

Good: +2 Loyalty

Chaotic: +2 Loyalty

Lawful: +2 Economy

Neutral: +2 Stability

Evil: +2 Economy

| EDICTS     |  |
|------------|--|
| PROMOTIONS | <input type="checkbox"/> None -1 stability                           |
|            | <input type="checkbox"/> Token +1 stability, +1bp consumption        |
|            | <input type="checkbox"/> Standard +2 stability, +2bp consumption     |
|            | <input type="checkbox"/> Aggressive +3 stability, +4bp consumption   |
|            | <input type="checkbox"/> Expansionist +4 stability, +8bp consumption |
| TAXATION   | <input type="checkbox"/> None +1 loyalty                             |
|            | <input type="checkbox"/> Light +1 economy, -1 loyalty                |
|            | <input type="checkbox"/> Normal +2 economy, -2 loyalty               |
|            | <input type="checkbox"/> Heavy +3 economy, -4 loyalty                |
|            | <input type="checkbox"/> Overwhelming +4 economy, -8 loyalty         |
| FESTIVALS  | <input type="checkbox"/> None -1 loyalty                             |
|            | <input type="checkbox"/> 1 +1 loyalty, +1bp consumption              |
|            | <input type="checkbox"/> 6 +2 loyalty, +2bp consumption              |
|            | <input type="checkbox"/> 12 +3 loyalty, +4bp consumption             |
|            | <input type="checkbox"/> 24 +4 loyalty, +8bp consumption             |

| LEADERSHIP ROLES |  | CHA            | ECO | LOY | STA |
|------------------|--|----------------|-----|-----|-----|
| Ruler            | Baron, Duke, King or Queen – If vacant, kingdom fails all command rolls and cannot claim or develop hexes        | CHA            |     |     |     |
| Spouse           | Queen Consort or Prince Consort – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest      | CHA ÷ 2        |     |     |     |
| Heir             | Prince, Princess or favoured subject – May rule if the Ruler is absent. but must pass loyalty check or +1 unrest | CHA ÷ 2        |     |     |     |
| Councilor        | Liaises with the people – If vacant, -2 loyalty, +1 unrest at upkeep and no bonus from festivals                 | WIS or CHA     |     |     |     |
| General          | Commands the army – If vacant, -4 loyalty  | STR or CHA     |     |     |     |
| Grand Diplomat   | Oversees international relations – If vacant, -2 stability and cannot issue Diplomatic or Exploration Edicts     | INT or CHA     |     |     |     |
| High Priest      | Guides religious worship – If vacant, -2 loyalty and stability, and +1 unrest at upkeep                          | WIS or CHA     |     |     |     |
| Magister         | Guides higher learning and magic – If vacant, -4 economy   | INT or CHA     |     |     |     |
| Marshal          | Enforce rural justice – If vacant, -4 economy  | DEX or WIS     |     |     |     |
| Royal Enforcer   | Enforce law and order – If present, -1 unrest at upkeep  | STR or DEX     |     |     |     |
| Spymaster        | Intelligence – If vacant, -4 economy and +1 unrest at upkeep   | DEX or INT     |     |     |     |
| Treasurer        | Collect taxes and manage finances – If vacant, -4 economy and kingdom can't levy taxes                           | INT or WIS     |     |     |     |
| Viceroy          | Ruler of a colony or vassal state – May also take any role for colony, with 1 less benefit                       | INT or WIS ÷ 2 |     |     |     |
| Warden           | Leads kingdom's defences – If vacant, -4 loyalty and -2 stability  | STR or CON     |     |     |     |

|  | ECONOMY   | Alignment | Promotions | Taxation | Festivals | Settlements | Resources | Leadership | Vacancies | Unrest | Misc | Temp |
|--|-----------|-----------|------------|----------|-----------|-------------|-----------|------------|-----------|--------|------|------|
|  | ECO       | =         | + N/A      | + +      | + N/A     | + +         | + +       | + +        | - -       | - -    | + +  | + +  |
|  | LOYALTY   | LOY       | =          | + N/A    | + +       | + +         | + +       | + +        | - -       | - -    | + +  | + +  |
|  | STABILITY | STA       | =          | + +      | + N/A     | + +         | + +       | + +        | - -       | - -    | + +  | + +  |

| KINGDOM MANAGEMENT |                   | POPULACE   |                                 |
|--------------------|-------------------|--|---------------------------------|
| UPKEEP             | STABILITY         | On success, -1 unrest or add 1bp; on failure, +1 unrest; on failure by 4, +d4 unrest   | <input type="checkbox"/> 1 bp + |
|                    | SPENDING          | Promotions Festivals Misc  |                                 |
|                    | IN SUMMER         | Size Towns Farms   |                                 |
|                    | IN WINTER         | Size Towns Farms   |                                 |
|                    | UNREST            | +2 unrest if the treasury is empty<br>+1 unrest for each attribute (Economy, Loyalty or Stability) that is negative<br>Royal enforcer can reduce unrest by 1, but must then make a loyalty check or lose 1 loyalty<br>If unrest is more than 10, abandon a hex<br>If unrest reaches 20, the kingdom falls into anarchy |                                 |
| EDICTS             | ASSIGN LEADERSHIP | Adjust kingdom rolls   |                                 |
|                    | HEXES             | Claim and abandon hexes  |                                 |
|                    | TERRAIN           | Build farms, roads, mines etc  |                                 |
|                    | SETTLE            | Create new towns   |                                 |
|                    | BUILDINGS         | Add buildings to towns   |                                 |
| INCOME             | MILITARY          | Create armed units (comes from allocation for settling towns)  |                                 |
|                    | WITHDRAW          | Gain 2000gp per bp. Increase unrest by 1, then make a loyalty check  |                                 |
|                    | DEPOSIT           | 4000gp in trade goods and treasure nets 1bp  |                                 |
|                    | OTHER INCOME      |  |                                 |
| TAX                |                   | Kingdom's Income = Economy Roll ÷ 3  |                                 |
|                    |                   | TREASURY   |                                 |
|                    |                   | Treasury funds   |                                 |