Kingdom

Campaign

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

UNREST

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

LEADERSHIP ROLES

		Bonus to:	ECO	LOY	STA
Ruler		CHA	☐	☐	☐
If vacant, +4 unrest at upkeep and cannot claim hexes, establish farms, build roads or buy city districts					
Spouse		CHA	☐	☐	☐
Queen Consort or Prince Consort					
Councilor	WIS	CHA		■	
Ensures the will of the people - If vacant, **-2** loyalty **+1** unrest at upkeep and no bonus from festivals					
General	STR	CHA			■
Commands the army - If vacant, **-4** stability					
Grand Diplomat	INT	CHA			■
Oversees international relations - If vacant, **-2** stability and cannot issue Promotion Edicts					
High Priest	WIS	CHA			■
Guides religion - If vacant, **-2** loyalty and stability and **+1** unrest at upkeep					
Magister	INT	CHA	■		
Guides higher learning and magic - If vacant, **-4** economy					
Marshal	WIS	CHA	■		
Enforce rural justice - If vacant, **-4** economy					
Royal Assassin	WIS	CHA		■	
Executioner and headsman - If present, **-1** unrest at upkeep					
Spymaster	DEX	INT	☐	☐	☐
Intelligence - If vacant, **-4** economy and **+1** unrest at upkeep					
Treasurer	INT	WIS	■		
Oversees finances - If vacant, **-4** economy and kingdom can't levy taxes					
Warden	STR	CON		■	
Leads kingdom's defences - If vacant, **-4** loyalty and **-2** stability					
			☐	☐	☐
			☐	☐	☐
			☐	☐	☐
			☐	☐	☐

KINGDOM SAVING THROWS

		Alignment	Buildings	Edicts	Events	Leadership	Vacancies	Resources	Unrest	Misc	Temp
ECONOMY SAVE	ECO =	+	+	–	+	+	–	+	+	+ –	+
LOYALTY SAVE	LOY =	+	+	–	+	+	–	+	+	+ –	+
STABILITY SAVE	STA =	+	+	–	+	+	–	+	+	+ –	+

SETTLEMENTS

Settlement name	Population	Base Value	Defence

POPULATION

KINGDOM SIZE

The number of 12-mile hexes that the kingdom controls

COMMAND DC = 20 + Size

KINGDOM POPULATION = (250 × Size) + Total City Population

CONSUMPTION = Size + Number of Cities + Spending – Farms

bp

TREASURY

Taxation	bp
Consumption	bp
Treasury funds	bp