

Revised Kingdom-Building Rules

The simplified version of the Kingdom Building rules eschew numbers, dice rolls, and resource management in favor of a more narrative approach. Buildings and terrain improvements allow you to do things in your cities that you otherwise cannot do without them: for example, without a smithy, metal items are not available for sale.

Every kingdom-building turn, your kingdom gains a number of **developments** equal to the number of cities it has plus the number of famed developments it has. Each development can be spent on a building in any one city, a territory development in any hex controlled by the kingdom, or a new settlement in any hex controlled by the kingdom. Settlements are impermanent dwellings where a city will be in the future, and become cities of their own right once developments have been spent to build an Inn, Roads, and a Shop there.

Buildings are separated into four categories. **Base developments** can be built at any time, and represent structures or organizations that are common in cities, such as brothels, shops, inns, and parks. **Improved developments** must improve upon an existing development and replace it, such as improving a barracks into a garrison or improving a shop into a magic shop. **Limited developments** require the ownership of another development before they can be made. For example, you must have a mine in your kingdom before you can build a foundry. **Famed developments** represent impressive structures and organizations that your city becomes widely known for, such as a great university, a zoo of exotic beasts, or a large marketplace. A city can only have **three** famed developments **ever**. It can build one when it reaches the size of a Large town, it can build a second when it reaches the size of a Large city, and it can build a third when it reaches the size of a metropolis. In addition, they cost four developments to create.

City population is determined by the city's size category, which also in turn determines the city's base value, the number of settlement qualities it can possess, its purchase limit, and its available spellcasting level. You can increase a city's size and population a few ways: building farms, granaries, aqueducts, and pinnacle developments increases a city's size category. In addition, a city's size category increases with its Fame, as how well-known it is improves immigration. For every five points of Fame a city's size category increases by one.

In addition to cities and improvements to your territory, your kingdom also has important people who help take charge of it. These leaders do not give direct benefits to your kingdom, but your kingdom cannot function without them. In addition, your choice of leaders will shape kingdom-related quests.

When you found your kingdom, you will need to appoint a **Head of State** and a cabinet of eight **Ministers**. The positions are as follows:

Head of State: Depending on the form of government, this could be known as a President, a King, a Prime Minister, a Grand Generalissimo, or any number of other things. The important thing is that this person is the official head of the government. In the case of a ruling council, this position could be shared by multiple people or it could be disposed of altogether. In the case of a monarchy and a married monarch, this position is shared between both spouses.

Foreign Relations Minister: This minister is in charge of the nation's diplomatic status with other nations. They establish embassies in other nations, conduct diplomatic missions, and other duties involved with foreign relations. (trained in Diplomacy, Bluff, Intimidate, and Sense Motive)

Treasury Minister: This person is in charge of the kingdom's treasury. This includes such things as establishing trade routes, attracting business owners, regulating unfair business practices, managing the nation's taxation, as well as distributing funding to the different sections of the government. (trained in Profession (merchant), Appraise, Diplomacy, and Knowledge (local))

Minister of Theology: Because gods are literally real in Golarion, it is important to have a person in the government who deals with them. This person's job is ensuring that different faiths do not have a holy war in your cities, promoting chosen religions, rooting out the followers of unwanted religions, and attracting faithful citizens to the nation. (trained in Knowledge (religion), Knowledge (society), Knowledge (planes), and Diplomacy)

Minister of Security: The minister of security is in charge of all of the nation's basic security needs. Their men patrol the border, their men act as police in the nation's settlements, and it is their job to capture and punish outstanding criminals. Because of this, they also operate the nation's jails. (trained in Intimidate, Survival, Perception, and Knowledge (society))

Minister of Education: This person is in charge of the nation's schools, colleges, and universities. They design curriculum, determine educational goals, as well as train and employ the nation's teachers. Because of their role, they may also be in charge of the national propaganda machine. (trained in Knowledge (arcana), Linguistics, Spellcraft, and Knowledge (society))

Minister of Intelligence: This person is in charge of the nation's intelligence apparatus. They employ spies, secret police, journalists, and scouts as the situation may demand and the nation provides resources. Their role is to gather information on threats to the nation, whether they be criminals from within or other nations from without. (trained in Stealth, Sense Motive, Perception, and Disguise)

