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 +

CONSUMPTION

SPENDING Promotions Festivals Misc

___ = ___ + ___ + ___ — ___,___ bp −

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