

# Kingdom Building House Rules (v.1.1)

*The term “kingdom” is used in these rules without implying independence, size or a specific system of government. The rules can be used for any independent or autonomous area, from small towns to vast empires.*

## Kingdom Phases

Kingdom activities are abstracted to occur in five phases, which together represent a month.

### I. Leadership Phase

During a kingdom's leadership phase, take the following (optional) actions.

**Step 1—Select Leadership:** Assign leaders to any vacant leadership roles. Leaders must be PCs or closely allied NPCs. Leaders can be changed as often as the GM allows. A character can fill only one leadership role. Not all leadership roles need to be filled.

**Step 2—Laws:** Pick or adjust your kingdom's laws as you wish.

### II. Improvement Phase

During a kingdom's improvement phase, you can build improvements. The number you can build during a single phase is limited by your kingdom's size; see the table below.

**Step 1—Treasury Deposits:** You can add funds to the kingdom's treasury by donating coins, gems, jewelry, weapons, armor and other equipment. For every full 4,000 gp in value, add 1 BP to treasury. The GM may apply a penalty for items that are useless to the kingdom and cannot be readily traded, such as some magic items.

**Step 2—Treasury Withdrawals:** You can also withdraw funds from the kingdom's treasury, but doing so runs the risk of annoying the citizens. Each time you withdraw funds, the kingdom's unrest increases by 1d4. In addition, you must make a loyalty check (Control DC + number of BP withdrawn); a failure causes additional unrest equal to the total BP withdrawn. Each BP withdrawn converts into 2,000 gp.

**Step 3—Settle Hexes:** To settle a hex, you must have explored and cleared it of danger. The hex must be adjacent to a hex that is already part of the kingdom. Settling a hex costs 1 BP. Increase your kingdom's size (and thus its Consumption and Control DC) by 1. You can abandon a hex, but doing so causes +1 Unrest (+4 if it contains a town). Settling hexes belonging to other countries may initiate hostilities.

**Step 4—Build Hex and Town Improvements:** Hex improvements such as roads, farmland and mines have an initial cost but pay for the investment over the long term. Towns are special hex improvements that allow you to build town improvements, which increase the kingdom's Economy, Loyalty or Stability, or have other kingdom effects.

**Table: Improvement Limits Per Month**

Kingdom Size	Hexes Settled	Roads	Towns	Other Hex Improvements	Town Improvements
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1-10	1	1	1	2	1
11-25	2	2	1	4	2
26-50	3	3	1	6	3
51-100	5	4	1	8	5
101-200	8	6	2	12	8
201+	15	10	4	20	15

### III. Checks Phase

During a kingdom's Check phase, you must make the following checks. Note that the checks do not actually affect the kingdom until the Resolution Phase

**Step 1—Stability Check:** Make a Stability check against your control DC to determine your kingdom's level of security for the month. The result of this check will be applied to Step 1 of the Resolution Phase.

**Step 2—Economy Check:** Make an Economy check against your control DC to determine your kingdom's level of security for the month. The result of this check will be applied to Step 2 of the Resolution Phase.

**Step 3—Other Checks:** Make any checks in response to kingdom events as informed by the GM.

### IV. Resolution Phase

During a kingdom's Resolution phase, you resolve the results of the previous phases.

**Step 1—Determine Kingdom Stability:** If you made the Stability check during the Checks Phase, reduce your kingdom's unrest by 1. If you fail this check by 5 or more, increase unrest by 2. There is no effect for failing by less than 5.

**Step 2—Generate Extra Income:** If you succeeded in the Economy check during the Checks Phase, increase your treasury by the result divided by 4 (rounding down).

**Step 3—Generate Automatic Income:** Add the automatic income from your hex and town improvements and increase your treasury by that amount.

**Step 4—Pay Consumption:** Deduct your kingdom's consumption from the kingdom's treasury. If you aren't able to pay for the month's consumption, your kingdom's treasury drops into the negative and Unrest increases by 2.