Minister of Defense: The minister of Defense is in charge of the nation's military. They oversee defense infrastructure - from forts to weapons factories - army recruitment and placement, they choose army commanders, and they develop tactics and new technologies for the nation's armies. (trained in Profession (soldier), Athletics, Intimidate, and Knowledge (engineering))

Minister of Domestic Development: The minister of domestic development is in charge of the nation's civilian interests. Their job is to ensure that all of the nation's cities are developed properly according to whatever plan the nation has, to ensure that the people are happy, and to ensure that the nation's infrastructure is up to par. (trained in Knowledge (engineering), Diplomacy, Sense Motive, and Knowledge (local))

In addition to these national roles, the nation's Head of State must also appoint other leaders to help guide the nation. Every **city** requires a **mayor** (trained in Knowledge (local) and Diplomacy), and every **army** requires a **commander** (trained in Intimidate and Profession (soldier)). These people are more directly in charge with the specific aspects of these portions of the nation.

Base Developments

Apothecary

An apothecary is a shop that is home to an alchemist, herbalist, poisoner, or other user of natural remedies. Developing an apothecary within a city allows for alchemical gear, poisons, and potions to be available within that city.

Tannery

A tannery is a place where hides are tanned and cured. Developing a tannery within a city allows for leather and hide gear to be available within that city.

Bank

A bank is a structure where people can store or invest their wealth. Developing a bank allows for people to avail themselves of its services: they can store wealth and gain interest, they can trade in bonds, and the city begins to use banknotes.

Bank Improvement: Mint

A mint allows a settlement to mint its own currency, which decreases the cost of all domestically-produced goods and allows a person to turn raw gold or gold ingots into gold coins directly. You cannot build a mint without a gold-producing mine connected to the chosen city.

Barracks

A barracks allows a settlement to raise and keep an army of up to Medium size (100 individuals) without any stress or hardship. The members of the army live and work full-time within the garrison. Multiple barracks allow the size of the army to stack.

Barracks Improvement: Garrison

A garrison allows a settlement to raise and keep an army of up to Huge size (500 individuals) without hardship or stress. Multiple garrisons allow the size of the army to stack - a city with four garrisons can thus provision a Colossal army, or four separate Huge armies.

Special: The number of people in a settlement's army cannot exceed the number of people in the settlement itself, no matter how many people are allowed to be in the army. However, it is possible for every member of a settlement to be in the military.

Brothel

A brothel attracts prostitutes, Calistrians, and geishas, which allows members of the city to avail themselves of sex workers.

Brewery

A brewery allows a city to produce its own liquor or beer, which can be used as an export and which improves the Fame of the city by one.

Bureau

A bureau is the office of a single organization or agency, chosen when the bureau development is created. The bureau allows the organization to conduct business within the city without fetters or restrictions.

Town Hall

A town hall is a structure which allows the government of the city to speak to its people. A city with a town hall is much less likely to face peoples' revolts, because the people can tell the city government directly if they have any problems.

Town Hall Improvement: City Hall

A city hall is a larger and more impressive town hall made to administer to larger settlements. A city hall affords its government officials a place to live and work. A city hall increases a settlement's Law and Society modifiers by 1.

Cistern

A cistern allows a city to withstand drought and siege much better by being a safe place to store large amounts of clean water. Thus, if the city's supply of water ever becomes threatened it does not immediately enter a state of crisis.

Granary

A granary allows a city to withstand drought and siege much better by storing large amounts of dry goods. In addition, when paired with farms, a granary increases the size category of cities. For every farm and granary a city possesses, its size category increases by one step.

Watchtower

A watchtower can store a small number of troops from the nation's army, and can also give advance warning of attack on a city. A city with a watchtower always gets at least one day to prepare if it might be attacked by some kind of threat. A watchtower adds 1 to a city's Law modifier.

Walls

Walls encircle a city, making it more difficult for enemies to attack. Between one and four gates can be placed in the city. The walls are made of wood unless the city is connected by a road to a quarry. Walls add 1 to a society's Law modifier.

Moat

Moats offer an additional or alternate layer of defense to a wall. Depending on the type of attacker it may be easier or more difficult for an enemy to circumvent one or another, and a city with both a moat and a wall is much more secure - however, a city with both a moat and a wall is reduced by one size category.

Dance Hall

A dance hall is a place for the members of a settlement to let loose and have some fun, meet new people, and get close. A dance hall adds 1 to a settlement's Society modifier.

