effect stacks up to three times but does not stack with the same effect granted by temples or cathedrals.

SMITHY   STRUCTURE 3
BUILDING

A smithy consists of workshops and forges.
Lots 1; **Cost** 8 RP, 2 Lumber, 1 Ore, 1 Stone
Construction Industry (trained) DC 18
Item Bonus +1 item bonus to Trade Commodities, +1 item bonus to Outfit Army (see the appendix starting on page 71)
Effects While in a settlement with a smithy, you gain a +1 item bonus to Craft checks made to work with metal.

SPECIALIZED ARTISAN   STRUCTURE 4
BUILDING

These shops and homes are devoted to crafters who create fine jewelry, glassware, clockworks, and the like.
Lots 1; **Cost** 10 RP, 4 Lumber, 1 Luxury
Construction Trade (expert) DC 19
Item Bonus +1 item bonus to Craft Luxuries
Effects While in a settlement with a specialized artisan, you gain a +1 item bonus to Craft checks made to craft specialized goods like jewelry.

STABLE   STRUCTURE 3
YARD

A stable consists of a yard and smaller structures to house, train, and sell mounts.
Lots 1; **Cost** 10 RP, 2 Lumber
Construction Wilderness (trained) DC 18
Item Bonus +1 item bonus to Establish Trade Agreement

STOCKYARD   STRUCTURE 3
YARD

A stockyard includes several barns and pens used to house livestock and prepare them for slaughter.
Lots 4; **Cost** 20 RP, 4 Lumber
Construction Industry DC 18
Item Bonus +1 item bonus to Gather Livestock
Effects A settlement with at least one stockyard reduces its Consumption by 1.

STONEMASON   STRUCTURE 3
BUILDING

A stonemason is a large building used to store and work quarried stone for preparation in building.
Lots 2; **Cost** 16 RP, 2 Lumber
Construction Industry (trained) DC 18
Item Bonus +1 item bonus to Establish Work Site (quarry).
Effects Each stonemason in your kingdom increases your maximum Stone Commodity capacity by 1.

TANNERY   BUILDING 3
BUILDING

A tannery is a factory outfitted with racks, vats and tools for the preparation of hides and leather.
Lots 1; **Cost** 6 RP, 2 Lumber
Construction Industry (trained) DC 18
Item Bonus +1 to Trade Commodities
Effects A tannery cannot share a block with any Residential structure except tenements.

TAVERN, DIVE   BUILDING 1
BUILDING

A dive tavern is a rough-and-tumble establishment for entertainment, eating, and drinking.
Lots 1; **Cost** 12 RP, 1 Lumber
Construction Trade (trained) DC 15
Upgrade To tavern, popular
Effects The first time you build a dive tavern in a Kingdom turn, reduce Unrest by 1 but increase Crime by 1.

TAVERN, POPULAR   BUILDING 3
BUILDING

A popular tavern is a respectable establishment for entertainment, eating, and drinking.
Lots 1; **Cost** 24 RP, 6 Lumber, 2 Stone
Construction Trade (expert) DC 18
Upgrade From tavern, dive
Upgrade To tavern, luxury
Item Bonus +1 item bonus to Hire Adventurers and to Rest and Relax using Trade
Effects The first time you build a popular tavern in a Kingdom turn, reduce Unrest by 2. If you attempt a Performance check to Earn Income in a settlement with a popular tavern, you gain a +1 item bonus to the check. All checks made to Gather Information in a settlement with at least one popular tavern gain a +1 item bonus.

TAVERN, LUXURY   BUILDING 9
BUILDING | FAMOUS

A luxury tavern is a high-class establishment for entertainment, eating, and drinking. It may even include a built-in stage for performers to use.
Lots 2; **Cost** 48 RP, 10 Lumber, 8 Luxuries, 8 Stone
Construction Trade (master) DC 26
Upgrade From tavern, popular

Upgrade To tavern, world-class

Item Bonus +2 item bonus to Hire Adventurers and to Rest and Relax using Trade

Effects The first time you build a luxury tavern in a Kingdom turn, reduce Unrest by 1d4+1. If attempt a Performance check to Earn Income in a settlement with a luxury tavern, you gain a +2 item bonus to the check. All checks made to Gather Information in a settlement with at least one luxury tavern gain a +2 item bonus.

TAVERN, WORLD-CLASS   BUILDING 15
`BUILDING` `EDIFICE` `FAMOUS`

A World-Class Tavern is a legendary establishment for entertainment, eating, and drinking. It has at least one venue for performances–perhaps multiple ones.

Lots 2; **Cost** 64 RP, 18 Lumber, 15 Luxuries, 15 Stone

Construction Trade (master) DC 34

Upgrade From tavern, luxury

Item Bonus +3 item bonus to Hire Adventurers, to Rest and Relax using Trade, and to Repair Reputation (Strife)

Effects The first time you build a world-class tavern in a turn, reduce Unrest by 2d4. If you try a Performance check to Earn Income in a settlement with a world-class tavern, you gain a +3 item bonus to the check. All checks made to Gather Information in a settlement with a world-class tavern gain a +3 item bonus.

TEMPLE   STRUCTURE 7
`BUILDING` `FAMOUS` `INFAMOUS`

A temple is a building devoted to worshipping a deity or faith.

Lots 2; **Cost** 32 RP, 6 Lumber, 6 Stone

Construction Folklore (trained) DC 23

Upgrade From shrine

Upgrade To cathedral

Item Bonus +1 item bonus to Celebrate Holiday and Provide Care

Effects The first time you build a temple each Kingdom turn, reduce Unrest by 2. Treat the settlement's level as one level higher than its actual level for the purposes of determining what divine magic items are readily available for sale in that settlement. This effect stacks up to three times but does not stack with the same effect granted by shrines or cathedrals.

TENEMENT   STRUCTURE 0
`BUILDING` `RESIDENTIAL`

Tenements are hastily built shantytowns of tightly packed, multi-family dwellings that are cheap and fast to build.

Lots 1; **Cost** 1 RP, 1 Lumber

Construction Industry DC 14

Upgrade To Houses

Ruin +1 to a Ruin of your choice

Effects The first time you build tenements each Kingdom turn, reduce Unrest by 1.

THEATER   STRUCTURE 9
`BUILDING`

A theater is a venue for concerts, plays, and dances, but can double as a place for debates or other events.

Lots 2; **Cost** 24 RP, 8 Lumber, 3 Stone

Construction Arts (expert) DC 26

Upgrade From festival hall

Upgrade To opera house

Item Bonus +2 item bonus to Celebrate Holiday.

Effects The first time you build a theater each Kingdom turn, reduce Unrest by 1. While in a settlement with a theater, you gain a +2 item bonus to Performance checks made to Earn Income.

THIEVES' GUILD   STRUCTURE 5
`BUILDING` `INFAMOUS`

The government knows this group exists but allows it to continue doing its business as long as the guild doesn't overstep its bounds.

Lots 1; **Cost** 25 RP, 4 Lumber

Construction Intrigue (trained) DC 20

Item Bonus +1 item bonus to Infiltration

Ruin +1 Crime

Effects While in a settlement with a thieves' guild, you gain a +1 item bonus to Create Forgeries.

TOWN HALL   STRUCTURE 2
`BUILDING` `EDIFICE`

A town hall is a public venue for town meetings and a repository for town history and records.

Lots 2; **Cost** 22 RP, 4 Lumber, 4 Stone

Construction Defense (trained), Industry (trained), Magic (trained), or Statecraft (trained) DC 16

Upgrade To castle

Effects The first time you build a town hall each Kingdom turn, reduce Unrest by 1. A town hall in a capital allows PC leaders to take 3 Leadership activities during the Activity phase of a Kingdom turn rather than just 2.

TRADE SHOP   STRUCTURE 3
`BUILDING`

A trade shop is a store that focuses on providing services.

Lots 1; **Cost** 10 RP, 2 Lumber

Construction Trade (trained) DC 18

Upgrade To guildhall

Item Bonus +1 item bonus to Purchase Commodities

Effects When you build a trade shop, indicate the kind of shop it is, such as a bakery, carpenter, tailor, and so on. While in a settlement with a trade shop, you gain a +1 item bonus to all associated Crafting checks.

UNIVERSITY   STRUCTURE 15
BUILDING | EDIFICE | FAMOUS

A university is a sprawling institution of higher learning.