**Step 5—Unrest:** If Unrest is 11 or higher, the kingdom loses one hex chosen by the GM. Hex improvements are lost and must be rebuilt after the hex is reclaimed. Towns remain, but must be annexed if they are to be reclaimed into the kingdom. Finally, apply any Unrest modifiers from leaders and laws.

### V. Event Phase

During a kingdom's event phase, your GM will determine whether there are any kingdom events

and help you resolve them. Kingdom events may change your kingdom's stat block, towns and hex improvements, or involve the PCs in adventures.

## Establishing a Kingdom

You begin with a certain amount of BP in your kingdom's treasury, depending upon your success at attracting patrons before the kingdom's founding. Check with your GM for the exact amount.

During your kingdom's first month, you will skip the upkeep phase (since you have settled no hexes) and proceed directly to the improvements phase. You should select leaders for your new kingdom from among the PCs and cooperative NPCs (who may need to be convinced to accept an office).

You will then settle the first hex of your kingdom. At the beginning, you should start modestly, building income-producing hex improvements like mines and logging camps, as well as plenty of farmlands to keep your consumption low. Be careful not to over-expand too quickly.

You will probably want to decide early on a location for a capital town. Remember that to establish a new town, you will need a logging camp. Towns serve primarily as administrative and military centers, which are more important for larger, rather than smaller kingdoms.

## Kingdom Terms and Concepts

**Alignment:** A kingdom may have any of the same nine alignments as characters. A kingdom's alignment reflects its basic outlook and laws. For example, an evil kingdom may permit and encourage slavery, while a good kingdom would likely outlaw it; a chaotic kingdom may recognize the right of blood feud, while a lawful kingdom could limit use of deadly force to the government. See the Alignment law for effects of kingdom alignment.

**Automatic Income:** Many hex improvements generate automatic income, measured in BP. Each month, a kingdom will receive its automatic income during the income phase.

**Build Points (BP):** A kingdom's resources are measured in build points (abbreviated BP). BPs primarily represent durable physical capital such as timber, stone, metals, tools, livestock, seeds and money, but also intangibles such as goodwill, labor, favors, recruitment, social capital, etc. BPs are not resources that the kingdom's rulers own, instead they are the resources of the entire kingdom. BPs are not directly translatable into money, although PCs can deposit and withdraw gold pieces into the treasury to add or subtract BPs, at the risk of increasing unrest. BPs are usually added to the treasury during the income phase and spent during the upkeep phase (as consumption) or the improvement phase (to build hex improvements or buildings).

**Consumption:** Indicates how many BP it costs to keep the kingdom functioning. If a kingdom is unable to pay its Consumption, it gains +2 Unrest. Normally, a Consumption is equal to population divided by 250 (round .5 or more up), but is adjusted by improvements and laws. As long as a kingdom's Consumption is lower than its size it is self sufficient.

**Control DC:** 20 + kingdom size; this value is the DC for most Stability, Economy, and Loyalty

checks. Control DC indicates how difficult the kingdom is to administer; generally, centralized towns are easier to administer than rural area, which increases Control DC.

**Defense:** Defense modifiers are used in mass combat with armies.

**Economy, Loyalty and Stability Checks:** These checks are analogous to saving throws for your kingdom. A kingdom will have Economy, Loyalty and Stability modifiers, which depend on leaders, laws and settlements. Natural 1 and 20 always fail and succeed, respectively.

You make Stability checks during the upkeep phase to determine if it remains secure. You make Economy checks during the income phase to determine the extra income. You make Loyalty checks when required by the GM to keep the population happy.

**Extra Income:** Kingdom income, measured in BP, generated during the income phase if the kingdom succeeds on an economy check against your control DC. If the check is successful, divide your result by 4 (rounding down) and increase your treasury by that amount.

**Hex Improvements:** Hex improvements such as roads, farmlands and mines are located in a specific kingdom hex. Hex improvements have an immediate BP cost but provide ongoing benefits. Towns are a special type of hex improvement that allow you to build town improvements. Many hex improvements have prerequisites.

**Leadership Roles:** PCs or NPCs can take leadership roles for your kingdom. A PC or NPC can fill no more than one leadership role. Not all leadership roles must to be filled. Leaders can affect a kingdom's statistics, kingdom events and in-game activities.

