

Some heroes found kingdoms, driving out hostile monsters to make room for peaceful settlers. Others lead soldiers into battle, waging great and terrible wars. This section presents rules for building a kingdom and waging war that focus on the larger tactics of city planning and troop strategy rather than managing details of individual settlers and soldiers.

This section uses “kingdom” as a universal term to represent all kinds of domains, regardless of size, form of government, and gender of the ruler. Most of the decisions are in the hands of the players, and these rules are written with that assumption, using terms like “your kingdom” and “your army.” However, the GM is still in charge of the campaign, and is expected to make judgments about the repercussions of player decisions. While players running a kingdom should be allowed to read these rules (having them do so makes much of the kingdom building easier for the GM), the players shouldn’t think they can abuse these rules to exploit weird corner cases. For example, players may decide to construct a city full of graveyards because of the bonuses they provide to the city, but if the GM believes that is unreasonable, he could decide that the city is prone to frequent undead attacks. Likewise, a settlement with more magic shops than houses and businesses may slowly become a ghost town as all the normal citizens move elsewhere out of superstitious fear. As with a normal campaign, the GM is the final arbiter of the rules, and can make adjustments to events as necessary for the campaign.

Kingdom Building Quick Reference

With building a kingdom, you begin by founding a small settlement—such as a village or town—and expand your territory outward, claiming nearby hexes, founding additional settlements, and constructing buildings within those settlements. What you build in a hex or a settlement affects the economy of your kingdom, the loyalty of your citizens, the stability of the government, and the likeliness that kingdom will fall into chaos when citizens worry about monster attacks and other threats.

Use the kingdom sheet to track the statistics of your kingdom, just as you use a character sheet to track the statistics of your character.

You and the other PCs take specific roles in leading your kingdom, such as Ruler, Councilor, General, and so on.

Instead of using gold pieces, a kingdom uses a type of currency called **build points (BP)**, which represent actual cash, labor, expertise, and raw materials. While it is possible to convert gp into BP and back again, for the most part you'll just be spending BP to run your kingdom.

Running a kingdom takes place over a series of turns, similar to how combat takes place over a series of rounds. a kingdom turn takes **1 month of game time**. Each turn has **four phases** which you resolve in order: the rulership phase, where advisors determine the impact on the kingdom, the Upkeep Phase, where you pay the kingdom's bills and collect taxes (in that order); the Edict Phase, where you levy taxes and build improvements; and the Events Phase, where you see if something especially good or bad happens to your kingdom.

Kingdom attributes

A kingdom has 5 distinct attributes that are used either in the solving of events or in one or more of the various phases of the kingdom turn. These attributes are:

Loyalty: A measure of how much the citizens trust and confide in the government

Economy: A measure of the kingdom's overall wealth in trade, production and trade goods.

Security (or stability): A measure of how well the laws of the kingdom are enforced as well as general policing duties and road maintenance.

Espionage: How good the kingdom is at protecting from foreign interference as well as acquiring intelligence

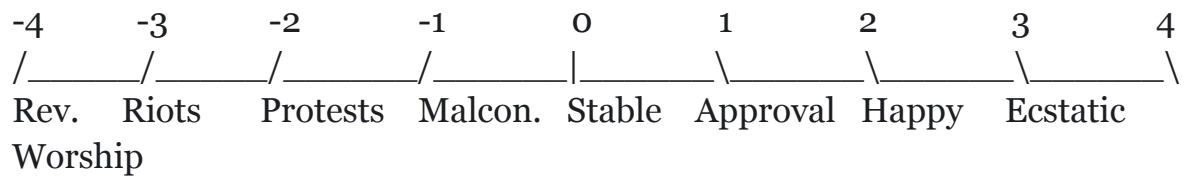
Relations: A measure of how popular the kingdom is with its neighbors and how well they can negotiate trader arrangements or alliances.

Size: A kingdom's size determines many things, such as the Kingdom DC. A kingdom's Size is equal to the number of controlled hexes plus the number of city districts.

Kingdom DC: The kingdom DC represents how hard certain tasks are to perform in the kingdom. It is calculated the following way: $15 + \text{Kingdom size} + \text{other factors}$.

The unrest slider:

On top of everything, unrest is a constantly fluctuating attribute in the kingdom:



Many events or actions can cause unrest to go one way or the other on the slider. All of the kingdom checks will take a status penalty, or a status bonus, on their results according to this slider.

Revolution! If the unrest slider is at -4, the kingdom loses 1 hex every turn during the advisor phase. It is impossible to claim more hexes as long as the slider is at -4. Every event during the event phase is a “rebel army” event. The lost hexes begin on hexes that are adjacent to other kingdoms and will automatically transfer to that kingdom.