Lots 4; **Cost** 78 RP, 18 Lumber, 18 Luxuries, 18 Stone

Construction Scholarship (master) DC 34

Upgrade From academy

Item Bonus +3 item bonus to Creative Solution

Effects While in a settlement with a university, you gain a +3 item bonus to Lore checks made to Recall Knowledge while Investigating, to Research checks (*Gamemastery Guide* 154), and to Decipher Writing.

WALL, STONE   STRUCTURE 5
INFRASTRUCTURE

Stone walls provide solid defenses to a settlement's borders.

Lots –; **Cost** 4 RP, 8 Stone

Construction Defense (trained) DC 20

Upgrade From wooden wall

Effects A stone wall is built along the border of your settlement. The first time you build a stone wall in each settlement, reduce Unrest by 1. When you build a stone wall, choose a border on your Urban Grid and check the appropriate checkbox; if you're upgrading from a wooden wall, uncheck that box.

WALL, WOODEN   STRUCTURE 1
INFRASTRUCTURE

Wooden walls provide serviceable defenses to a settlement.

Lots –; **Cost** 2 RP, 4 Lumber

Construction Defense DC 15

Upgrade To stone wall

Effects A wooden wall is built along the border of your settlement. The first time you build a wooden wall in each settlement, reduce Unrest by 1. When you build a wooden wall, choose a border on your Urban Grid and check the appropriate checkbox.

WATCHTOWER   STRUCTURE 3
BUILDING

A watchtower serves as a guard post that grants a settlement advance warning to upcoming dangerous events.

Lots 1; **Cost** 12 RP, 4 Lumber or 4 Stone

Construction Defense (trained) DC 18

Item Bonus +1 item bonus to checks to resolve events affecting the settlement.

Effects The first time you build a watchtower each Kingdom turn, decrease Unrest by 1.

WATERFRONT   STRUCTURE 8
YARD

A waterfront serves as a bustling port for waterborne passengers and cargo. It's supported by facilities for shipping and shipbuilding, but also features boardwalks for foot traffic and fishers to ply their trade as well.

Lots 4; **Cost** 90 RP, 10 Lumber

Construction Boating (expert) DC 24

Upgrade From pier

Item Bonus +1 item bonus to Go Fishing, and to Establish Trade Agreement and Rest and Relax using Boating

Effects A waterfront must be constructed next to a Water Border. A settlement with at least 1 waterfront increases its effective level by 1 for the purposes of determining what level of items can be purchased in that settlement; this bonus stacks with similar bonuses in the settlement.

KINGDOM EVENTS

As the PCs' kingdom grows, all manner of unusual or irregular events will affect its fortunes and guide its growth. There are two categories of kingdom events: story events that occur as a result of the campaign plotline and random events.

Story events are resolved when they occur, as detailed in the earlier chapters of this Adventure Path and often include greater details for how the PCs can take part in resolving the event. These events take place during regular play even though they draw upon kingdom statistics. They're usually resolved during downtime.

Random events are resolved entirely by the kingdom itself and take place within the Event phase of a Kingdom turn. A flat check at the start of this phase determines whether a random event occurs.

RESOLVING KINGDOM EVENTS

All kingdom events resolve in downtime, although for some story events, there may be periods of exploration or encounter mode before or after an event's resolution. Some kingdom events grant boons or benefits, while others can harm a kingdom by costing resources, increasing Unrest or Ruin, penalizing activities, or damaging structures. In many cases, the PCs will be able to attempt Kingdom skill checks to bolster benefits or minimize disasters.

It's possible to have more than one kingdom event occur during a Kingdom turn. In this case, the players decide the order of the events.

Kingdom Event DCs

A kingdom event's DC is always the kingdom's Control DC modified by the event's level modifier.

> **Event DC = Control DC + event's level modifier**

Kingdom Event Descriptions

Your GM has a full list of story kingdom events and random kingdom events—they are not duplicated here, so as to preserve plot spoilers. Note that kingdom events can be both beneficial and otherwise, but regardless of whether they bring weal or woe to your kingdom, completing kingdom events is one of the best ways to earn experience points for your kingdom.

WARFARE

Pathfinder focuses on events that directly affect (and can thus be solved by) PCs on an individual basis, but as Kingmaker progresses, some conflicts with bands of trolls or barbarians, the armies of Pitax, or supernatural incursions from the First World must be met on the field of battle. While it's difficult enough for a band of PCs to face off against dozens of foes at once, the rules of the game make it all but impossible to play out such a conflict round by round against hundreds or thousands of foes.

When mass conflicts occur in the course of your Kingmaker campaign, you have a choice. The simplest solution is to simply gloss over these parts of the Adventure Path—to have the battles play out in the narrative background and assume that as long as the PCs continue to persevere, their kingdom does as well. If you opt for this simple solution but are using the kingdom management rules from page 71 onwards, then at the start of any Kingdom turn during which warfare took place, the kingdom gains 1d6 Unrest and increases one Ruin of the party's choice by 1 point.

But if you want to expand the kingdom rules to include a method of resolving mass combat in play as downtime events, read on! These rules provide an abstract system for warfare that lets you play out a complex battle as a downtime encounter using victory points. These rules are not intended to accurately represent complex wars, but instead seek to incorporate warfare into a campaign that stays primarily focused on traditional, small-scale adventuring and roleplaying.

PREPARING FOR WAR

Before sending armies into battle, you need to gather, train, arm, and maintain those forces at the end of a Kingdom turn's Activity phase.

ARMY ACTIVITIES

After the PCs complete the Civic Activities step of a Kingdom turn, they may take an Army Activities step, in which each army currently maintained by the kingdom may take a single Army activity. The order in which they are attempted is chosen by the players.

Army activities are presented below, and may only be taken during the Army Activities step (but note that Recruit Army is a Leadership activity instead).

DEPLOY ARMY

DOWNTIME | **ARMY**

The army moves through your kingdom or beyond. Since this travel occurs over the course of the entire month that preceded the Kingdom turn, the ground an army covers when it deploys can be quite extensive. You can Deploy an Army with an Exploration, Boating, or Magic check.

When you use an Exploration check, choose a location within 20 hexes of the army's current hex. If the army's starting point and ending point are connected by a road, increase the result one degree of success. Count roadless hexes that contain swamps or mountains, or each hex where you must cross a river or lake without the aid of a bridge, as two hexes.. You can issue orders to force march. Doing so grants a +4 circumstance bonus on the check, but causes the army to increase its weary condition by 1 (or by 2, if you fail the check).

When you use a Boating check, the army's starting point and ending point must be connected by a body of water; choose any location within 20 hexes along this route.

You must be at least master in Magic to attempt a Magic check. When you do so, choose any location within 30 hexes of the army's current hex, then roll your check.

If the army's deployment causes it to cross your kingdom's border, the DC increases by 5. If the army's deployment causes it to cross an enemy kingdom's border, the DC instead increases by 10.

Critical Success The army arrives much more quickly than you anticipated; it arrives at its destination and then becomes efficient.

Success The army arrives at its destination.

Failure The army arrives at its destination, but ran into some sort of trouble along the way. Increase the army's weary condition by 1 and attempt a DC 6 flat check; on a failure, reduce the army's HP by 1.

Critical Failure Rather than arriving at its destination, the army becomes lost until it recovers from this condition. Increase Unrest by 1d4, and attempt a DC 11 flat check; on a failure, reduce the army's HP by 1.

DISBAND ARMY

DOWNTIME | **ARMY**

You can choose to disband an army with no check needed. If the army consisted of conscripts from your kingdom, the soldiers revert to being citizens. If the army was recruited from creatures encountered in the wilds, they return to their homes. A disbanded army no longer contributes to your kingdom's Consumption.

GARRISON ARMY

DOWNTIME | **ARMY**

Requirements The army is in the same hex as a Refuge, Settlement, or Work Site.

You move an army into a fortification and assign them to guard it. In order to garrison, the army must be located in a hex that contains a Refuge, Settlement, or Work Site. If you're garrisoning the army in a Refuge hex, attempt a basic Defense check. If you're garrisoning the army in a settlement, attempt a basic Politics check. If you're garrisoning the army in a Work Site hex, attempt a basic Engineering check. This check's DC increases by 5 if the hex is not part of your kingdom, or by 10 if the location is part of an enemy kingdom.