Canals

Canals are an alternative to roads within a city, and allow the primary mode of transportation within the city to be via boat rather than on foot. This makes the city both more attractive and more vulnerable to aquatic creatures, but it also makes trade within the city more convenient and adds 500gp to the city's base value, but 5 to the city's Danger value.

Dump

A dump is a convenient place for members of the settlement to keep their refuse, and includes people who pick up the refuse and deposit it at the dump. A city without a dump is plagued by trash everywhere.

Graveyard

A graveyard is a centralized place for people to store the honored dead. It attracts Pharasmians and deters necromancers, and it allows people to share time with the memory and the presence of their dead relatives.

Graveyard Improvement: Mausoleum

A mausoleum goes inside of a graveyard, and allows for especially-important dead to be memorialized inside of special buildings that give them extra honor. A settlement with a mausoleum can sometimes be protected by benevolent spirits of deceased ancestors.

Observatory

An observatory is placed somewhere high and contains specialized equipment for observing the stars. A settlement with an observatory attracts astronomical scholars and has repositories of knowledge on the Dark Tapestry.

Guildhall

When a settlement builds a guildhall, they choose one organization in the world (such as the Pathfinders, the Hellknights, the Red Mantis, the Aldori school, etc.) to patronize there. Thereafter the services of that guild can be contracted at the city's guildhall.

Guildhall Improvement: Guild Headquarters

A guild headquarters is an important world center for a guild's activity, and shows that the guild has significant investment in the city's well-being. You cannot build a guild headquarters without specific guild permission, but a settlement with one can count on the guild's help in even the direst of circumstances. A guild headquarters also improves a city's Fame by one.

Inn

An inn gives visitors to the city someplace to stay, giving them a positive first impression of the city. In addition, it provides a very convenient place to go to get shelter yourself, as well as someplace to gather rumours and to meet foreigners.

Tavern

A tavern provides someplace for residents of the city to go to eat, drink, and be merry. It provides a convenient place to gather information, as well as someplace that you can go if you need a drink. Building a tavern in your kingdom introduces a tavern keeper NPC.

Jail

A jail provides someplace to keep criminals. Without one, you must export criminals to other countries, execute them, or let them go. Jails are not that large and not terribly secure, so they are not sufficient for cities with huge amounts of crime or to store extremely powerful criminals.

Jail Improvement: Prison

A prison is a larger and more secure version of a jail. It has stronger walls, dispensation to help contain spellcasting enemies, better-trained guards, and it can contain more prisoners. A city cannot build a Prison if it does not have a road that connects to a quarry.

Embassy

When you build an embassy, choose one nation other than your own. An embassy is a diplomatic mission from that nation to your nation, and contains diplomatic staff dedicated to helping your two nations work together better. This allows you to communicate with the leadership of that other nation, albeit through a third party. Building an embassy introduces a foreign ambassador NPC to your nation.

Library

When you build a library, choose three Knowledge skills. The library contains knowledge on those three knowledge skills, and is available for anybody in the settlement to consult. Anybody who spends at least a day in the library studying can gain a bonus of 1 + the settlement's Lore modifier on one of the chosen Knowledge skills and can make checks in the chosen skills untrained.

Library Improvement: Academy

A library can be upgraded into an academy, which becomes staffed with teachers and professors specialized in the chosen knowledge skills. A settlement with an academy is much more likely to have an educated populace, and its Lore modifier increases by 1.

Library Improvement: Caster's Tower

A library can also be upgraded into a Caster's Tower, whereupon it becomes the residence of spellcasters related to one or more of the chosen knowledge skills. The arcane residence increases the available level of arcane spellcasting in the settlement by 1 level, although this benefit does not stack for multiple casters' towers.

Mansion

A mansion is an opulent dwelling for a wealthy personage within the city. It is very large, staffed by servants, cleaned by maids, and stands out among other, lesser dwellings. It can either be inhabited by player characters or their allies, or it can attract wealthy inhabitants to the city who add 1 to the settlement's Economy modifier.

Mansion Improvement: Villa

A noble's villa is an improvement on a mansion, and is a sprawling estate that takes up several acres of land and which is filled with topiaries, greenhouses, stables, and other rich peoples' diversions. Building a villa and not inhabiting it directly brings a noble scion NPC to your kingdom.

Mill

A mill can only be placed along a waterway, and is used to saw apart large quantities of lumber. A settlement without a mill is not prohibited from building items out of wood, but a settlement *with* one is capable of exporting wood as a trade good, as long as the destination is along the waterway.

