

PATHFINDER[®] **ROLEPLAYING GAME**[™]

ULTIMATE CAMPAIGN



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This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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TABLE OF CONTENTS

INTRODUCTION	4	CHAPTER 4: KINGDOMS AND WAR	196
		Introduction	198
CHAPTER 1: CHARACTER BACKGROUND	6	Kingdom Building	198
Introduction	8	Kingdom Terminology	198
How to Create a Background	8	Founding a Kingdom	200
Early Life	9	Leadership Roles	200
Adolescence	12	Build Points	204
Adulthood	13	Kingdom Turn Sequence	205
Background Generator	16	Edicts	208
Traits	51	Losing Hexes	209
Drawbacks	64	Terrain Improvements	210
Story Feats	66	Settlements and Districts	211
		Founding a Settlement	212
CHAPTER 2: DOWNTIME	74	Buildings	213
Introduction	76	Events	220
Downtime Activities	84	Building Icons	224
Managers	88	District Grid	226
Rooms and Teams	90	Kingdom Sheet	227
Buildings and Organizations	107	Optional Kingdom Rules	228
Downtime Events	114	Mass Combat	234
Downtime Tracking Sheet	130	Army Statistics	234
		Battle Phases	236
CHAPTER 3: CAMPAIGN SYSTEMS	132	Attacking and Taking Damage	236
Introduction	134	Battlefield Conditions	237
Alignment	134	Army Tactics	237
Bargaining	138	Strategy Track	239
Companions	140	Rout	239
Contacts	148	Victory, Rout, or Defeat	239
Exploration	154	Recovery	239
Honor	160	Commanders	239
Investment	164	Army Resources	241
Lineage	166	Special Abilities	242
Magic Item Creation	170	Player Characters in Battles	245
Relationships	176	Optional Mass Combat Rules	246
Reputation and Fame	180	Sample Armies	247
Retirement	186	Army Sheet	251
Retraining	188		
Taxation	192	INDEX	252
Young Characters	194	OGL	254



INTRODUCTION

Whether you're writing up a vast and colorful character background or playing out a moment in between fighting monsters, a Pathfinder Roleplaying Game campaign truly comes alive as you explore your characters and the ways they affect the world around them. This book offers players and GMs myriad ways to spice up and even alter the course of a campaign, from little moments in a town earning money and retraining your skills to ruling over kingdoms and waging glorious battles. For those looking for ways to be more personally impressive in combat or at magic, see *Pathfinder RPG Ultimate Combat* and *Pathfinder RPG Ultimate Magic*.

NAVIGATING THIS BOOK

This book is organized in much the same way as the *Pathfinder RPG Core Rulebook*, with each chapter containing rules grouped together by theme for ease of reference. Presented below are a brief overview of each chapter and a taste of the new material you can expect to find therein. Additionally, the table of contents on the previous page and the index located at the back of this book should assist you in locating specific topics quickly and easily.

Chapter 1—Character Background: This chapter brings to the table new, detailed methods for coming up with

a character's background, from her birth through her childhood and adolescence, her adoption of the class she now has levels in, and the struggles she endured even before she achieved her first character level. Along with advice on fleshing out characters, this chapter provides tables to roll on if you want to randomly generate a background for a character; you can instead pick and choose from the possibilities on these tables if you already have an idea for where that character came from. The choices made for each stage of a character's life, her parents, and the events surrounding her upbringing grant access to character options listed later in the chapter.

After that, you'll find character traits, originally introduced in the *Pathfinder RPG Advanced Player's Guide*. All of the traits from the *Advanced Player's Guide* are included here (with some updates), as well as many new ones. Following that, you'll read about drawbacks—the opposite of traits, each one detailing a character flaw or weakness (which, if taken, also grants access to an additional trait). Finally, this section introduces story feats: special feats that act a bit like personal quests. Upon taking a story feat, characters gain a bonus or ability that improves when they achieve a certain condition or complete a certain goal.

Chapter 2—Downtime: This chapter deals with the time players spend in towns between adventures. Three overall components combine to create a comprehensive experience during this downtime: activities characters can do to help them get a little ahead for the next adventure or in general, ways to invest in a settlement by creating buildings and organizations, and random events that can happen in the settlement where the PCs are.