Critical Success The army becomes fortified until it is deployed. Additionally, the efficiency of the garrisoning reduces this army's Consumption by 2 (to a minimum of 1) until it is deployed.

Success The army becomes fortified until it is deployed.

Failure The army becomes fortified until the next Kingdom turn begins, at which point you must use this activity again to maintain the fortified condition.

Critical Failure Your army clashes with local citizens, abuses their authority, lets their watchful readiness slack, and/or provokes confrontations where they are not needed. It does not become fortified, and you cannot attempt to garrison that army at this location again for 4 Kingdom turns. Increase Unrest by 1.

OFFENSIVE GAMBIT

DOWNTIME | **ARMY**

Requirements You have at least one army in the same hex as an enemy army.

You order an attack against an enemy army, causing a war encounter to begin after this Kingdom turn ends. No check is necessary if you wish to engage the enemy without attempting to gain an advantage in initiative. If you want to gain an advantage by surprising the enemy, attempt an Intrigue check. If you want to gain an advantage by intimidating the enemy, attempt a Warfare check. In either case, the DC is equal to the enemy army's Scouting DC.

Critical Success Your approach surprises or intimidates the enemy. Your armies in this hex gain a +2 circumstance bonus on their initiative checks, and one enemy army of the party's choice in this hex becomes shaken 1.

Success Your approach gives you an advantage. Your armies in this hex gain a +2 circumstance bonus on their initiative checks.

Failure You gain no advantage in the battle.

Critical Failure Not only do you fail to gain advantage, but the enemy forces have anticipated the attack. Enemy armies in this hex at the time of the Offensive

ARMY ACTIVITIES

Skill	Key Attribute	Untrained Activities	Trained Activities
–	–	Disband Army	–
Arts	Culture	Recover Shaken Army	Recover Weary Army (expert)
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 (expert)
Intrigue	Loyalty	Offensive Gambit	–
Magic	Culture	Outfit Army	Deploy Army (master)
		–	Recover Mired or Pinned Army (expert)
Politics	Loyalty	Garrison Army	Recover Defeated Army (master)
Scholarship	Culture	Train Army	–
Statecraft	Loyalty	Recruit Army	–
Trade	Economy	Outfit Army	–
Warfare	Loyalty	Offensive Gambit	Recover Defeated Army (expert)
		Outfit Army	Recover Shaken Army (expert)
		Recruit Army	–
		Train Army	–
Wilderness	Stability	–	Recover Lost Army (expert)

Gambit gain a +4 circumstance bonus on their initiative checks in any resulting war encounters.

OUTFIT ARMY

DOWNTIME | ARMY

You provide your army with better gear. Choose what sort of gear you wish to provide your army with from the list beginning on page 67. The level of the gear chosen must be equal to or less than the army's level. If you're crafting or purchasing gear, the level of the gear chosen must be equal to or less than your kingdom level. If you're distributing resources gained from battle, the level of the gear chosen must be equal to or less than the highest level of an enemy army defeated in that battle.

If you're purchasing the gear, this activity requires a basic Trade check and costs the standard amount of RP for the gear; you cannot purchase magic gear unless your kingdom is at least expert rank in Magic.

If you're distributing gear gained from battle, this activity requires a basic Warfare check and does not cost RP.

Critical Success The gear proved particularly easy to outfit, and the army becomes efficient.

Success The gear is sufficient, and your army becomes outfitted with it immediately.

Failure The gear proves to be unusable and the attempt to outfit the army fails. If you spent RP on the check, it is refunded.

Critical Failure As failure, but spent RP is not refunded.

RECOVER ARMY

DOWNTIME | ARMY

When an army endures ill fortune, it can become afflicted by negative conditions. You can use the Recover Army activity to work at removing an affliction with a basic skill check (this DC increases by 5 if you are attempting to Recover from the defeated condition); the skill required for the check depends on the affliction (see the table on page 64).

Critical Success You reduce the affliction's value by 2 (or in the case of a damaged army, increase its HP by 2 up to its maximum). If the affliction does not have a value, it is removed.

Success As critical success but you reduce the affliction's value by 1 (or in the case of a damaged army, increase its HP by 1 up to its maximum).

Failure You fail to remove the affliction.

Critical Failure You fail to remove the affliction and your soldier's lowered morale spreads discontent; increase Unrest by 1. If you were attempting to recover a defeated army, the army is destroyed.

RECRUIT ARMY

DOWNTIME | LEADERSHIP

Note that you pursue this activity during the Leadership step of the Activity phase. Either you recruit an army

from your kingdom's citizens, or you secure the allegiance of a specialized army you encountered in the Stolen Lands. If you're recruiting an army from your kingdom's citizens, choose one of the basic armies listed at the start of page 66 and attempt a Warfare check against the army's Recruitment DC. If you're securing a specialized army, you must attempt a Statecraft check against the Recruitment DC; statistics for these armies are available to your GM and will be revealed during play.

Critical Success You recruit the army; it becomes efficient.

Success You recruit the army.

Failure You fail to recruit the army.

Critical Failure Many of the individuals in the army you attempted to recruit took offense at the attempt. Gain 1 Unrest, and you cannot attempt to recruit an army again until the next Kingdom turn.

TRAIN ARMY

DOWNTIME | **ARMY**

You train an army in the use of a tactic. Choose one of the tactics from those listed starting on page 68, then attempt a Scholarship or Warfare check against the tactic's Training DC. If your army has already learned its maximum number of tactics, the newly learned tactic replaces a previously learned tactic of your choice.

Critical Success The army learns the tactic and then becomes efficient.

Success The army learns the tactic.

Failure The army fails to learn the tactic.

Critical Failure The army not only fails to learn the tactic but becomes frustrated and exhausted from the training; increase the army's weary condition by 1.

ARMY STAT BLOCK

For generic armies, the alignment trait is listed as "Any." An army comprised primarily of one type of creature has an alignment that's representative of that type of creature.

Armies have one of four type traits. **Infantry** consists of soldiers or creatures that move on foot. **Cavalry** consists of mounted combat units. **Skirmishers** consist of a small number of highly mobile units. **Siege** armies

RECOVERING ARMY CONDITIONS

Condition	Skill Check to Recover
Damaged	Defense or Folklore (expert)
Defeated	Politics (master) or Warfare (expert)
Lost	Exploration or Wilderness (expert)
Mired or Pinned	Engineering or Magic (expert)
Shaken	Arts or Warfare (expert)
Weary	Arts (expert) or Defense

focus on the deployment of siege engines rather than personal combat.

ARMY NAME   ARMY (LEVEL)

RARITY TRAIT | **ALIGNMENT ABBREVIATION** | **TYPE TRAIT**

Scouting This entry lists the modifier for an army's initiative–typically equal to the Perception modifier of the army's individual creatures–or the Scouting DC to detect an army that lies in ambush in a hex (to generate a Scouting DC, add 10 to the Scouting modifier).

Recruitment DC This lists the DC required to recruit the army (as a general rule, this DC is equal to the standard DC for the army's level)–see Recruiting an Army above; **Consumption** This lists the number of Food Commodities the army consumes during the Kingdom turn's Upkeep Phase; see Pay Consumption on page 44. If you fail to pay Consumption during a

DEPLOYING AN ARMY

Kingdom turn, all of your armies increase their shaken and weary conditions by 1. An army whose shaken or weary conditions reach 4 or higher as a result of this increase immediately disbands; this causes the kingdom to gain 1d4 Unrest and increases one Ruin of the party's choice by 1.

Description This gives a brief description of the army.

AC This lists the army's Armor Class; **Saves** Armies have two saving throws: a Maneuver save and a Morale save. **Maneuver** This modifier applies to all checks made by the army to maneuver, be it to execute a complex tactic or to minimize damage and effects from unusual physical dangers; **Morale** This modifier applies to all checks made by the army to avoid becoming shaken or to resist effects that undermine cooperation, bravery, loyalty, and such.

HP This lists the army's Hit Points. When an army's Hit Points reach zero, it becomes defeated. An army cannot be reduced to fewer than 0 Hit Points. The army's Rout Threshold (RT) is listed in parenthesis after its Hit Points. RT is typically half its maximum HP. An army that is resistant to fear or is particularly brave generally has a lower RT, while the rare army composed of creatures that are entirely immune to fear won't have an RT listed at all.

Melee The name of the attack the army uses for a melee Strike, followed by the attack modifier. An army inflicts 1 point of damage on a hit and 2 points on a critical hit. Melee Strikes can only be used against engaged armies.