Monument

A monument is a statue or other memorialization of a historical event from the past. When created to memorialize an appropriate event or personage, a Monument decreases a settlement's Corruption modifier by 1.

Orphanage

Orphanages contain large numbers of parentless children. Cities with a lot of war or disease or other sources of death but no orphanage will invariably have lots of homeless children. On the other hand, cities with orphanages contain a convenient place to pick up apprentices, sidekicks, and successors.

Park

Parks provide a pleasant outdoor place to hang out. Parks attract animals, fey, druids, and they decrease urban depression if your city gets too large and unwieldy. The citizens of a settlement are happier when their city has a park. A city without parks eventually becomes endless urban sprawl, and has problems with pollution and air quality. Every two Parks increases a city's Fame by one.

Roads

Basic roads are a necessary improvement to a beginning settlement in order to turn it into a fully-functioning city. Roads start out as beaten-down and cleared dirt paths that go between

buildings. Depending on the settlement's alignment, they can be carefully arranged in a gridlike pattern, haphazardly strewn at random, or somewhere in between.

Roads Improvement: Paved Streets

Roads can be upgraded to paved streets if the city is connected to a quarry. Paved streets are much more comfortable to walk upon, much more aesthetically pleasing, and make your city less vulnerable to underground predators. Paved streets increase your city's Fame by one point.

Pier

A pier can only be built if your city is connected to water, and allows your settlement to receive river traffic. A settlement with a pier can treat a river as a road to everywhere that the river connects to. In addition, a pier increases a settlement's purchase limit by 1,000gp.

Sewers

Sewers give a sanitary place for the city to dispose of waste. Without a sewer, large cities pollute waterways that they are connected to, leading to aquatic monsters and city unhappiness. However, sewers also become the haunting ground for criminals and monsters, increasing the city's danger by 5 and the city's Crime by 1.

Sewers Improvement: Undercity

An undercity is a developed area underneath the city, inside of its sewer systems. Most commonly undercities are used by the city's seedy underbelly, and contain smuggling routes, hidden taverns, vaults of stolen gold, and other like things. An Undercity increases Crime and Economy within the settlement by 1. In addition, your settlement gains a crime boss NPC.

Shop

A shop is a general goods store that caters to a wide variety of needs. A city needs a shop in order to become a city in its own right, and a settlement without a shop has no normal, general goods for sale. A city can buy a second shop and designate a specific kind of goods for sale in that shop to make it available.

Shop Improvement: Magic Shop

A magic shop is the establishment of a magical crafter or other salesman of magical goods. It increases the number of available magic items of each type the settlement already has by 1. A city without a magic shop can still have magic items for sale, but they will be in the hands of individuals and require some haggling to purchase. A city with a magic shop has a centralized place to buy magical items and reagents.

Shop Improvement: Exotic Artisan

An exotic artisan is a crafter and seller of a niche and unusual artistic item requiring high skill. When you make an exotic artisan, choose a type of artistic trade (glassblowing, for instance). The exotic artisan allows items produced by that trade to be purchased within the city.

Shop Improvement: Luxury Shop

A luxury shop is a store made to cater to the rich and powerful. It sells goods like spices, perfumes, speciality handbags, gold-rimmed sunglasses, and other ridiculous excessivenesses. A luxury shop attracts the wealthy to your city and increases the settlement's Economy modifier by 1.

Shrine

A shrine is a small, usually outdoors, place to venerate a deity. When you build a shrine, choose a deity to honor. The shrine becomes dedicated to that deity. A city's shrine is tended by a worshiper of their god. A city without any shrines has nowhere to worship and is more likely to have secret cults dedicated to evil gods.

Shrine Improvement: Temple

A temple is a large structure dedicated to the worship of a single god. You may upgrade a shrine into a temple of the same deity. A temple attracts worshipers of that deity to your city, increasing the proportion of worshipers among the population. In addition, it increases the level of available divine spellcasting by 1, although this benefit does not stack for multiple temples.

Shrine Improvement: Monastery

A monastery is a secluded dwelling for monks and other ascetics. Because it is a peaceful place to meditate and learn, members of the settlement can visit a monastery to receive the benefits of divination magic at a level of up to 1 higher than the level available in the settlement, if they seek the answers to questions.