Leadership Roles

A stable kingdom has leaders that fill different roles—tending to the economy, defense, and health of its citizens. PCs and NPCs can fill these roles; your fighter may be the kingdom's Warden, the party cleric its Councilor, and so on. Each role grants the kingdom different benefits. An NPC that fills a role has to be trained in that role (at least be trained in one of the relevant skills) and is then considered to automatically succeed at the kingdom check every month. NPC's in advisor roles typically require payment of 1BP per kingdom level per turn for their services.

A character can only fill one leadership role at a time. For example, your character can't be both the Ruler and the General. Even if you want the Ruler to be the head of the kingdom's military, she's too busy ruling to also do the work of a General; she'll have to appoint someone else to do that work.

The kingdom must have someone in the Ruler role to function; without a Ruler, the kingdom cannot perform basic actions and gains Unrest every turn. All other roles are optional, though leaving roles vacant gives your kingdom penalties (See the Administer Kingdom downtime activity). A ruler who does not spend 1 week using the rule kingdom downtime activity is considered absent and suffers the unrest penalty every turn.

An advisor that does not spend 1 week every month (7 days that must be taken consecutively at any point during the 1 month period) using the Administer Kingdom downtime activity is considered to have critically failed at it.

Advisor roles (and associated skills)

Ruler:

The Ruler is the highest-ranking person in the kingdom, above even the other kingdom leaders, and is expected to embody the values of the kingdom. The Ruler performs the kingdom's most important ceremonies (such as knighting royals and signing treaties), is the kingdom's chief diplomatic officer (though most of these duties are handled by the Grand Diplomat), is 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 government (such as other leadership roles, mayors of settlements, and judges).

Rulers have access to the following action:

RULE KINGDOM

DOWNTIME (7 days)

Associated skills: Intimidate, Diplomacy, Deception

DC: Hard vs a DC of the kingdom's level.

Critical Success: You gain 2 edge points. You can use Edge points to make any one of your advisors reroll any dice roll and take the better of the two in any of

the current turn's rolls. This has the fortune effect (meaning you can't reroll the same dice roll more than once, whatever the source)

Success You gain 1 edge point.

Failure: Nothing happens, except the nagging feeling that you are an incompetent leader.

Critical Failure: One of the kingdom's rolls during the turn will have the misfortune trait (roll twice take the worst) Which roll this is is going to be determined by the GM for maximal nuisance.

Councilor

The Councilor acts as a liaison between the citizenry and the other kingdom leaders, parsing requests from the commonwealth and presenting the leaders' proclamations to the people in understandable ways. It is the Councilor's responsibility to make sure the Ruler is making decisions that benefit the kingdom's communities and its citizens.

Associated kingdom stat: Loyalty

Associated Skills: Diplomacy, Deception, Performance, Perception (sense motive)

General

The General is the highest-ranking member of the kingdom's military. If the kingdom has an army and a navy, the heads of those organizations report to the kingdom's General. The General is responsible for looking after the needs of the military and directing the kingdom's armies in times of war. Most citizens see the General as a protector and patriot.

Associated kingdom stat: None (see special)

Associated Skills: Athletics, Warfare Lore, Intimidate

Special: While the general has no impact on day to day management, they lead the armies of the kingdom. The general is responsible, during the edict phase, for relocating any existing troops. He gains access to the Lead Armies special action:

LEAD ARMIES

DOWNTIME (7 days)

Associated skills: Athletics, Warfare Lore, Intimidate

DC: Hard vs a DC of the kingdom's level

Critical Success: All cities, forts and watchtowers gain +2 DV for this turn. All armies in the kingdom gain +1 OV. The general gets a +2 circumstance bonus to solve any event during the event phase.

Success All cities, forts and watchtowers gain +1 DV for this turn. The general gets a +1 circumstance bonus to solve any event during the event phase.

Failure: Nothing happens.... for now

Critical Failure: Cities gain -1 to DV. A random military event is automatically rolled on top of any naturally occurring event.

Grand Diplomat

The Grand Diplomat is in charge of the kingdom's foreign policy—how it interacts with other kingdoms and similar political organizations such as tribes of intelligent monsters. The Grand Diplomat is the head of all of the kingdom's diplomats, envoys, and ambassadors. It is the Grand Diplomat's responsibility to represent and protect the interests of the kingdom with regard to foreign powers.