Ranged The name of the attack the army uses for a ranged Strike, followed by the attack modifier. An army inflicts 1 point of damage on a hit and 2 points on a critical hit. An army can use its ranged Strike up to 5 times in each war encounter before its ammunition is depleted (unless it has the Increased Ammunition tactic). An army automatically replenishes its ranged Strike shots at the end of a war encounter.

Tactics Any tactics known by the army are listed here.

Gear Any gear outfitted by the army is listed here.

Special Abilities Additional unique abilities possessed by the army are detailed here.

RECRUITING AN ARMY

When you recruit an army from a specialized group, the GM provides you with the army's statistics, but the majority of your kingdom's armies will be recruited from its citizens. When you recruit an army, follow these steps.

Step 1–Choose a Basic Army Type

(Skip this step when recruiting a specialized army—its type is listed in its stat block.) Choose the basic type of army you want to recruit from infantry, cavalry, skirmishers, or siege engines. Statistics for all four basic armies are found below.

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

Step 2–Recruit the Army

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

Step 3–Adjust Statistics

When you recruit an army, be it a, its level adjusts to match your kingdom level. Unless you recruit an army at minimum level when your kingdom is the same level, this means you must adjust the army's DCs and check modifiers as detailed under Basic Armies by Level.

Step 4–Choose Initial Tactics

All armies can know at least one tactic. When you recruit a basic army, choose its tactics from any that it qualifies for (but note cavalries and siege engines "spend" their first tactic on Overrun and Engines of War respectively). Specialized armies already have one or more tactics listed in their stat blocks; you only add tactics to these armies after they increase their level.

Step 5–Place the Army

A basic army starts in the same hex as one of your kingdom's settlements. A specialized army starts in the hex in which you first encountered and recruited them. A settlement can support any number of armies.

Step 6–Adjust Consumption

When you recruit an army, your kingdom's Consumption score increases by the army's Consumption score. You don't have to pay Food Commodities for the army immediately, but you will need to do so during the Upkeep phase of your next Kingdom turn.

Step 7–Name the Army

Give your army a unique name and decide on any other flavorful elements for the army at this time if you wish. While the quality and magical nature of gear affects your army's statistics, the specific weapon and armor types do not.

BASIC ARMIES

The statistics for each of the basic armies present them at their minimum level.

INFANTRY   ARMY 1

`ANY` `INFANTRY`

Scouting +7

Recruitment DC 15; **Consumption** 1

Description This is a platoon of armored soldiers armed with melee weapons.

AC 16; **Maneuver** +4 (low); **Morale** +10 (high)

HP 4 (RT 2)

Melee weapons +9

CAVALRY   ARMY 3

`ANY` `CAVALRY`

Scouting +9

Recruitment DC 18; **Consumption** 2

Description Cavalry consists of armored soldiers armed with melee weapons and mounted on horses.

AC 19; **Maneuver** +12 (high); **Morale** +6 (low)

HP 4 (RT 2)

Melee weapons +12

Overrun Cavalry armies gain a +1 status bonus on weapon attacks against infantry and skirmisher armies, but they suffer a –1 status penalty on Maneuver and Morale saves against area attacks and mental attacks.

SKIRMISHERS   ARMY 5

`ANY` `SKIRMISHER`

Scouting +12

Recruitment DC 20; **Consumption** 1

Description Skirmishers are lightly armored, but their ability to move quickly and to focus on individual tactics rather than working as a unit make them more resilient in other ways. A skirmisher army's AC is two lower than normal for its level, but its Maneuver and Morale are two higher than normal for its level.

AC 20; **Maneuver** +17 (high); **Morale** +11 (low)

HP 4 (RT 2)

Melee weapons +15

SIEGE ENGINES   ARMY 7

`ANY` `SIEGE`

Scouting +15

Recruitment DC 23; **Consumption** 1

Description A siege engine army consists of several catapults, ballistae, trebuchets, or other mechanized engines of war.

AC 25; **Maneuver** +12 (low); **Morale** +18 (high)

HP 6 (RT 3)

Ranged siege engine +15 (5 shots)

Engines of War Siege engines cannot be outfitted with gear. They cannot attack engaged armies. They are more difficult to destroy due to their higher hit points

ARMY HIT POINTS

As with creatures and objects, armies have Hit Points, but an army's HP cannot be reduced by damage–they are reduced only as the result of a war action. Typically, a successful army Strike reduces the target army's HP by 1, or by 2 on a critical hit. An army's HP doesn't automatically recover at the end of a battle.

than other basic armies. A siege engine can attack and damage fortifications with its ranged attacks as part of the Battle or Overwhelming Bombardment actions.

Basic Armies by Level

The table on page 63 lists the standard values for basic armies by level. These values can be adjusted by tactics, conditions, and gear.

Scouting gives the army's base scouting check, typically used to roll initiative in a War encounter.

Standard DC is used for the army's Recruitment DC as well as for any special abilities it might learn.

AC, Saves, and Attacks have the values listed. Armies have a high save and a low save, but which is which depends on the army. An army uses the same attack modifier for melee and ranged Strikes, but not all have both forms of attack.

Max Tactics lists the maximum number of tactics the army can know at any one time. (Armies learn tactics with the Train Army activity; see page 64.)

LEVELING UP YOUR ARMIES

When your kingdom gains a level, each army gains a level as well, increasing its stats as detailed on the Basic Armies table on page 63. When an army increases its level, it may also increase the maximum number of tactics it can know—these new tactics are not gained automatically, but must instead be learned through the use of the Train Army activity.

Specialized Armies

To recruit a specialized army, you must first establish diplomatic relations (page 40) with the associated group, after which you can attempt the Recruit Army activity using a Statecraft check (see page 64). Only one specialized army can be recruited from each group. Your GM has additional details on specialized armies and can provide their stats when needed.

DC and Modifier Adjustments: As with basic armies, specialized armies immediately adjust upward in level to match the level of the PCs' kingdom, but unlike

basic armies, the DCs and checks for specialized armies have different baselines. In stat blocks for specialized armies, the DCs and modifiers are given for that army at its minimum level, followed by an adjustment value in parenthesis. When the PCs recruit a specialized army at a level above its minimum, calculate its DCs and modifiers by starting with the values for a basic army of that level from the table on page 63 then applying the adjustment values given here.

Unique Tactics: Specialized armies possess at least one unique tactic. These tactics count against the maximum tactics the army can know, and these unique tactics cannot be replaced.

ARMY GEAR

When you recruit a new army, it's outfitted with basic gear. The exact nature of this gear is largely cosmetic—an infantry army armed with longswords will do the same potential amount of damage as one armed with clubs or spears or scythes. You can upgrade an army's gear by taking the Outfit Army activity.

If you outfit an army with a type of gear the army is already outfitted with, the new gear replaces the old gear; if you spent RP on the old gear, you can deduct that RP cost from the cost of the new gear.

SIEGE ENGINE

ARMY GEAR NAME   ITEM [LEVEL]
`TRAITS`

Price This lists the gear's price in RP. (Gear that has multiple types includes a Price for each type instead.) The section after the line describes the gear.

Type If multiple types of the gear exist, entries here indicate the name of each type, its level, its price, and any other relevant details or alterations from the above description.

ADDITIONAL WEAPON   ITEM 1
`ARMY`

Price 10 RP

Most armies have only one weapon—a melee or a ranged weapon. This gear outfits an army with an additional weapon of the other type. The army gains a melee or ranged Strike (as appropriate) at the basic modifier for their level.

HEALING POTIONS   ITEM 1
`ARMY` `CONSUMABLE` `HEALING` `MAGICAL` `NECROMANCY` `POTION`

Price 15 RP per dose

An army equipped with *healing potions* (these rules are the same if you instead supply the army with alchemical healing elixirs) can use a single dose as part of any Maneuver action. When an army uses a dose of healing potions, it regains 1 HP. An army can be outfitted with up to 3 doses of healing potions at a time; unlike ranged Strike shots, healing potion doses do not automatically replenish after a war encounter–new doses must be purchased.

MAGIC ARMOR   ITEM 5+
`ABJURATION` `ARMY` `MAGICAL`

Magic armor is magically enchanted to bolster the protection it affords to the soldiers.

Type *magic armor*; **Level** 5; **Price** 25 RP
This armor increases the army's AC by 1.