**Population:** A kingdom's population is equal to 250 times its size plus the total population of each of its towns. The population of a town is 25 times the sum of its Economy, Loyalty, Stability and Defense modifiers. Population affects your kingdom's consumption.

**Self-Sufficiency:** All settled hexes produce some food through subsistence agriculture, hunting or fishing. As long as consumption is lower than size, the kingdom is self-sufficient, meaning that it produces any food it consumes. This may become important in times of war. If there are no safe trade routes to non-hostile nations, consumption above size is doubled.

**Size:** The number of settled hexes, affects a kingdom's population and its control DC.

**Town:** A special type of hex improvement that allows you to build town improvements that give bonuses to Economy, Loyalty and Stability, or have other kingdom effects.

**Treasury:** A kingdom's treasury represents BPs available for future use. Generally, BPs are added to the treasury during the income phase, and spent as consumption during the upkeep phase or to buy improvements during the improvements phase.

**Unrest:** A kingdom's unrest value indicates how rebellious its people are. It is applied as a penalty to Economy, Loyalty and Stability. If a kingdom's unrest is above 10, it begins to lose control of hexes it has settled. If a kingdom's unrest score ever reaches 20, it falls into anarchy or

civil war, can take no action and treats all kingdom check results as 0. Restoring order once a kingdom falls into anarchy is only possible at the GM's discretion. Unrest can never go below 0. If an improvement affects unrest, it does so only once at the time it is created.

**Vassal:** A vassal, or fief, is a political subdivision that manages a part of your kingdom. A vassal's hexes are a part of your kingdom and affect its size, but not under your direct control. They don't cause consumption or produce income, but provide a +1 Stability bonus. Vassalage may be established on whatever additional terms are agreed upon between your kingdom and the vassal; typical terms include a provision to field an army during times of declared war.

## Hex Improvements

Hex improvements such as farmlands, logging camps and mines provide the kingdom with raw resources. They are located in a specific kingdom hex. Usually a hex can only have a single hex improvement, and many improvements have special prerequisites or can only be built in special hexes.

Hex improvements are purchased in the improvement phase. The number of hex improvements you can make in a month is limited by your kingdom's size; see the Improvement Limits per Month table.

Most of the improvements are not actually owned by the kingdom or its rulers. The cost includes subsidies to attract investors and indirect costs due to administration or inflation.

**Table: Hex Improvement Build Costs**

Type	Grassland	Hills	Forest	Swamp	Mountain
Farmland	2	4			
Fort	10	10	10	10	10
Landmark	1	1	1	2	2
Logging Camp			5		
Mine (Base)		12*			12*
Mine (Exotic)					16*
Mine (Precious)		12*			12*
Peat Cutting				8*	
Quarry		8*			8*
Road	1	1	2	4	4
Stronghold	20	20	20	20	20
Town	2	4	6	8	12
Vassal's Estate	4	6			

\* Not all hexes of this type can support the indicated improvement.

**Farmland:** Farmland helps sustain your kingdom's consumption.

- **Costs:** 2 BP in grassland, 4 BP in hills.
- **Benefit:** -2 Consumption, decreases to -1 in winter months.
- **Prerequisites:** Connection to a town or adjacent to another farmland hex.

**Fort:** A sturdy structure that serves as a guard post, lookout or garrison.

- **Costs:** 10 BP.

- **Benefits:** +1 Stability, -1 Unrest, +3 Defense.
- **Special:** If a town is built in a hex with a fort, the fort is included as a guard tower.

**Landmark:** A landmark is a natural or supernatural site you develop as a national symbol that inspires loyalty in citizens.

- **Costs:** 1 BP in grassland, hills or forest. 2 BP in swamp or mountains.
- **Benefits:** +1 Loyalty.
- **Special:** A landmark can be in the same hex as any other improvement. Losing a landmark hex causes +1 Unrest. Available only in certain hexes or as kingdom events.

**Logging Camp:** You establish logging camps in forests to supply your kingdom with timber. A logging camp is situated in a single hex, but it supports logging in a wider area.