Associated kingdom stat: Relations

Associated Skills: Diplomacy, Deception, Intimidate, Society (if the advisor has the courtly graces feat)

Marshal

The Marshal ensures that the kingdom's laws are being enforced in the remote parts of the kingdom as well as in the vicinity of the capital. The Marshal is also responsible for securing the kingdom's borders. He organizes regular patrols and works with the General to respond to threats that militias and adventurers can't deal with alone.

Associated kingdom stat: Security

Associated Skills: Survival, Nature, Perception, Society

Spymaster

The Spymaster observes the kingdom's criminal elements and underworld and spies on other kingdoms. The Spymaster always has a finger on the pulse of the kingdom's underbelly, and uses acquired information to protect the interests of the kingdom at home and elsewhere through a network of spies and informants.

Associated kingdom stat: Espionage

Associated Skills: Stealth, Thievery, Underworld Lore, Deception.

Treasurer

The Treasurer monitors the state of the kingdom's Treasury and citizens' confidence in the value of their money and investigates whether any businesses are taking unfair advantage of the system. The Treasurer is in charge of the tax collectors and tracks debts and credits with guilds and other governments.

Associated kingdom stat: Economy

Associated Skills: Merchant Lore, Society, Crafting

Each advisor (except the General and Ruler), on the leadership phase, can use the following action. If an advisor is not present to roll, or no advisor has been appointed, then the roll results in a critical failure.

Administer Kingdom

DOWNTIME (7 days)

Associated skills: See individual role.

DC: Hard vs a DC of the kingdom's level

Critical Success: The associated kingdom attribute gains a +2 circumstance bonus to its checks for the turn. The result of one kingdom attribute roll of the advisor's choice is considered one step better during this turn. This must be declared before the roll. (Crit failure becomes failure, failure becomes success, etc.)

Success: The associated kingdom attribute gains a +1 circumstance bonus to its checks for the turn.

Failure: The associated kingdom attribute gains a -1 circumstance penalty to its check for the turn.

Critical Failure: The associated kingdom attribute gains a -2 circumstance penalty to its checks for the turn. The result of one kingdom attribute roll of the GM's choice is considered one step worst during this turn. This can be determined by the GM at any time, after the roll. The GM is expected to time this at the worst possible moment.

Earn Income

Outside of their own duties, advisors can use downtime activity to earn additional personal income from their position. This is considered to be an earn income activity with a level equal to the kingdom level, and you can use any of the skills relevant to your position to earn that income.

Kingdom Phases

Every kingdom turn (1 month), Players will have to engage in a full turn of the following events. These checks are rolled against the kingdom DC.

The kingdom DC is determined as such:

15+Kingdom size+# of city districts+modifiers.

The rulership phase: During the rulership phase, each advisor has to roll the appropriate skill check to see how well they perform the duties of their given position. This will influence how the kingdom fares in the following turn. If an advisor refuses to or cannot roll, the check is considered a critical failure.

Upkeep Phase, Is composed of three phases:

1st phase - Stability: The marshal will roll a hard (+2) security check vs Kingdom DC, with the following results:

Critical Success: The unrest slider goes to the right once.

Success: The unrest slider goes to the right once, but cannot go into the positives.

Failure: The unrest slider goes to the left once.

Critical Failure: The unrest slider goes to the left once, roll an additional event on the events table.

If so desired, during this phase, the Marshal can use one of these two actions:

Make it rain!: The Marshal spends 1 Bp per kingdom size. The unrest slider automatically goes right once.

Blood in the streets: requirements: an army in the same square as every city. The marshal makes an easy (-2) associated skill check, on a success, the unrest slider goes to the right twice, but the kingdom permanently loses 4 loyalty. On a failure the unrest slider does not go up, but the stability is still lost.

2nd phase - Consumption: The kingdom withdraws from its treasury a number of BP equal to the kingdom's Consumption. If this would take the BP of the kingdom into the negatives, move the unrest slider to the left once.

Consumption is equal to your kingdom's size+ # of city district+Edicts, modified by other factors such as terrain improvements or demographics.

3rd phase - Income: The treasurer rolls an economy check against a normal kingdom DC. Standard income is determined with the following calculations:
Kingdom level+trade routes+hex improvements+city improvements.

Critical Success: Bountiful yield! The kingdom yields double its usual standard income.

Success: The kingdom yields its standard income

Failure: The kingdom yields half its standard income (Rounded down)

Critical Failure: Catastrophe! The kingdom has no income for this turn!