Smithy

A smithy is the workplace for a smith. The smith forges metal goods from horseshoes to full plate. A city without a smithy does not have metal equipment such as breastplates, longswords, and hammers for sale.

Smithy Improvement: Forge

A forge is a large and impressive structure that is home to a master smith. A city without a forge does not have metal items of unusual materials available, and can only make steel and iron items for purchase. In addition, building a Forge in your settlement adds a forgemaster NPC.

Stable

A stable is a place to keep horses and ponies, and generally also sell them. A settlement without a stable does not have horses for sale.

Stable Improvement: Exotic Stable

An exotic stable is run by an eccentric hunter who catches and tames strange creatures to use as mounts. When you build an exotic stable, choose a type of animal or magical beast that is Medium size or larger. That animal is tamed and sold as a mount at the exotic stable.

Trading Post

A trading post is a spot for traveling merchants to stop in and sell imported goods. You can only build a trading post if you have a road to a city in another nation, but it allows you to purchase items that you cannot produce domestically, albeit at a 15% markup in price. You can also order items at a trading post to be imported even if they aren't available immediately. You must wait one month and pay a 25% markup.

Bounty Hall

A bounty hall allows citizens to post notices of things they need done, items they need collected, or people that they need killed. A settlement with a bounty hall has a number of minor quests that provide a monetary reward available at all times that can be picked up by town citizens.

Art Gallery

An art gallery allows citizens of the settlement to display their artistic achievements. It attracts people of culture to the settlement and gives people something to strive towards besides manual labor and adventuring. An art gallery improves a settlement's Lore modifier by 1.

Gardens

Gardens are filled with beautiful and exotic plants, are curated by a novitiate druid or shaman, and attract tourists and admirers in great numbers. Every two gardens increase a settlement's Fame by one point.

Bathhouse

A bathhouse is a comfortable building either built on top of a hot spring or heated by boilers. Everpresent steam fills its halls and people visit to clean themselves, visit socially, and enjoy themselves. A Bathhouse increases a settlement's Society modifier by 1.

Limited Developments

Limited developments are somewhat self-explanatory. Unlike upgraded developments, they do not replace an existing structure that you already have. However, they cannot be built until you fulfill the prerequisites.

Arena (prerequisites: Tavern, Brothel, Dance Hall, settlement size Large town)

An arena is a large structure designed for public fights for entertainment. Depending on the nature of the settlement these fights can be lethal or not, against beasts or against man, or any number of other variants. An arena gives people a place to go and test their skills, or make money betting on the results. An arena increases a settlement's Fame by one point.

Everlasting Spring (prerequisites: Caster's Tower, spellcasting level 5th)

An everlasting spring is based on the designs of the *decanter of endless water* to provide an infinite amount of fresh, clean water to a city. An everlasting spring makes life much more convenient and makes access to fresh, clean water much easier even in large cities. Two everlasting springs increases the size category of a city by one.

Foreign Quarter (prerequisites: positive relationship with another nation, Mansion, Garrison, Paved Streets)

A foreign quarter attracts foreigners from other nations, even those far away, and allows them to group together with other members of their same nationality. A city without a foreign quarter is culturally homogenous, while a city with one has foreign and exotic items available for sale, depending on the nation represented.

Foundry (prerequisites: mine connected by a road, Smithy)

A foundry allows a settlement to directly smelt mined ores into ingots of different kinds of metal. A settlement with a foundry can use the smelted metals as a trade good and can also support one factory for every foundry that the settlement possesses. In addition, metal items receive a 10% price reduction, for ingots no longer have to be imported or smelted in less efficient ways.

Magical Streetlamps (prerequisites: Paved Roads, Caster's Tower, spellcasting level 4th)

A city with magical streetlamps is always brightly lit, greatly decreasing the risk of nighttime monsters, as well as deterring criminals. Magical streetlamps decrease a settlement's Crime modifier by 1, as well as decrease the settlement's Danger modifier by 10.

Museum (prerequisites: Must have recovered something worth displaying)

A museum allows the settlement's people to display important historical artifacts from the nation's history or from the region. When filled with appropriately impressive artifacts, a Museum increases the Fame of a settlement by one. In addition, it increases the settlement's Lore modifier by 1.

Theatre (prerequisites: Dance Hall, Brothel, Tavern, Library)

A theatre allows people to participate together in artistic shows of various types of talent. A theatre attracts artistic performer-types to the city, and increases the settlement's Society modifier by 1. In addition, it keeps wealthier members of the populace happier.