- **Costs:** 5 BP in forest.
- **Benefit:** 1 BP automatic income.
- **Prerequisites:** Cannot be adjacent to another logging camp.
- **Special:** Logging camps are required to build towns.

**Mine (Base):** Mines to supply your kingdom with base metals such as iron, tin and copper.

- **Costs:** 12 BP in hills or mountains.
- **Benefit:** 2 BP automatic income, +1 Economy.
- **Prerequisites:** Connection to a town. A hex must be assayed for suitability this requires a DC 15 Knowledge (Engineering) or Profession (Miner) check. About 15 percent of hill or mountain hexes are suitable.

**Mine (Exotic):** Mines for exotic metals such as mithral or adamantite.

- **Costs:** 16 BP in mountains.
- **Benefits:** 4 BP automatic income, +1 Economy.
- **Prerequisites:** A hex must be assayed for suitability this requires a DC 18 Knowledge (Engineering) or Profession (Miner) check. Only a few mountain hexes are suitable.

**Mine (Precious):** Gold and silver mines cause unrest as miners rush to establish claims.

- **Costs:** 12 BP in hills or mountains.
- **Benefits:** 4 BP automatic income, +2 Economy, +2 Unrest.
- **Prerequisites:** A hex must be assayed for suitability: this requires a DC 15 Appraise or Profession (Miner) check. About 5 percent of hill or mountain hexes are suitable.

**Peat Cutting:** You can cut peat in swamps to supply your kingdom with fuel.

- **Costs:** 8 BP in swamp.
- **Benefit:** 1 BP automatic income.
- **Prerequisites:** Connection to a town. Cannot be adjacent to another peat cutting. A hex must be assayed to determine if it is suitable: this requires a DC 15 Knowledge (Nature) check. Only about 10 percent of swamp hexes are suitable.

**Quarry:** You can establish quarries in hills or mountains to supply your kingdom with stone.

- **Costs:** 8 BP in hills or mountains.

- **Benefits:** 1 BP automatic income, +1 Stability.
- **Prerequisites:** Connection to a town. A hex must be assayed to determine if it is suitable: this requires a DC 15 Knowledge (Engineering) or Profession (Miner) check. Only about 5 percent of hill hexes and 50 percent of mountain hexes are suitable.
- **Special:** Quarries are required to build certain defensive improvements.

**Road:** You can build roads to speed communications throughout the kingdom.

- **Costs:** 1 BP in grassland or hills. 2 BP in forest. 4 BP in swamp or mountains. Double the cost if a new bridge must be built to cross a river.
- **Benefits:** +1 Economy for every 4 roads, +1 Stability for every 8 roads.
- **Special:** Roads can be built in the same hex as other hex improvements. Roads also decrease travel time in your kingdom (as per normal terrain rules).

**Stronghold:** A structure that protects strategic points and can serve as a garrison.

- **Costs:** 20 BP.
- **Benefits:** +2 Stability, -1 Unrest, +6 Defense.
- **Prerequisites:** Connection to a quarry.
- **Special:** If a town is built in a hex with a stronghold, the town automatically gains a guard tower and palisade wall. A Fort can be upgraded to a stronghold for 10 BP.

**Town:** Towns can host a variety of improvements for administration or defense.

- **Costs:** 2 BP in grassland. 4 BP in hills. 6 BP in forest. 8 BP in swamp. 12 BP in mountains.
- **Benefits:** Town improvements can be built in towns. Towns are also places to buy and sell items or services.
- **Prerequisites:** Connection to a logging camp.

**Vassal's Estate:** Estates to support knights or other military retainers pledged to you.

- **Costs:** 4 BP in grassland, 6 BP in hills.
- **Benefit:** +1 Stability, does not count for Consumption (i.e. -1 Consumption).
- **Prerequisites:** Only available when an NPC vassal is found in game.
- **Special:** Vassals can provide wartime support in the form of armies. You can grant farmland to a vassal for 2 BP, changing the hex to an estate.

