TREASURY

Treasury funds ___,___,___ bp

Monthly expenditure ___,___ bp −

Monthly income ___,___ bp +

Next month ___,___,___ bp

CALENDAR

Sarenith ☐ Erastus ☐
Desnus ☐ ☐ Arodus
☐ ☐
Gozran ☐ ☐ Rova
Pharast ☐ ☐ Lamashan
☐ ☐
Calistril ☐ ☐ Neth
Abadius | Kuthona

KINGDOM FINANCES

UPKEEP

STABILITY On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest — ☐ 1 bp +

SPENDING Promotions Festivals Misc

_____ = _____ + _____ + _____ ___,___ bp −

CONSUMPTION

IN SUMMER Size Towns Farms

☀ bp = ⬡ + _____ − (_____ × 2)

IN WINTER Size Towns Farms

❄ bp = ⬡ + _____ − _____ ___,___ bp −

UNREST
+2 unrest if the treasury is empty
+1 unrest for each attribute (Economy, Loyalty or Stability) that is negative
Royal enforcer can reduce unrest by 1, but must then make a loyalty check or lose 1 loyalty
If unrest is more than 10, abandon a hex
If unrest reaches 20, the kingdom falls into anarchy

EDICTS

ASSIGN LEADERSHIP Adjust kingdom rolls

HEXES Claim and abandon hexes ☐ per turn ___,___ bp −

TERRAIN Build farms, roads, mines etc ☐ per turn ___,___ bp −

SETTLE Create new towns ☐ per turn ___,___ bp −

BUILDINGS Add buildings to towns ☐ per turn ___,___ bp −

MILITARY Create armed units (comes from allocation for settling towns) ___,___ bp −

INCOME

WITHDRAW Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check ___,___ bp −

DEPOSIT 4000gp in trade goods and treasure nets 1bp ___,___ bp +

OTHER INCOME ___,___ bp +

TAX Kingdom's Income = Economy Roll ÷ 3 ___,___ bp +

Good: **+2** Loyalty
Chaotic: **+2** Loyalty

Lawful: **+2** Economy
Neutral: **+2** Stability
Evil: **+2** Economy

EDICTS

PROMOTIONS

☐ **None**	**-1** stability
☐ **Token**	**+1** stability, **+1bp** consumption
☐ **Standard**	**+2** stability, **+2bp** consumption
☐ **Aggressive**	**+3** stability, **+4bp** consumption
☐ **Expansionist**	**+4** stability, **+8bp** consumption

TAXATION

☐ **None**	**+1** loyalty
☐ **Light**	**+1** economy, **-1** loyalty
☐ **Normal**	**+2** economy, **-2** loyalty
☐ **Heavy**	**+3** economy, **-4** loyalty
☐ **Overwhelming**	**+4** economy, **-8** loyalty

FESTIVALS

☐ **None**	**-1** loyalty
☐ **1**	**+1** loyalty, **+1bp** consumption
☐ **6**	**+2** loyalty, **+2bp** consumption
☐ **12**	**+3** loyalty, **+4bp** consumption
☐ **24**	**+4** loyalty, **+8bp** consumption

POPULACE

KINGDOM SIZE

☐ The number of 12-mile hexes the kingdom controls

0–25 ☐ Barony
26–100 ☐ Duchy
101– ☐ Kingdom

KINGDOM POPULATION

☐ = (250 × ⬡) + _____

Size — Total City Population

COMMAND DC

☐ = 20 + ⬡ + _____ + _____

Size — Districts — Misc

UNREST LEVEL

☐ Penalty applies to economy, loyalty and stability
From 10, begin to lose control of hexes
From 20, all saves drop to 0 and kingdom cannot act

TREASURY

Treasury funds ___,___,___ bp