Type *greater magic armor*; **Level** 11; **Price** 50 RP
This armor increases the army's AC by 2.

Type *major magic armor*; **Level** 18; **Price** 75 RP
This armor increases the army's AC by 3.

MAGIC WEAPONS   ITEM 2+
`ARMY` `EVOCATION` `MAGICAL`

The army's weapons are magic. If the army has melee and ranged

weapons, choose which one is made magic when this gear is purchased. You can buy this gear twice–once for melee weapons and once for ranged weapons. If you purchase a more powerful version, it replaces the previous version, and the RP cost of the more powerful version is reduced by the RP cost of the replaced weapons.

Type *magic weapons*; **Level** 2; **Price** 20 RP

These weapons increase the army's Strike with that weapon by 1.

Type *greater magic weapons*; **Level** 10; **Price** 40 RP

These weapons increase the army's Strike with that weapon by 2.

Type *major magic weapons*; **Level** 16; **Price** 60 RP

These weapons increase the army's Strike with that weapon by 3.

TRANSFERRING GEAR

You may transfer gear from one army to another, provided the army receiving the gear is high enough level to utilize the gear in question, and provided both armies are located in the same hex. This transfer does not require an activity to perform, but it must take place during Downtime.

If an army with gear is destroyed, all of its gear is destroyed. If an army with gear is disbanded, you can transfer its gear to another army as part of the Disband Army activity; if you don't do so, the gear is lost.

ARMY TACTICS

When you recruit a basic army, choose its initial tactics from the following list; when you recruit a specialized army, it may already know tactics from this list in addition to its own unique tactics. Armies can learn new tactics using the Train Army activity. To qualify for a tactic, the army's level must be greater than or equal to that tactic's level, and the army's type must be listed as a trait for that tactic. An army cannot have a single tactic more than once.

AMBUSH   TACTIC 8
`SKIRMISHER`

Your skirmishers are experts at ambushing. On the first round of a war encounter, if your turn occurs before any enemy army turns, you can choose to start the encounter with your army already engaged with an enemy army whose initiative result is lower than yours. If you do so, your army gains a +2 status bonus on the first Attack war action they make against that army on the first round of the encounter.

BLOODIED BUT UNBROKEN   TACTIC 5
`CAVALRY`   `INFANTRY`   `SKIRMISHER`

The army is at its greatest during the most desperate times. When the army's hit points are at or below its Rout Threshold, it gains a +1 status bonus to its AC, Mobility, Morale, and attack rolls. At 10th level or higher, this bonus increases to +2.

CAVALRY EXPERTS   TACTIC 6
`CAVALRY`

The army's expert training with mounts increases its status bonus from its Overrun ability to +2. At 12th level, the army ignores the status penalty to Maneuver and Morale saves from its Overrun ability.

DARKVISION   TACTIC 1
`CAVALRY`   `INFANTRY`   `SIEGE`   `SKIRMISHER`

The army includes several spotters and scouts who have darkvision, and the rest of the soldiers have been trained to follow their lead so that the army itself functions as if it had darkvision.

DEFENSIVE TACTICS   TACTIC 3
`CAVALRY`   `INFANTRY`   `SIEGE`   `SKIRMISHER`

The army is especially good at enacting defensive tactics. The army gains a +1 status bonus on Maneuver checks made to Guard. This bonus increases to +2 at 9th level, and +3 at 17th level. The army can use the Defensive Stance tactical war action.

BASIC ARMIES

Level	Scouting	Standard DC	AC	High Save	Low Save	Attack	Max Tactics
1	+7	15	16	+10	+4	+9	1
2	+8	16	18	+11	+5	+11	1
3	+9	18	19	+12	+6	+12	1
4	+11	19	21	+14	+8	+14	2
5	+12	20	22	+15	+9	+15	2
6	+14	22	24	+17	+11	+17	2
7	+15	23	25	+18	+12	+18	2
8	+16	24	27	+19	+13	+20	3
9	+18	26	28	+21	+15	+21	3
10	+19	27	30	+22	+16	+23	3
11	+21	28	31	+24	+18	+24	3
12	+22	30	33	+25	+19	+26	4
13	+23	31	34	+26	+20	+27	4
14	+25	32	36	+28	+22	+29	4
15	+26	34	37	+29	+23	+30	4
16	+28	35	39	+30	+25	+32	5
17	+29	36	40	+32	+26	+33	5
18	+30	38	42	+33	+27	+35	5
19	+32	39	43	+35	+29	+36	5
20	+33	40	45	+36	+30	+38	6

EXPLOSIVE SHOT — TACTIC 11
SIEGE

The army's ranged attacks explode and spray fire, shrapnel, or other damaging material in every direction. Whenever the army critically hits a non-distant army with a ranged Strike, inflict 1 point of additional damage to another non-distant enemy army of your choice. You can use the Overwhelming Bombardment tactical war action with the army.

FIELD TRIAGE — TACTIC 6
INFANTRY | SKIRMISHER

The army's soldiers are adept at using emergency methods to treat wounds. The army gains the Battlefield Medicine tactical war action.

FLAMING SHOT — TACTIC 9
CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army attacks with projectiles treated with alchemical or magical oils that ignite as they are fired. When your army succeeds at a ranged Strike, the target army must attempt a Maneuver check against your army's attack DC; if it fails, the Strike inflicts 1 additional point of damage.

FLEXIBLE TACTICS — TACTIC 5
INFANTRY | SKIRMISHER

The army uses unconventional tactics. You can use the Dirty Fighting, False Retreat, and Feint tactical war actions, and the Counterattack tactical reaction with the army.

FOCUSED DEVOTION — TACTIC 3
CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army is particularly loyal to your cause. The army gains a +1 status bonus on Morale checks made to Rally. This bonus increases to +2 at 9th level, and +3 at 17th level. The army can use the Taunt tactical war action.

HOLD THE LINE — TACTIC 1
CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army has trained to maintain position even in the face of overwhelming opponents. The army gains a +1 status bonus on Morale checks made to resist rout, and its Rout Threshold is equal to 1/4 it's total Hit Points (rounded up).

INCREASED AMMUNITION — TACTIC 5
CAVALRY | INFANTRY | SIEGE | SKIRMISHER

You increase the number of times your army can use ranged Strikes in each war encounter by 2. This tactic can be taken multiple times; each time you do so, increase the army's maximum number of ranged Strikes by 2.

KEEN EYED — TACTIC 1
CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The army includes several spotters and scouts who are particularly keen-eyed. The army gains a +2 status bonus on initiative checks.

KEEP UP THE PRESSURE — TACTIC 3
CAVALRY | INFANTRY | SIEGE | SKIRMISHER

The commander's swift, decisive directions help the army attack more accurately. If an army attacks the

same target a second time in a round, its multiple attack penalty is –4 rather than –5, and if they attack that same army a third time in a round, its multiple attack penalty is –8 rather than –10.

LIVE OFF THE LAND   TACTIC 1
`CAVALRY` `INFANTRY` `SKIRMISHER`

The army is trained to be self-sufficient and sustains itself via hunting and gathering when they're in the wild. If during a Kingdom turn's Upkeep phase this army is located in a hex that doesn't include a settlement, and if the army is not garrisoned, it reduces its Consumption by 1.

LOW-LIGHT VISION   TACTIC 1
`CAVALRY` `INFANTRY` `SIEGE` `SKIRMISHER`

The army includes several spotters and scouts who have low-light vision, and the rest of the soldiers have been trained to follow their lead so that the army itself functions as if it had low-light vision.

MERCILESS   TACTIC 5
`CAVALRY` `INFANTRY`

This army is difficult to escape from. The army's Mobility DC gains a +2 status bonus when other armies attempt Mobility checks against it while attempting to Disengage. This army can use the All-Out Assault tactical war action.

OPENING SALVO   TACTIC 8
`CAVALRY` `SIEGE` `SKIRMISHER`

Your army has trained to take the first shot at distant foes. On the first round of a war encounter, if your turn occurs before any enemy army turns, you can choose to start the encounter with your army distant from all enemy armies.

RECKLESS FLANKERS   TACTIC 5
`CAVALRY` `SKIRMISHER`

Your army is skilled at surrounding their foes and distracting them, at the cost of spreading out too much and being more vulnerable. When you use the Advance war action to successfully engage an army, you can choose to take a –2 circumstance penalty to your AC in order to gain a +1 circumstance bonus on attack rolls. If you do so, these modifiers remain in effect until you are no longer engaged. You can use the Outflank tactical war action.