## Towns and Town Improvements

Towns are made up of town improvements, which are built during the improvement phase. The number of town improvements you can create in a month is limited by your kingdom's size; see the Improvements per Month table for these limits. Unlike a hex, each town can have many improvements; however, a town can only have one of most improvements. A town's population is 25 times the sum of its Economy, Loyalty, Stability and Defense modifiers.

Basic buildings increase your kingdom's economy, loyalty and stability modifiers. Improvements can also affect a town's defense or have other benefits. Opportunities are improvements that are only available as a kingdom or game event as indicated by the GM.

Most of the improvements are not actually owned by the kingdom. The cost includes subsidies to attract citizens and indirect costs due to administration or inflation.

**Table: Town Improvement Summary**

Basic Buildings	Cost	Effects
Economy	3	Economy +1
Loyalty	3	Loyalty +1
Stability	3	Stability +1
Improvements	Cost	Effects
Castle	20	Defense +4, Unrest -1
Castle (Royal)	40	Defense +4, Economy +2, Loyalty +2, Stability +2, Unrest -1
Granary	10	Stability +1, resistance to sieges and poor harvests
Guard Tower	10	Defense +2, Stability +1, Unrest -1
Market	15	Economy +3
Wall	10	Defense +2
Wall (Stone)	20	Defense +4
Opportunities	Cost	Effects
Academy	10	Stability +2, +2 on Knowledge checks
Banker	10	Economy +3, halve unrest from negative treasury
Black Market	10	Economy +2, Unrest +3, bonus to Spymaster's ability
Cathedral	10	Loyalty +3, deity specific bonuses
Mage's Tower	10	Defense +2, Economy +2
Master Alchemist	10	Economy +2, Loyalty +2
Master Smith	10	Economy +2, Stability +2

## Basic Buildings

**Economy/Loyalty/Stability Improvement:** Buildings and institutions that further your kingdom's economy, loyalty or stability modifier.

- **Costs:** 3 BP.
- **Benefit:** +1 to Economy, Loyalty or Stability, chosen as the time created.
- **Special:** A town can create these improvements many times.

## Improvements

**Castle:** Incorporating a keep, walls and a gatehouse. A castle serves as a lord's residence, as well as the focal point of town defenses.

- **Costs:** 20 BP.
- **Benefit:** +4 fort bonus to Defense and -1 Unrest.
- **Prerequisites:** The town must be connected to a quarry, and must have a stone wall.

**Castle (Royal):** An improved castle and palace that emphasizes the ruler's power and prestige as much as defenses.

- **Costs:** 40 BP.
- **Benefit:** +4 fort bonus to Defense, +2 to Economy, Loyalty and Stability, -1 Unrest.



- **Prerequisites:** The town must be connected to a quarry and a precious metal mine, and must have a stone wall. There can only be 1 royal castle in the entire kingdom.

**Granary:** A storehouse for grain and supplies necessary to withstand sieges or poor harvest.

- **Costs:** 10 BP.
- **Benefit:** +1 Stability. Each granary also reduces the effect of food shortages by 1 and helps a town withstand siege.
- **Special:** A town can create this improvement multiple times.

**Guard Tower:** Basic defensive fortifications that also serve as a gatehouse or prison.

- **Costs:** 10 BP.
- **Benefit:** +2 fort bonus to Defense, +1 Stability, -1 Unrest.

**Market:** An open area maintained by the town for small, temporary or itinerant merchants, or other outdoor mercantile pursuits.

- **Costs:** 15 BP.
- **Benefit:** +3 Economy. Required to attract some improvement opportunities.
- **Prerequisites:** The town must be situated on a waterfront or other major trade route (at the GM's discretion).

**Wall:** A wooden wall surrounding the town.

- **Costs:** 10 BP.
- **Benefit:** +2 wall bonus to Defense.
- **Prerequisites:** The town must be connected to a logging camp.

**Wall (Stone):** A stone wall surrounding the town.

- **Costs:** 20 BP.
- **Benefit:** +4 wall bonus to defense.
- **Prerequisites:** The town must have a guard tower and be connected to a quarry.
- **Special:** A town can have only one wall. If a town builds a stone wall when it already has a wooden wall, the wooden wall is simply replaced.