Factory (prerequisites: Foundry, Smithy, mine connected by a road, settlement size Small city)

When you construct a factory, choose a type of goods for it to produce. The factory produces goods of that type at a much higher rate than makers can do it by hand, increasing the settlement's Economy modifier by 1. In addition, the type of goods produced by the factory are reduced in price by 30% within the settlement.

Courthouse (prerequisites: Jail, Town Hall, settlement is Lawful)

A courthouse allows a settlement to decide legal judgments in an impartial and fair way, using appointed judges and a jury. Without a courthouse, criminals must be dealt with in a more informal matter or their judgment must be trusted to the leaders of the nation. A courthouse increases Law by 1 and decreases Corruption by 1.

Train Station (prerequisites: connected railroad tracks, quarry connected by a road, mine connected by a road)

A train station can connect even distant towns, allowing for very fast overland travel, provided that the point of embarkment and the destination point both have a train station and they are connected by a road equipped with railroad tracks.

Printing House (prerequisites: Library, Bureau)

A printing house allows a settlement to produce and distribute the written word with great efficacy. This allows the leadership of the nation to quickly spread news throughout their kingdom, as well as utilize the written word to make social skill checks on large numbers of people at once.

Goblin Warren (prerequisites: Undercity, Apothecary)

Tunnels wind in and around the settlement, filled with goblinoids of all kinds that call the settlement home. While goblins can be mercurial and unreliable, they also possess great talent at making stuff go boom, making people disappear, hiding, and training strange beasts. Building a goblin warren in your city introduces several goblin NPCs.

Clock Tower (prerequisites: Exotic Artisan (clockwork), quarry connected by a road)

A clock tower is a structure which stands proudly at the center of the city, proclaiming what time it is. A clock tower allows all residents of a settlement to tell the precise time, and it also functions as a significant landmark, making it much easier to find or identify the city.

Power Plant (prerequisites: Foundry, Smithy, coal mine connected by a road, settlement size Small city)

A power plant is powered by coal and provides electricity to city projects. A settlement with a power plant can take advantage of refrigeration, electric lighting, and can build machine-operated electric factories, among other things. Mainly, power plants serve as a gateway into more modern contrivances.

Famed Developments

Famed developments are the kind of structures or organizations that make a settlement truly famous. They all increase the Fame of a settlement by two, and they all attract impressive or high-level people to live in them. A settlement can only have one famed development for every twenty normal developments it has, and it costs four developments to make a single famed development.

Bardic College

A bardic college is the center of bardic learning in an entire region. It attracts bards and skalds and other scholars of lore and storytelling to your city. A settlement with a bardic college always has access to bardic magic of any kind, and it also is able to guide the narrative about itself and the nation it belongs to more actively. A bardic college increases the Fame of all settlements in the same nation as itself by one point, and increases the settlement's Lore and Society modifiers by 2.

University

A university is a famous institution of mundane learning that trains educated professionals in all sorts of trades such as: law, medicine, herbalism, cartography, astronomy, and more. A university allows the settlement to have a very high proportion of educated people, making it less superstitious, more learned, and much more prosperous. A university increases the settlement's Economy, Society, and Lore modifiers by 2.

Magical Academy

A magical academy is an edifice famous in multiple nations for the quality of its teachers, the superiority of its methods, and the pedigree of its graduates. A magical academy fills a settlement with arcane spellcasters of all stripes, and paints its streets with the evidence of a variety of spellcraft. A settlement with a magical academy increases its available spellcasting level by 2, but only with regards to arcane spells, and it decreases the availability of divine magic by 1 level.

Black Market

A black market is an underground and illegal marketplace of impressive size that will sell absolutely anything. People come from all around to visit the settlement's black market to acquire things that are simply not available where they come from. A city with a black market doubles its purchase limit and its base value, but anything above the normal purchase limit or base value of the city must be purchased illegally, through the black market. In addition, a city with a black market increases its Crime and Corruption modifiers by 2.

Cathedral

A cathedral is a regional center for a religion. No matter how many famed developments a city is allowed to have, it can only have one cathedral, and building a cathedral in a city fills the city with worshippers of the chosen deity. A cathedral increases the level of divine casting available in a settlement by 2 levels, but it must go through the worshippers of the chosen deity. In addition, the level of arcane magic available decreases by 1.