SHARPSHOOTER   TACTIC 5
`CAVALRY` `INFANTRY` `SKIRMISHER`

The commander drills the army in precision ranged attacks. You gain a +1 status bonus on attacks with ranged Strikes, but suffer a –2 status bonus on attacks

with melee Strikes. At 9th level, the penalty to melee Strikes is reduced to –1, and at 15th level the penalty to melee Strikes is removed. The army can use the Covering Fire tactical war action.

TOUGHENED SOLDIERS   TACTIC 1
`CAVALRY` `INFANTRY` `SIEGE` `SKIRMISHER`

The army is particularly hardy. Increase its maximum Hit Points by 1. You can take this tactic multiple times; each time you do, increase the army's maximum Hit Points by 1.

WAR ENCOUNTERS

War encounters aren't meant to serve as a precise and detailed simulation of the complexities of a mass combat event, but rather as a quick and engaging way to play out these clashes without detracting too much from the focus of a Kingmaker Campaign: the stories and adventures of the PCs themselves.

A war encounter plays out during Downtime, as the result of an Offensive Gambit or hexploration.

Offensive Gambit: You can initiate an Offensive Gambit activity (page 62) against the enemy during the Army Activities step of the Kingdom turn. In this case, the war encounter takes place immediately after the Kingdom turn resolves.

Hexploration: During hexploration, if the PCs are traveling with at least one army, they can encounter enemy armies. If either the PCs or the enemy initiate an attack, it immediately starts a war encounter.

PLAYER CHARACTERS IN BATTLES

In a war encounter, the focus is on a clash between opposing armies on the field of battle. These rules don't work particularly well when an army attacks a single target—such encounters are better played out with the PCs facing the threat themselves.

But what if the PCs want to fight with their soldiers on the field of battle? For the most part, a PC who fights in an army won't noticeably affect that army's stats. Having a famous (or infamous) founder of the kingdom fighting at your side in battle can bolster an army's mindset, though, so if a PC chooses to fight in this way, they grant a +1 status bonus to that army's Morale checks.

A better way to incorporate PCs in battles is to have them confront specific singular enemies on the field of battle while the armies themselves fight it out all around them. In such a case, play out the war encounter to its completion to determine the degree of success achieved (see Victory or Defeat on page 72), then play out the battle between the PCs and their foe(s). If the PCs win this battle,

the result of the war encounter is improved one degree, but if the PCs lose their battle or the enemy escapes, the result of the war encounter is worsened one degree.

THE BATTLEFIELD

Armies can move across the battlefield to engage enemies, to retreat and regroup, and seek terrain advantages during their war actions, but their relative positions on the battlefield remain abstract throughout the encounter. What does matter is relative position between armies. During a war encounter, armies can be in one of the following three relative positions. Two of these positions—engaged and distant—are also conditions (pages 76–77).

Near: When war encounters begin, the armies involved are normally considered near—close enough to advance and engage with a foe, but far enough to avoid direct conflict. An army cannot attempt melee Strikes against an enemy that is near—only ranged Strikes. Indicate an army is near by placing its token on the grid in any square not adjacent to another army.

Engaged: An army that is engaged can attempt melee Strikes against other armies it is engaged with. Indicate armies that are engaged with each other by placing their tokens adjacent to one another. An army can be engaged with up to four armies at once.

Distant: An army that attempts to disengage or retreat can move to a distant point on the battlefield. Attacks on a distant army are possible via ranged Strikes, but at a –5 penalty for the range. Indicate a distant army's position by placing its token or miniature on the table just off the edge of the grid. (Armies that manage to flee the battle entirely are taken off the table.)

Battlefield Terrain Features

While some battles take place in open terrain, some battlefields contain additional terrain features. Relatively common battlefield terrain features are detailed below; some of the scripted war encounters in the Adventure Path feature other, specific terrain features.

Darkness or Heavy Fog: All armies become concealed, and distant armies become undetected. Armies in these conditions take a –4 circumstance penalty on Scouting checks. Armies with darkvision ignore the terrain effects of darkness.

Difficult Terrain: A war encounter that takes place in rugged mountains, swampland, or dense forests are examples of difficult battlefield terrain. Armies take a –2 circumstance penalty on Maneuver checks in difficult terrain.

Dim Light, Light Fog, or Rain: Armies in these conditions gain a +1 circumstance bonus on Maneuver checks and take a –2 circumstance penalty on Scouting checks. Distant armies become concealed. Armies with low-light vision or darkvision ignore the terrain effects of dim light.

Wind: Ranged Strikes take a –1 circumstance penalty in strong wind, or a –2 circumstance penalty in windstorms. The penalty for a ranged Strike on a distant army is doubled to –10 (this penalty stacks with the standard penalty to ranged Strikes in wind).

Fortifications

Some battlefields include a fortification (such as a keep, castle, wall, or trench) that can house one or more armies. An army can't seek defense in a fortification once a battle begins; it must prepare itself and its defenses in advance during a Kingdom turn via the Garrison Army activity (page 62). Once an army is successfully garrisoned, it gains the fortified condition as long as it avoids using Maneuver war actions.

It's possible to destroy a fortification, but only with the use of siege armies. If a fortification is destroyed, all armies that were fortified within lose that condition and increase their shaken condition value by 1. Typical AC and HP values for fortifications against siege army attacks are listed below, along with how many armies each can contain.

FORTIFICATION STATISTICS

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

WAR ENCOUNTER STRUCTURE

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 (reduced to 0 HP) or routed (page 77).

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. (Armies that have the Ambush tactic may be able to begin a war encounter engaged [see page 76]; armies that have

the Opening Salvo tactic may be able to begin a war encounter distant [see page 76].)

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

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.

VICTORY OR DEFEAT

If all of the enemy armies were routed or defeated, the PCs won the battle; see Determining Victory below. If all of the PCs' armies were routed or defeated, the PCs lost the battle; see Determining Loss below. In either case, your kingdom gains experience: each army you defeated provides the same amount of XP as defeating an adversary of the same level in encounter mode, but in this case, the rewards are in kingdom XP.

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.

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 heals 1 HP.

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.
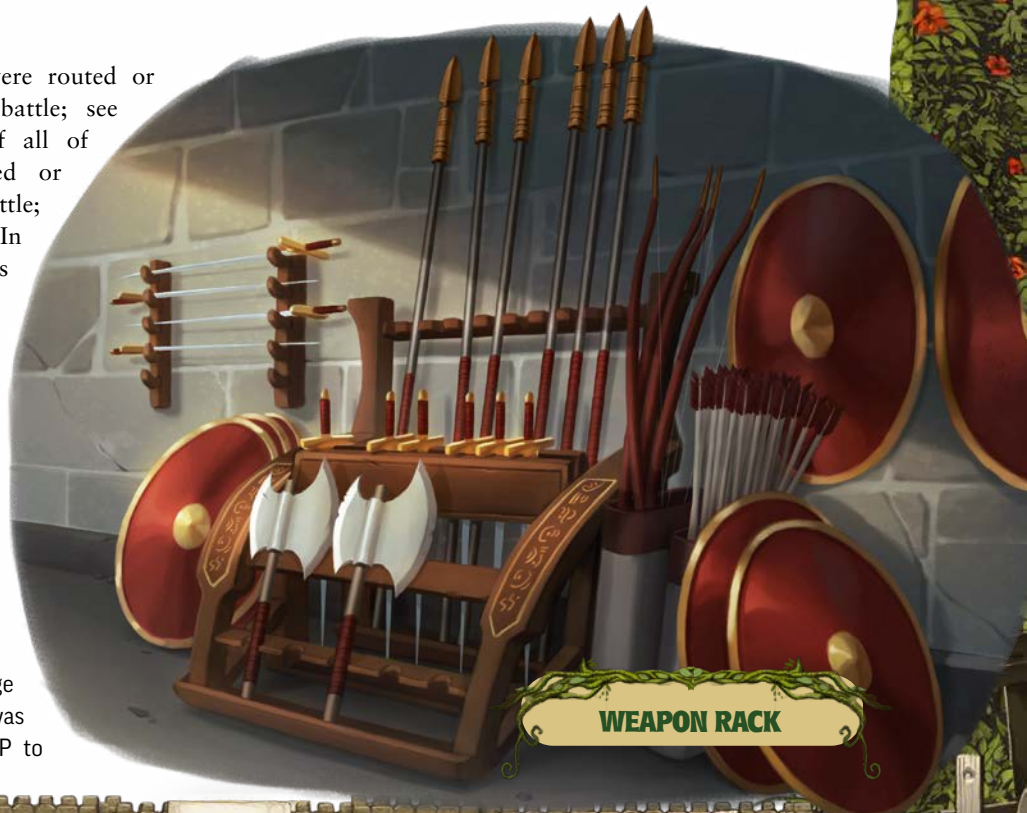
WEAPON RACK

BASIC WAR ACTIONS

Basic war actions are available to all armies.