## Opportunities

**Academy:** A school that teaches skills and trades such as clerks, healers, doctors or merchants.

- **Costs:** 10 BP.
- **Benefit:** +2 Stability. +2 on all Knowledge checks when researching.
- **Special:** At the GM's discretion, if the kingdom's Sage has the leadership feat, she may qualify the kingdom for one academy.

**Banker:** Moneylenders and banking houses support trade by lending money.

- **Costs:** 10 BP.
- **Benefit:** +3 Economy, halve any Unrest from negative treasury (doesn't stack).
- **Prerequisites:** The town must have a market.

**Black Market:** A network that sells or buys stolen, dangerous or illegal goods or services.

- **Costs:** 10 BP.
- **Benefit:** +2 Economy, +3 Unrest. In addition, if the kingdom has a Spymaster, treat his intelligence modifier as one higher for kingdom modifiers and rolls.
- **Special:** The effect on a Spymaster's intelligence modifier from multiple black markets in different towns does not stack.

**Cathedral:** The focal point of a town's worship and religious activities.

- **Costs:** 10 BP.
- **Benefit:** +3 Loyalty and deity specific bonuses (GM's discretion).
- **Prerequisites:** The town must be connected to a quarry. There can be multiple cathedrals in a town.
- **Special:** At the GM's discretion, if the kingdom's Priest has the leadership feat, she may qualify the kingdom for one cathedral.

**Mage's Tower:** A workshop and study for the town's leading spellcaster and apprentices.

- **Costs:** 10 BP.
- **Benefit:** +2 magical bonus to Defense, +2 Economy.
- **Special:** At the GM's discretion, if the kingdom's Mage has the leadership feat, she may qualify the kingdom for one mage's tower.

**Master Alchemist:** A renowned magical artisan specialized in potions and poultices.

- **Costs:** 10 BP.
- **Benefit:** +2 Economy and Loyalty.
- **Prerequisites:** The town must have a market.

**Master Smith:** A renowned smith specialized in powerful weapons and armor.

- **Costs:** 10 BP.
- **Benefit:** +2 Economy and Stability.
- **Prerequisites:** The town must have a market and be connected to an exotic mine.

## Laws

Your kingdom's laws affect the kingdom's Economy, Loyalty and Stability. They may also cause Consumption or Unrest (or remove it). Changing any law that has already been changed in the past year causes +2 Unrest in addition to any from the law itself.

**Alignment:** A kingdom has an alignment that reflects its basic outlook manner of governing. Choose the alignment like you would for a character.

- **Chaotic:** +2 Loyalty.
- **Good:** +2 Loyalty.
- **Evil:** +2 Economy.
- **Lawful:** +2 Economy.
- **Neutral:** +2 Stability (true neutral kingdoms gain this twice).

You can change your kingdom's alignment. If you change your kingdom's alignment by one step,

increase Unrest by 1. Otherwise, increase Unrest by 1d6.

**Capital:** Your kingdom can designate a single town as its capital. For so long as the capital remains a part of the kingdom, the kingdom has +1 Economy, Loyalty and Stability. You can change your kingdom's capital. If changed to any larger town, Unrest will increase by 1, otherwise Unrest will increase by 1d4.

**Festivals:** Festival laws, including parades and other public events, can increase the kingdom's happiness and loyalty.

- **None:** -1 Loyalty modifier.
- **One:** +1 Loyalty modifier; +1 Consumption.
- **Six:** +2 Loyalty modifier; +2 Consumption.
- **Twelve:** +3 Loyalty modifier; +4 Consumption.
- **Twenty-Four:** +4 Loyalty modifier; +8 Consumption.
- **Continuous:** +6 Loyalty modifier; +16 Consumption.

**Martial Law:** While Martial Law is in effect, your kingdom's unrest is reduced by 1 each month. However, while Martial Law is in effect, your kingdom cannot settle new hexes nor build new hex or town improvements. Moreover, while Martial Law is in effect, and for an equal period thereafter, your kingdom's loyalty modifier is reduced by 4.