NOTE ON BP's: *BP's are a currency used to represent materials of all kinds that are used in the creation of buildings and improvements within a kingdom. But what are they worth really? A Bp is worth roughly 50 gp and weighs roughly 5 Bulk to transport. If a ruler wishes to withdraw money from the treasury in order to purchase personal items, equipment or other goods, the Treasurer must make a simple pass/fail economy check vs an easy DC at the income phase. On passing, the kingdom withdraws a number of BP of their choice, and gains 25 gp per BP sold. On a failure the same amount is withdrawn but the unrest slider goes to the left once.*

But what if the Rulers want to inject funds into the kingdom? Every turn the income phase, a number of BP equal to the kingdom's level can be injected at a cost of 50 gold pieces per BP from the pockets of the PC's. Injecting more than that is simply unfeasible as the goods would not be available in time.

It is strongly encouraged for players wanting to profit off their kingdom that they instead engage in their advisor role's Earn Income downtime activity.

The Edict Phase: During the edict phase, you can change several of the ways the kingdom is run, as well as decide on hex improvements, buildings, and special actions. Each advisor can only have 1 edict action.

Taxation edicts (treasurer):

Tax Level / Economy Bonus / Loyalty penalty/BP Bonus per turn			
None	0	+1	N/A
Light	+1	-1	N/A
Normal	+2	-2	N/A
Heavy	+3	-4	1
Overwhelming	+4	-8	2

Festival edicts (Councilor):

Yearly festivals / Loyalty bonus / Consumption		
None	-1	0
1	+1	1
6	+2	2
12	+3	4
24	+4	8

(COUNCILOR ACTIONS)

Claiming a hex:

You can claim 1 hex for 1 bp. This hex has to be explored. You can claim 1 hex for every 10 levels your kingdom has, starting at 1 for a level 1 kingdom (2 at 10, 3 at 20).

Annexing a hex:

If the border of one of your claimed hexes touches the border of another kingdom's claimed hexes, the councilor can roll a Loyalty check vs the Loyalty DC of the adjoining kingdom, with the following results:

Critical Success: The hex is annexed and joins your kingdom! Your Kingdom DC is considered 10 higher for the following 3 turns against any attempts to annex this hex. **Success:** The hex is annexed

Failure: The hex is not annexed

Critical Failure: You lose one of the hexes that is connected to the targeted hex. The GM decides which.

Special: this roll gets a +1 circumstance bonus for every additional hex connected to the targeted hex. If you currently have an army inside the hex, the results of the check are always one better.

Annexing a kingdom:

If you border a kingdom that is currently without rulership, either through happenstance, assassination or military action, you can try to annex the entire kingdom in one go. Attempt a very hard (+5) Loyalty check against the targeted Kingdom's Loyalty DC, with the following results:

Critical Success: The kingdom is annexed in its entirety.

Success: The kingdom is annexed in its entirety, the unrest slider goes two to the left.

Failure: The kingdom is not annexed, the unrest slider goes one to the left.

Critical Failure: The kingdom is not annexed, the unrest slider goes two to the left. The "Rebel army!!" event begins in your kingdom, on top of any normal events in the event phase.

(GRAND DIPLOMAT ACTIONS)

The Grand Diplomat has access to several different options to foster diplomacy.

Establishing an embassy

The Grand Diplomat approaches a kingdom in order to establish an embassy in their land. The kingdom must pay 1d4 Bp to cover expenses. The Grand Diplomat must travel to the targeted kingdom (traveling times to be determined by GM based on means of travel and distance) .

The Grand Diplomat rolls a Relation check, modified by Alignment differences and other factors vs the Relation DC of the opposing kingdom

Critical Success: Both parties agree to establish an embassy in the other country's capital. Both parties must build an Embassy building in the other nation's capital within 3 kingdom turns or the deal falls apart.

Success: Tentative agreement. Both kingdoms agree to an embassy. The next attempt to establish an embassy has a result one better than the one rolled.

Failure: The opposing kingdom refuses. You get a cumulative +1 item bonus to this check with this kingdom on subsequent turns.

Critical Failure: Catastrophic Faux-Pas! You can't try this action with this kingdom again for 1 year!

Establishing a trade route:

Requirement: Must have an embassy.

The Grand Diplomat approaches a kingdom in order to establish a trade route. The kingdom must pay 1d4 Bp to cover expenses. The Grand Diplomat must travel to the targeted kingdom (traveling times to be determined by GM based on means of travel and distance).

