Kingdom Turn Sequence

A kingdom's growth occurs during four phases, which together make up 1 kingdom turn (1 month of game time). The four phases are as follows:

Note: These phases are always undertaken in the same order. Many steps allow you to perform an action once per kingdom turn; this means once for the entire kingdom, not once per leader.

Phase 1 Upkeep: Check your kingdom's stability, pay costs, and deal with Unrest.
If your kingdom controls 0 hexes, skip the Upkeep phase and proceed to the Edict phase.

Phase 2 Improvement / Edict: Declare official proclamations about taxes, diplomacy, and other kingdom-wide decisions.

Phase 3 Income: Add to your Treasury by collecting taxes and converting gp into BP, or withdraw BP from your kingdom for your personal use.

Phase 4 Event: Check whether any unusual events occur that require attention. Some are beneficial, such as an economic boom, good weather, or the discovery of remarkable treasure. Others are detrimental, such as foul weather, a plague, or a rampaging monster.

Phase 1: Upkeep

1. Determine Kingdom Stability: Make a Stability check against your Command DC to determine your kingdom's level of security for the month. If you succeed, Unrest decreases by 1 (if your Unrest is at 0, gain 1 BP as a result of surplus goods and services). If you fail by 4 or less, Unrest increases by 1; if you fail by 5 or more, Unrest increases by 2.

2. Pay Consumption: Subtract your kingdom's Consumption from the kingdom's Treasury. If your Treasury is negative after paying Consumption, Unrest increases by 2.

3. Fill Vacant Magic Item Slots: If any of your settlement districts have buildings that produce magic items (such as a Caster's Tower or Herbalist) with vacant magic item slots, there is a chance of those slots filling with new items (see the Magic Items in Settlements section).

4. Modify Unrest: Unrest increases by 1 for each kingdom attribute (Economy, Loyalty, or Stability) which is at a negative number. The Royal Enforcer may attempt to reduce Unrest during this step. If the kingdom's Unrest is 11 or higher, it loses 1 hex (the leaders choose which hex). If the kingdom employs a Royal Assassin, reduce your total Unrest by 1 at the end of this phase.

Phase 2: Improvement / Edict

1. Assign Leadership: Assign PCs or NPCs to any vacant leadership roles or change the roles being filled by particular PCs or closely allied NPCs.

2. Claim and Abandon Hexes: For your kingdom to grow, you must claim additional hexes. You can only claim a hex that is adjacent to at least 1 other hex in your kingdom. Before you can claim it, the hex must first be explored, then cleared of monsters and dangerous hazards. Then, to claim the hex, spend 1 BP; this establishes the hex as part of your kingdom and increases your kingdom's Size by 1.

3 Establish and Improve Cities: Prepare land for city districts and then purchase new buildings for your kingdom's cities. The building's adjustments to your nation apply immediately. You can also destroy buildings at this time in order to clear a space to build something new; if you destroy a building, don't forget to remove its benefits from your kingdom's statistics!

4 Build Roads: Roads have an immediate initial cost but over the long term can pay for the investment handsomely. It costs 1 BP to build a road through a hex. This cost increases to 2 BP in forests and to 4 BP in swamps and mountains. If the road crosses a river, a bridge must be built—this doubles the road's cost.

5 Establish Farmlands: You can develop any grassland or hill hex that contains roads into farmlands to help sustain your kingdom's Consumption. It costs 2 BP to designate a grassland hex as farmland and 4 BP to designate a hill hex as farmland. You cannot build a city on a farmland hex. Every farmland hex in your kingdom reduces your Consumption by 2 BP.

You may spend BP to build other terrain improvements like Forts, Roads, Mines, and Quarries. You may also prepare a hex for constructing a settlement. Depending on the site, this may involve clearing trees, moving boulders, digging sanitation trenches, and so on.

6. Create Army Units: You may create, expand, equip, or repair army units.

7. Issue Edicts: Select or adjust your edict levels.

Phase 3: Income

1. Make Withdrawals from the Treasury: The kingdom-building rules allow you to expend BP on things related to running the kingdom. If you want to spend some of the kingdom's resources on something for your own personal benefit (such as a new magic item), you may withdraw BP from the Treasury and convert it into gp once per turn, but there is a penalty for doing so. Each time you withdraw BP for your personal use, Unrest increases by the number of BP withdrawn. Each BP you withdraw this way converts to 2,000 gp of personal funds.

2. Make Deposits to the Treasury: You can add funds to a kingdom's Treasury by donating your personal wealth to the kingdom (coins, gems, jewelry, weapons, armor, magic items, and other valuables you find while adventuring) as long as they are individually worth 4,000 gp or less. For every full 4,000 gp in value of the deposit, increase your kingdom's BP by 1. If you want to donate an item that is worth more than 4,000 gp, refer to Step 3 instead.

3. Sell Expensive Items for BP: You can attempt to sell expensive personal items (that is, items worth more than 4,000 gp each) through your kingdom's markets to add to your Treasury. You may sell one item per settlement district per turn. You must choose the settlement where you want to sell the item, and the item cannot be worth more than the base value of that settlement. To sell an item, divide its price by half (as if selling it to an NPC for gp), divide the result by 4,000 (rounded down), and add that many BP to your Treasury. You cannot use this step to sell magic items held or created by buildings in your settlements; those items are the property of the owners of those businesses.

4. Collect Taxes: Attempt an Economy check, divide the result by 3 (round down), and add a number of BP to your Treasury equal to the result.

Phase 4: Event

There is a 25% chance of an event occurring. If no event occurred during the last turn, this chance increases to 75%. Some events can be negated, ended, or compensated for with some kind of kingdom check. Others, such as a rampaging monster, require you to complete an adventure or deal with a problem in a way not covered by the kingdom-building rules.