ADVANCE ✦❖

MANEUVER

Your army attempts to close the distance with a target enemy army it is not engaged with by attempting a Maneuver check.

Critical Success The enemy army becomes engaged with your army, even if it previously had the distant condition (in which case it loses that condition and becomes engaged).

Success If the target army is distant, it loses that condition; otherwise, it becomes engaged.

Failure Your army's attempt to advance fails.

Critical Failure Your army's attempt to advance fails, and it becomes disorganized, becoming mired 1 until the start of its next turn.

BATTLE ✦❖

ATTACK

Your army attacks an enemy army with a Strike against the enemy army's AC. You can do so with a melee Strike only if you are engaged with the target army. Otherwise, you must use a ranged Strike. An army can attempt a maximum of 5 ranged Strikes per war encounter (unless it has the Increased Ammunition tactic). As with any attack, multiple Strikes in a single round suffer a multiple attack penalty.

A siege engine can use the Battle action to attack and damage a fortification.

Critical Success You deal 2 points of damage to the army.

Success You deal 1 point of damage to the army.

DISENGAGE ✦❖❖

MANEUVER

Your army attempts to disengage from enemy armies to put some distance between itself and the enemy. Attempt a Maneuver check against each army your army is engaged with.

Critical Success Your army is no longer engaged with the target army. In addition, your army is automatically no longer engaged with any armies you haven't yet rolled a Maneuver check against during this war action.

Success Your army breaks free and is no longer engaged with the target army.

Failure Your army remains engaged with the target army.

Critical Failure Your army remains engaged with the target army and, for the remainder of this turn, your army cannot attempt to disengage from any army with which it is still engaged.

TRAVELING WITH AN ARMY

Normally, armies move through the Stolen Lands during Kingdom turns via the Deploy Army activity, but if the PCs wish to travel with armies during hexploration—a particularly wise choice during the War of the River Kings—they can do so. In this case, when the PCs come across a non-army encounter, assume the PCs' forces hang back while the PCs play out the encounter in encounter mode as usual. When the PCs encounter an army, they can engage it with their own army in a war encounter. If the PCs leave an army during hexploration, that army remains in its hex until the PCs return to guide it in hexploration mode again or until they move it with the Deploy Army activity during a Kingdom turn.

GUARD ✦❖

MANEUVER

Your army spends a war action to adopt a defensive pose—raising shields, focusing on parrying attacks, or seeking cover. Attempt a Maneuver check against a target army.

Critical Success Your army gains a +2 item bonus to its AC until the start of your next turn; this bonus applies to all attacks against this army, not just from the targeted army.

Success Your army gains a +2 item bonus to its AC until the start of your next turn against attacks from the target army.

Failure Your army fails to guard against the target army.

Critical Failure Your army fails spectacularly to guard against the target army and becomes mired 1.

RALLY ✦❖❖

MORALE

Your army's leaders attempt to bolster the soldiers' morale and fight back the effects of fear and panic. Attempt a Morale check against a target enemy army of your choice.

Critical Success If your army is routed, it loses the routed condition. Reduce your army's shaken condition by 2.

Success Reduce your army's shaken condition by 1.

Critical Failure Your attempt to rally backfires—increase your army's shaken condition by 1.

RETREAT ✦❖❖❖

Prerequisites Your army is not engaged.

Your army tries to escape from the battlefield. If your army is already distant, it flees the battlefield, is no

longer part of the war encounter, and becomes routed. Otherwise, your army gains the distant condition.

TACTICAL WAR ACTIONS

The following war actions are available only to armies with the appropriate tactic.

ALL-OUT ASSAULT ◆❯❯

`ATTACK` `CAVALRY` `INFANTRY`

Requirements Merciless

Your army attacks with frightening vigor. Attempt a melee Strike against an enemy army's AC.

Critical Success Your army inflicts 3 points of damage to the target army. If your army's next war action this turn is an attack war action against a different target army, you gain a +1 circumstance bonus to the Strike as your fury continues to the new target.

Success Your army deals 2 points of damage to the target army.

Failure Your army falters, but still deals 1 point of damage to the target army.

Critical Failure Your army deals no damage to the target army and becomes outflanked until the start of its next turn.

BATTLEFIELD MEDICINE ◆❯❯

`INFANTRY` `SKIRMISHER`

Requirements Field Triage

Your army attempts to patch up an allied army's wounds during battle. Once you attempt this war action on an army, that army is temporarily immune to Battlefield Medicine for the remainder of the war encounter. Attempt a DC 25 Scouting check to successfully sort the army's wounded and provide swift aid.

Critical Success You restore 2 HP to the target army.

Success You restore 1 HP to the target army

Critical Failure Your attempt to heal the army fails, and that army's weary condition value increases by 1.

COUNTERATTACK ↺

`INFANTRY` `SKIRMISHER`

Requirements Flexible Tactics

Trigger An army you are engaged with attempts a maneuver war action.

Your army lashes out at the foe as they attempt to perform a maneuver. Attempt a melee Strike against the triggering army's AC. Counterattack doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Critical Success You inflict 1 point of damage on the army and increase its shaken condition value by 1.

Success You inflict 1 point of damage on the army.

COVERING FIRE ◆❯❯

`ATTACK` `CAVALRY` `INFANTRY` `SKIRMISHER`

Requirements Sharpshooter

Your army's ranged fire provides cover and protection for an allied army to maneuver. Attempt a ranged Strike against a target army's AC.

Critical Success You inflict 2 points of damage to the target army, and it cannot take reactions triggered by maneuver war actions from any army until the start of your next turn.

Success You inflict 1 point of damage to the target army, and it can't take reactions triggered by maneuver war actions from any army until the start of your next turn.

Failure Your attack fails to provide covering fire, but you inflict 1 point of damage to the target army.

Critical Failure Your attempt fails.

DEFENSIVE STANCE ◆❯❯

`INFANTRY` `MANEUVER`

Requirements Defensive Tactics

Your army hunkers down behind its shields, presents pole arms in a wall of blades, or moves into position to protect a target allied army that is outflanked. Attempt a Maneuver check against an enemy army.

Critical Success The target allied army is no longer outflanked by any army.

Success The target allied army is no longer outflanked by the target army.

Critical Failure Your defensive stance fails, and your army is now outflanked by the target enemy army.

DIRTY FIGHTING ◆

`ATTACK` `SKIRMISHER`

Requirements Flexible Tactics

Your army uses trickery, deception, and unfair tactics to attempt a devastating attack against an outflanked army. Attempt a melee Strike or a ranged Strike against the AC of a target outflanked army that is not distant.

Critical Success The target army becomes weary 2 until the start of your next turn.

Success The target army becomes weary 1 until the start of your next turn.

Critical Failure Your attack deals no damage to the target army, which is emboldened by your failed attempt at dirty fighting. This reduces the target army's weary value by 1.

FALSE RETREAT ↺

`INFANTRY` `MORALE` `SKIRMISHER`

Requirements Flexible Tactics

Trigger Your army succeeds at a morale check.

Your army feigns defeat to trick an enemy army. Attempt a Morale check against a target army.

Critical Success The target army is caught off guard by your army's deception. It becomes outflanked and is unable to take reactions until the start of your next turn.

Success The target army is caught off guard by your army's deception and is outflanked until the start of its next turn.

Critical Failure The enemy anticipated your tactic and moves to take advantage of the situation. Your army becomes outflanked until the start of your next turn.

FEINT ❖

`ATTACK` `INFANTRY` `SKIRMISHER`

Requirements Flexible Tactics

Your army launches a probing attack meant to trick the enemy into thinking you are attacking from one quarter while your real thrust comes elsewhere.