Citadel

A citadel is the pinnacle of defensive fortifications. Even siege weapons cannot find purchase in its magically-reinforced walls, and it is single-handedly capable of housing and outfitting a Colossal army for defense. An army fighting from within a citadel is nearly impossible to defeat and gains +8 to its DV against armies who attack the citadel. Because of its immense tactical value, a citadel must be placed along a road, a bridge, or at a crossroads.

Hospital

A hospital is a medical structure that is outfitted perfectly for caring for large numbers of sick and wounded, and for researching vaccines and cures to diseases. Except in the direst and most exceptional of circumstances, a settlement with a hospital is always able to offer free healing and resurrections to its citizens (although citizens may still have to pay the cost of material reagents if the desired spells have them) and citizens can rest in the hospital to receive a +6 bonus on their ongoing saves against poison or disease.

Marketplace

A marketplace is a large open-air square filled with merchants hawking their wares, crafters who advertise their services, mercenaries who have no work, and more. A marketplace provides a single centralized location for any of a settlement's commercial needs and increases the settlement's base value and purchase limit by 50%. A city with a marketplace increases its Economy modifier by 1.

Military Academy

A military academy is an imposing structure made to train citizens into disciplined and skilled military officers. A military academy provides its settlement with a steady supply of soldiers. Any army housed within a city with a military academy increases its level by one. Armies supplied by this academy always have trained commanders available. A city with a military academy decreases its Crime modifier by 2.

Menagerie

A menagerie is a series of cages and habitats meant to house a wide variety of magical beasts. A menagerie provides its settlement with a supply of exotic mounts. Residents of a city with a menagerie are able to buy exotic (non-horse) mounts with extraordinary abilities, as appropriate for the local environment. A city with a menagerie increases its Society modifier by 1.

Palace

A palace is an opulent dwelling for the supreme leaders of the settlement. Much larger than is necessary for habitation, a palace is adorned with expensive decorations, protected by walls, guarded by guards, and so forth. The leaders who live within a palace are well-protected. A palace seneschal NPC directs the palace guards to man the fortifications. A city with a palace increases its Corruption modifier by 1.

Opera House

An opera house is the ultimate housing for high-class entertainment.

Waterfront

Territory Developments

Quarry

A quarry is a spot where stone can be cut from the earth. When connected by a highway to a settlement, the quarry allows the settlement to construct many new buildings out of stone. A quarry can only be connected to one settlement at a time.

Mine

A mine is a spot rich in a certain kind of ore - iron, silver, gold, coal, or gems. An iron or silver mine allows foundries and factories to produce iron or silver goods. A coal mine allows a power plant to be operated. A mine where gems are mined allows the gems to become a trade good. A gold mine can produce a trade good or can be connected to a mint to mint local coins.

Aqueduct

An aqueduct connects a lake to a settlement and provides it with a new source of fresh drinking water. A single aqueduct can be connected to each settlement and increases its size category by one by making fresh water easier to access.

Military Base

A military base is a spot somewhere within the kingdom's territory that allows the kingdom's military to set up shop and keep watch on nearby territory. A single development allows a military base to garrison a Small-sized army (50 individuals) and two developments allows a military base to garrison a Large-sized army (200 individuals).

Logging Camp

A logging camp is set up on the edge of a forest as a high-output source of lumber. When connected to a highway, a logging camp allows the lumber to be used as a trade good.

Vineyard

A vineyard produces a local wine. When paired with a highway that connects it to a settlement, a vineyard's wines can be used as a trade good.

Farm

A farm produces food. For every granary and farm that a city possesses, its size category increases by one. Farms must be placed adjacent to cities in order to have an effect, which limits the amount that you can increase a city's size with farms.

Highway

Connects two landmarks that have no major obstacles (a mired swamp, an impassable mountain range, a wide river, etc.) with a well-maintained and convenient highway that increases overland speed and allows trade and relationships. Some highways of exceptional length may require multiple developments to complete.

Highway Improvement: Railroad Tracks: An existing highway can have a train track added to it by spending one development. This allows trains to pass along the road at increased speeds and stop at train stations along the road.

Tunnels

Allows a single highway to bypass mountains as an obstacle by carving tunnels through convenient spots where valleys aren't sufficient.

Bridge

Allows a single highway to bypass a single river as an obstacle by building a large and well-maintained bridge that spans the gap.

Trade Routes

Diplomatic Relationships

Training and Raising Armies