The activities characters can undertake in a settlement require a day or more to accomplish—perfect for the times between sessions when players can work with their GMs. These activities include crafting items, earning money, gathering information, researching spells or lore, scheming for an upcoming adventure, and more.

Some other activities involve building rooms and drafting together teams of people to form buildings and organizations. These buildings and organizations can be businesses that generate income, items for characters' personal use, or even quest goals created by the GM. It takes more than gold and a few hours of work to create these, however—through labor, material goods, influence over the local populace, and magical assets, PCs can make a lasting mark on a city and on their personal story.

As players create buildings and organizations, random events can happen to them. Some are beneficial: a boost in productivity, a famous visitor, or an unexpected windfall. Some are detrimental: criminal activity, a fire, or mutiny. And even if you aren't playing with buildings and organizations, GMs can still use these events to add color to a town, making it more than just a forgettable place where nothing happens except for the party selling its latest plunder.

Chapter 3—Campaign Systems: This chapter provides an array of options to enhance your campaign. If you've been looking for things to add to your game like rules for sandbox-style exploration, gradual alignment shifts, complex relationships, fame and codes of honor, retraining characters, and so on, look no further. Each of these 15 optional systems adds a new dimension to your campaign—whether you just use one, grab a few, or even get crazy and add them all in. These optional systems modify different parts of the game, changing the way you handle character creation, time spent in settlements, the results of characters' actions, lengthy travel, and so on. Naturally, these are the sort of options you can introduce and leave behind as your campaign requires.

Chapter 4—Kingdoms and War: This chapter covers two vast concepts, building a kingdom and warring with armies. The first section, Kingdom Building, takes the kingdom rules and ideas from *Pathfinder Adventure Path #32: Rivers Run Red* to a whole new level. Here, PCs become the rulers of a kingdom—kings and queens, clergy, generals, diplomats, marshals, spymasters, and so on. These rules have got you covered whether a kingdom consists of a mere hamlet and surrounding farms, or a vast nation of many cities and sprawling lands. A kingdom could be built from

the ground up, a vassalage of a larger empire, or even a realm won through bravery and valor—where the people of the land ask the leaders to stay and rule.

The scale of playing out ruling and shepherding a kingdom is far greater than of adventuring or even the downtime system from Chapter 2. A turn for kingdoms covers a month of time in the campaign, during which the characters build settlements, expand their territory, tax the populace, declare holidays, and more. But fear not! The PCs still have plenty of time each month to go out adventuring—their lands need only 7 days of their time, and surely everyone benefits when they use the rest of that time to clear monsters from surrounding lands and tackle vile threats within the kingdom.

Along with time, the costs and resources of a kingdom go far beyond mere thousands of gold pieces. This chapter uses build points as currency—a general form of capital used to fund a nation's maintenance and growth. In the early stages of building a kingdom, players can certainly convert their PCs' hard-fought gold into build points, but every ruler should have creating a self-sufficient kingdom as a goal.

Kingdoms are rarely calm places. Many types of events could happen each month—some beneficial, some dangerous. Raising a nation is unpredictable business at the best of times, and every month you'll see what sort of event takes place. From boom towns and feuds, to celebrities and inquisitions, to scholarly discoveries and public scandals, anything can happen in a kingdom. As with Chapter 2, these events also provide fodder for campaigns that don't deal with ruling a nation—GMs can use them to color the PCs' travels or to create intriguing adventure hooks.

This book ends with the Mass Combat system, where you play out vast, sweeping battles between dwarven armies, halfling scouting parties, elven cavalry, undead hordes, and whatever epic scenes you dream up. These rules cover raising and maintaining armies of various sizes and special abilities, as well as army commanders that make their forces more formidable.

War is a larger proposition than the skirmishing you're used to for a dungeon, with turns taking from several minutes to even an hour. In that time, the players handle the tactics for their army (or armies, if they're fighting a grand war with multiple units), watch arrows and spells fly in ranged assaults, and feel steel clash against steel in glorious melee battle.

Battles can be won not only by destroying enemy forces, but also by routing them—causing so much devastation and fear that they have no choice but to flee. But even then, the story of that battle is not over. Victorious commanders grow in prowess and ability with each battle won. Losing commanders may be captured and ransomed or killed. And surviving armies, victorious or not, must deal with the losses they've suffered by healing and rebuilding.

These rules integrate with the kingdom-building rules summarized above, though you don't need to run a kingdom in order to play through a mass combat.