Critical Success The target army's defenses are thrown off; it is outflanked until the end of your turn.

Success The target army is fooled, but only momentarily. It is outflanked against the next melee Strike your army attempts against it before the end of your current turn.

Critical Failure The enemy anticipates your feint and presses the advantage. You are outflanked by the target army until the end of your next turn.

OUTFLANK ❖❖

`CAVALRY` `MANEUVER` `SKIRMISHER`

Requirements Reckless Flankers, you aren't engaged

You send your army around an enemy's flank to get a better attacking position and to push your enemy into disorder. Attempt a Maneuver check against the target army.

Critical Success The target army becomes outflanked until the start of your next turn. You can choose to become engaged with that army or not.

Success The target army is outflanked until the start of your next turn. You are now engaged with that army.

Critical Failure You underestimate the target army's position, and the blunder causes your army to become outflanked until the start of your next turn.

OVERWHELMING BOMBARDMENT ❖❖

`ATTACK` `SIEGE`

Requirements Explosive Shot

Your siege engines focus all their fire on a fortification. This war action counts as using two ranged Strikes for the purposes of depleting an army's shots. Attempt a ranged Strike against the target fortification's AC.

Critical Success You deal 2 points of damage to the fortification. You also deal 1 point of damage to up to two armies of your choice that are within the fortification.

POWERFUL MAGIC

Some spells and magic items, particularly at higher levels, could potentially have significant effects on the outcome of mass conflict. For example, a *fireball* can burn many targets at once. *Earthquake* can not only destroy large portions of a battlefield, but they can potentially devastate entire armies. And powerful monsters like dragons can simply fly above an army and rain down devastation in the form of breath weapons. The rules presented here do not allow for this level of interaction between individual characters and full-scale armies, but you can allow it if you wish.

In cases where the PCs wish to use powerful magic to help resolve potential war encounters, feel free to let them automatically defeat armies that are 5 levels or more lower than the party's level–this represents the PCs using their resources to defeat trivial foes, and the PCs shouldn't earn XP for such a tactic. Of course, most of the armies the PCs encounter in this adventure will be close to their own levels, so such methods aren't appropriate. In these cases, the easiest solution is to simply give the PCs a +1 to +2 circumstance bonus to any war encounter checks they make to represent the advantage they have using this magic. Alternately, powerful spells can simply alter the landscape of the battlefield–see Battlefield Terrain Features on page 71 for more details.

Note that if you allow the PCs to do this, consider allowing NPC enemies the same for their forces as you see fit.

Success You deal 1 point of damage to the fortification, and an additional 1 point of damage either to the fortification or to an army within the fortification (your choice of which).

Failure You deal 1 damage to the fortification.

Critical Failure You deal no damage, and your army becomes outflanked until the start of its next turn.

TAUNT ❖

`MORALE`

Requirements Focused Devotion

Your army attempts to frighten and cow an enemy army. Attempt a Morale check against the target army.

Critical Success The target army becomes shaken 2 until the start of your next turn.

Success The target army becomes shaken 1 until the start of your next turn.

Critical Failure Your failed attempt bolsters the enemy's

spirits. This reduces the target army's shaken value by 1.

ARMY CONDITIONS

When an army becomes affected by a condition, that condition's 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 on 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 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 can't 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.

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.

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 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 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

BATTLEFIELD

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 and to Deploy Army checks. If an army ever becomes mired 4, it becomes pinned.

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 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 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 on Deploy Army checks. An army reduces

KEY TERMS

You'll see the following traits in some war actions.

Army Type Trait: A war action that lists an army type trait (Infantry, Cavalry, Skirmisher, or Siege) can be used only by army units that have that trait.

Attack: An attack war action functions as any other attack action. They resolve against an enemy unit's AC, and each attack action made in a round increases the army's multiple attack penalty (*Core Rulebook* 446).

Maneuver: This war action pits one army's mobility against another's. When an army attempts such an action, it must attempt a Maneuver check against the opposing army's Maneuver DC.

Morale: This war action pits one army's conviction and bravery against another's. When an army attempts such an action, it must attempt a Morale check against the opposing army's Morale DC.

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.

PATHFINDER

KINGDOM NAME _____

CHARTER _____

HEARTLAND _____

GOVERNMENT _____

CAPITOL CITY _____

SIZE	RP	XP

MAX _____

LEVEL

FAME / INFAMY

RESOURCE DICE _____   **BONUS DICE**

ABILITY SCORES

MODIFIER		SCORE
	CULTURE	
	ECONOMY	
	LOYALTY	
	STABILITY	

CONTROL DC

_____ = _____ + _____

BASE · SIZE

RUIN

TYPE	SCORE	PENALTY	THRESHOLD
CORRUPTION			
CRIME			
DECAY			
STRIFE			

UNREST [ ]   **PENALTY** [ ]

CONSUMPTION [ ]

LEADERS

INV		CHARACTER NAME
[ ]	RULER	_____
[ ]	COUNSELOR	_____
[ ]	GENERAL	_____
[ ]	EMISSARY	_____
[ ]	MAGISTER	_____
[ ]	TREASURER	_____
[ ]	VICEROY	_____
[ ]	WARDEN	_____

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

_____
_____
_____
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_____
_____

ABILITIES

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

COMMODITIES

FOOD	LUMBER	LUXURIES	ORE	STONE
[ ]	[ ]	[ ]	[ ]	[ ]
MAX: ____	MAX: ____	MAX: ____	MAX: ____	MAX: ____

WORK SITES

FARMLANDS	LUMBER CAMPS	MINES	QUARRIES
[ ]	[ ]	[ ]	[ ]

TRADE AGREEMENTS [ ]

EVENT CHECK DC [ ]

SETTLEMENTS

_____
_____
_____
_____

RELATIONS

_____
_____
_____
_____

ONGOING EVENTS

_____
_____
_____
_____

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

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

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

❑ *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

_____
_____
_____
_____
_____

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
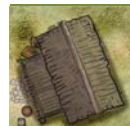
Stable

Tannery

Tavern, Dive

Tavern, Popular

Tenement

Thieves' Guild

Trade Shop

Watchtower

Two-Lot Buildings
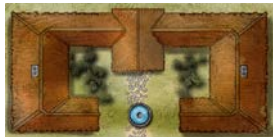
Academy

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
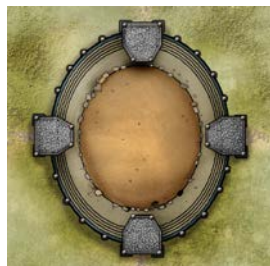
Arena

Castle
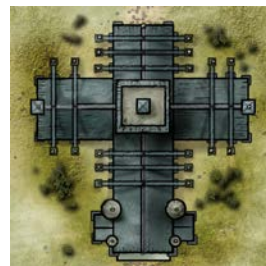
Cathedral

Construction Yard

Menagerie
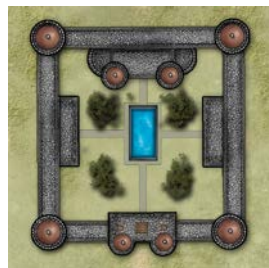
Palace

Stockyard

University
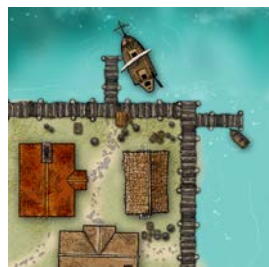
Waterfront (corner)

Waterfront (side)

PATHFINDER

LEVEL

ARMY NAME _____

ALIGNMENT _____ **ARMY TYPE** _____

SCOUTING _____

SCOUTING DC

RECRUITMENT DC

AC

MANEUVER _____ **MANEUVER DC**

MORALE _____ **MORALE DC**

HP **CURRENT HP** **ROUT THRESHOLD**

MELEE _____ **RANGED** _____ **SHOTS**

TACTICS

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____

TACTICAL ACTIONS

_____
_____
_____
_____
_____
_____

GEAR

ARMOR: _____

MELEE: _____

RANGED: _____

HEALING POTIONS **MAX 3**

CURRENT CONDITIONS

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CURRENT ABILITIES

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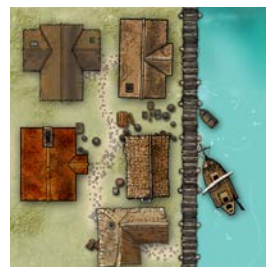
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