**Policing:** Policing laws can include guard patrols in towns and rural areas or other public safety measures like training and promotion campaigns.

- **None:** -1 Stability modifier.
- **Token:** +1 Stability modifier; +1 Consumption.
- **Standard:** +2 Stability modifier; +2 Consumption.
- **Aggressive:** +3 Stability modifier; +4 Consumption.
- **Continuous:** +4 Stability modifier; +8 Consumption.

**Taxation:** Tax laws require payments from a kingdom's subjects to your kingdom.

- **Minimal:** +1 Loyalty modifier.
- **Light:** +1 Economy modifier; -1 Loyalty.
- **Normal:** +2 Economy modifier; -2 Loyalty.
- **Heavy:** +3 Economy modifier; -4 Loyalty.
- **Very Heavy:** +6 Economy modifier; -8 Loyalty.
- **Overwhelming:** +8 Economy modifier; -16 Loyalty.

## Leadership Roles

A healthy kingdom has leaders filling a number of different roles. Each leader grants the kingdom different benefits; leaving a role unfilled can penalize the kingdom. Leaders can be grouped into three types: the ruler, essential leaders and nonessential leaders.

In order for a leadership role to grant its bonus, the character filling that role must spend at least 1 week per month engaged in leadership duties (and must be in an appropriate place within the

kingdom). A single character can only occupy one leadership role at a time. Each leadership role has a benefit; some, if they are vacant, also impose penalties on the kingdom.

Leadership roles also have one or more key abilities which are important but do not directly affect kingdom management rules. For example, a besieging army may make a check opposed by the Master Builder's Knowledge (Engineering) check to find a weakness in town walls, or a Spymaster may make a Perception check to notice the signs of an impending drug epidemic.

## Ruler

**Ruler:** The Ruler is the primary leader of the kingdom. Unlike the other leadership roles, a Ruler's title depends on his domain. The ruler of a Barony is known as a Baron or Baroness. The ruler of a Duchy is known as a Duke or Duchess. A Kingdom is ruled by a King or Queen. The GM will give you equivalent titles for non-feudal kingdoms

- **Benefit:** A Baron chooses one of the Economy, Loyalty or Stability modifiers and increases it by his Charisma modifier. A Duke chooses two of the modifiers to increase. A King increases all three of the modifiers.
- **Vacancy Penalty:** A kingdom without a Ruler cannot settle new hexes or create hex improvements (but it can build buildings). Increase Unrest by 4 during each upkeep phase in which the kingdom has no ruler.
- **Key Abilities:** Diplomacy, Knowledge (Nobility) skills.
- **Special:** Two married characters can fill this role, in which case they jointly rule the kingdom. Both Rulers add their Charisma modifier to the kingdom's modifiers as appropriate for their rank, and as long as one Ruler is present, the kingdom avoids the vacancy penalty.

## Essential Leaders

**Chancellor:** Also known as the Master of Commons. The Chancellor serves as counselor to the ruler and is charged with ensuring that the will of the kingdom's subjects is represented.

- **Benefit:** Add the Chancellor's Wisdom or Charisma modifier to Loyalty.
- **Key Abilities:** Knowledge (Local), Perform (Oratory) skills.
- **Vacancy Penalty:** -3 penalty on all Loyalty checks and no benefits from Festival laws. Increase Unrest by 1 during each upkeep phase.

**Marshal:** Also known as the Lord Commander. The Marshal leads the realm's armies and militias. The Marshal may also serve as general of an army.

- **Benefit:** Add the Marshal's Intelligence or Strength modifier to Stability.
- **Key Abilities:** High BAB, Profession (Soldier) skill.
- **Vacancy Penalty:** -3 penalty on all Stability checks, no benefits from Policing laws, and cannot raise armies. Increase Unrest by 1 during each upkeep phase.

**Treasurer:** Also known as the Master of Coin. The Treasurer manages the kingdom's finances, collects taxes and regulates economic activities.

- **Benefit:** Add the Treasurer's Intelligence modifier to Economy.

- **Key Abilities:** Profession (Merchant) skill.
- **Vacancy Penalty:** -3 penalty on all Economy checks and no benefits from Taxation laws. Increase Unrest by 1 during each upkeep phase.