Trade routes and how they work: *Once established, a trade route gives a number of BP to the kingdom equal to 1+ the opposing kingdom's Level/5 (0 for 1-4, 1 for 5-9 etc.). If a direct line of hexes controlled by one of the two kingdoms can be traced between any two cities in those kingdoms, and that those hexes have the road improvement in them, or a body of water, then the trade route's BP yield is increased by an amount equal to number of road or water hexes divided by 4, round down. Ex: Brevoiy and Varnhold agree to a trade route, there is 6 hexes between their two closest cities, they establish a trade route agreement, Brevoiy is a level 12 kingdom, Varnhold is a level 3 kingdom. Brevoiy will get 1 BP per turn from the arrangement, Varnhold will get 3. If they link their route through controlled hexes with roads, Brevoiy will get 2 BP per turn, and Varnhold 4. Each trade route individually gives +2 to relations, +4 with the kingdom to which it links.*

The Grand Diplomat rolls a Relation check, modified by Alignment differences and other factors vs the Economy DC of the opposing kingdom

Critical Success: Both parties agree to establish a trade route. Both parties agree to start building towards the other party. If one of the two parties spends 2 consecutive turns not building either a hex or a road towards the other, the trade

route agreement stops.

Success: Agreement, trade route is established.

Failure: The opposing kingdom refuses. You get a cumulative +1 item bonus to this check with this kingdom on subsequent turns.

Critical Failure: Catastrophic Faux-Pas! You can't try this action with this kingdom again for 1 year!

Establishing an Alliance

The Grand Diplomat approaches a kingdom in order to establish an Alliance. The kingdom must pay 1d4 Bp to cover expenses. The Grand Diplomat must travel to the targeted kingdom (traveling times to be determined by GM based on means of travel and distance) .

The Grand Diplomat rolls a Relation check, modified by Alignment differences and other factors vs the Relation DC of the opposing kingdom

Critical Success: Both parties agree to establish an Alliance. Both kingdoms can freely send army in the other's territory. Both parties agree to go to war with anyone declaring war on one of them.

Success: Tentative agreement. Both kingdoms agree to negotiate an Alliance. The next attempt to establish an embassy has a result one better than the one rolled.

Failure: The opposing kingdom refuses. You get a cumulative +1 item bonus to this check with this kingdom on subsequent turns.

Critical Failure: Catastrophic Faux-Pas! You can't try this action with this kingdom again for 1 year!

Manufacture Casus Belli

The Grand Diplomat maneuvers to find diplomatic reasons to justify war against another nation.

The Grand Diplomat rolls a Relation check against the loyalty DC of the opposing kingdom.

Critical Success: Justified war!! Other kingdoms will see the war as just and adequate. They might even join in!

Success: Weak war. The casus belli is passable... but flimsy... Adjoining kingdoms have their doubts.

Failure: No cause is found for war

Critical Failure: No cause is found for war. The opposing Kingdom gets the result one better for their next “Manufacture Casus Belli” action against your kingdom.

(SPYMASTER ACTIONS)

The spymaster has access to several different options to foster diplomacy.

Gather information

The Spymaster sends forth agents to gather rumors and hearsay about any topic or a specific hex. This works similarly to the gather information action. The spymaster rolls an espionage check vs a very easy Kingdom check DC for controlled hexes, normal for uncontrolled hexes, and opposes the loyalty DC of another Kingdom for information about them. The roll for this check is secret (DM’s eyes only)

Critical Success: You get two pieces of information or rumors

Success: You get one piece of information or rumor

Failure: You do not find out anything.

Critical Failure: You find false information.

Foment Unrest

The Spymaster sends forth agents to foment unrest and stoke the fires of rebellion in another kingdom. The spymaster rolls an espionage check vs the Loyalty DC of the other kingdom.

Critical Success: The unrest slider of the other kingdom slides two to the left.

Success: The unrest slider of the other kingdom slides one to the left.

Failure: Nothing happens. Your espionage score suffers a -2 circumstance penalty for the next turn.

Critical Failure: The other kingdom’s unrest slider slides 1 to the right as they are incensed at your blatant assault on their kingdom. The DM might levy additional penalties.

Aid Advisor

Whatever you do, a little intelligence never hurt anyone. The spymaster sends his agents to assist any other advisor's (not Ruler) activities. Roll an espionage check vs an easy Kingdom DC.

Critical Success: The advisor gets a +2 item bonus to its next kingdom roll.

Success: The advisor gets a +1 item bonus to its next kingdom roll.

Failure: Nothing happens.

Critical Failure: The advisor gets a -1 item penalty to its next kingdom roll.

Event Phase:

After each kingdom turn the Ruler rolls a flat DC 6 check. If he succeeds, nothing happens. If he fails, roll on the event table.

If no event happened the previous turn, the DC is 16.

The DM can decide that an event happens instead of a flat DC.