## Non-Essential Leaders

The kingdom can employ a number of non-essential leaders equal to the ruler's Charisma modifier, or more if there is a Steward. A ruler's spouse does not increase the number of non-essential leaders (use the higher Charisma modifier).

**Diplomat:** In charge of foreign relations, meeting with diplomats posted to the kingdom.

- **Benefit:** Add the Diplomat's Charisma modifier to Loyalty.
- **Key Abilities:** Diplomacy skill.
- **Special:** The kingdom may gain event bonuses when interacting with other nations.

**Engineer:** Also known as the Master of Builders. In charge of developing infrastructure.

- **Benefit:** Add the Engineer's Intelligence modifier to Economy.
- **Key Abilities:** Knowledge (Engineering), Craft skills.
- **Special:** The kingdom may build one extra town improvement each month.

**Executioner:** Sometimes the Royal Assassin instead. His imposing presence inspires fear among the kingdom's subjects, but his methods are unpopular.

- **Benefit:** -1 Unrest during each upkeep phase, but also -2 Loyalty.
- **Key Abilities:** High strength, imposing weapons, exotic killing abilities.
- **Special:** A Justiciar reduces the Loyalty penalty to -1.

**Justiciar:** Also known as the Master of Laws. The Justiciar serves as the chief judge of the realm and is charged with the ensuring the administration of the law.

- **Benefit:** Increase the kingdom's stability modifier by the Justiciar's wisdom modifier.
- **Key Abilities:** Knowledge (History), Profession (Lawyer) skills.
- **Special:** The Loyalty penalty from an Executioner is reduced to -1.

**Priest:** Also known as the Master of Faith. The Priest guides the kingdom's religious needs.

- **Benefit:** Increase the kingdom's Loyalty by the Priest's Wisdom modifier.
- **Key Abilities:** Knowledge (Religion) skill, divine spellcasting.

**Mage:** The Mage supports the magical needs of the kingdom.

- **Benefit:** Add the Mage's Intelligence or Charisma modifier to Economy.
- **Key Abilities:** Knowledge (Arcane) skill, arcane spellcasting.

**Sage:** The Sage provides the other leaders with advice and knowledge.

- **Benefit:** Add the Sage's Intelligence modifier to one of Economy, Loyalty or Stability.
- **Key Abilities:** Knowledge skills, bardic knowledge, loremaster.

**Spymaster:** Also known as the Master of Whisperers. The Spymaster observes the kingdom's underworld and criminal elements and spies on other kingdoms.

- **Benefit:** Add the Spymaster's Intelligence modifier to Economy, Loyalty or Stability.
- **Key Abilities:** Knowledge (Local) skill, Perception, Stealth.
- **Special:** Advance warning of threats at the GM's discretion.

**Steward:** Also known as the King's Hand. The Steward serves as the ruler's assistant. With a weak or foolish ruler, the Steward may be the "power behind the throne."

- **Benefit:** Increase the number of non-essential leaders by the Steward's Intelligence modifier. The Steward still counts against the limit, so +2 is required for a net benefit.
- **Key Abilities:** Knowledge (Local), Knowledge (Nobility) skills.
- **Special:** The Ruler may ask the Steward to roll ability or skill checks due to kingdom events in his stead (at the GM's discretion).

**Warden:** Also known as the Master of the Hunt. The Warden patrols the kingdom's borders and outlying areas, watching for incursion and dispensing frontier justice.

- **Benefit:** Add the Warden's Wisdom or Constitution modifier to Stability.
- **Key Abilities:** Survival, Perception skills.
- **Special:** Advance warning of border threats at the GM's discretion.

**Verderer:** Also known as the Master of Gardens. The Verderer is charged with overseeing agriculture and natural resources.

- **Benefit:** Decrease Consumption by half the Verderer's Wisdom modifier.
- **Key Abilities:** Knowledge (Nature) skill, druid or domain (plant) spellcasting.
- **Special:** Reduced risk of exhaustion of the kingdom's natural resources.

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