



Altinage Rulership

BY JASON NELSON
WITH THE LEGENDAY GAMES DESIGN TEAM



ULTIMATE PLUG-INS

Outlawage Riddeshun



Ultimate Rulership

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WELCOME TO ULTIMATE PLUG-INS!

THIS PRODUCT IS THE FIRST IN OUR LINE OF SUPPORT MATERIALS FOR THE HARDBACK rulebooks that comprise the *Pathfinder Roleplaying Game*. When you see the “Ultimate Plug-Ins” logo at the top of a Legendary Games product, you know that it is designed to fit directly with the themes, scope, and style of those rules hardbacks, because every member of the Legendary Games team is a regular veteran contributor to those hardback rulebooks and their softcover expansions. When you buy Ultimate Plug-Ins, you are getting rules from the same people who bring you many of the rules you already use. The all-star designers of Legendary Games are committed to bringing you—the busy GM or player—the ultimate in third-party support for your Pathfinder campaign, combining innovative design, amazing artwork, and fantastic production values that are as functional as they are beautiful to give you everything you need to *Make Your Game Legendary!*

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the [Pathfinder Reference Document](#), the official online compendium of game rules, as well as the d20pfsrd.com. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE ULTIMATE RULERSHIP

THIS SUPPLEMENT GREATLY EXPANDS THE KINGDOM-BUILDING RULES INTRODUCED SEVERAL years ago in the hit adventure path and now revised and published in hardback form. Having designed and implemented these rules, played them out in real campaigns, and shared ideas with gamers from all over the world about what worked well, what did not, and what areas people would like to see expanded, the new published version of the rules represents a major advance, but there are still many areas it does not cover, or deals with only superficially. If you just can't get enough of kingdom-building, and if you want to see rules that add amazing depth, detail, variety, and richness to your experience integrating them into your campaign, *Ultimate Rulership* is the resource for you. New ordinary and special edicts, rules for founding a kingdom, noble titles and forms of address, tracking population growth, evolving cities organically from villages, new building types for your cities, rules for exotic and unusual settlements, integrated kingdom events and settlement attributes, and dozens of tables to reference every rule; they are all here for you.

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. *Ultimate Rulership* embodies that principle through and through. If you want innovative new rules created by the people who bring you the rules and know them like no other third-party publisher, this is the place. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



A stylized, handwritten signature in black ink, appearing to read "JASON NELSON".

- Jason Nelson

INTRODUCTION

IN THE EARLY DAYS OF ROLE-PLAYING GAMES, WITH roots deep in tabletop wargaming and miniatures battles, founding a nation of your own setting yourself up to rule and command armies was considered an important part of a PC's career. He hadn't really "made it" in the world until he had reached "name level" and started clearing a territory of his own, either by the strength of his own sword arm or the grant of a liege lord of a fiefdom. A high priestess who established a fortified monastery could expect help from the church in building it, and a small army of zealous followers to staff and guard it. Wizards could build a tower and attract apprentices, and thieves or assassins found their own guild and attract a gang of roguish underlings. Sure, none of this made you any better at slaying dragons or traveling to the Abyss and smiting demon lords, but they were part of the heroic legacy that every character sought to forge.

While goals like these have been de-emphasized somewhat in the years since, they made a triumphant return in the form of a kingdom-building adventure path that has proven to be one of the most successful of all time. It made establishing, developing, and defending a kingdom the core of an entire campaign, and the rules that undergirded that success have now been revised and released as part of the *Pathfinder Roleplaying Game Ultimate Campaign* hardback. Those rules are greatly expanded from their original versions, remedying many of the mechanical issues that gameplay brought to light, but no product can cover every possibility, and building a kingdom is such a rich field of play that there is ample room to expand still further, to incorporate details in both flavor and mechanics that can enrich the implementation of kingdom-building rules in any campaign. That is what you will find inside *Ultimate Rulership*: an expansion to the expansion, providing you even more edicts, rules for construction and investment in the kingdom, manpower, recruitment, population, and expanded character options for interacting with your kingdom.

TABLE A1: EXPANSION EDICTS

ATTITUDE	HEX CLAIMS	STABILITY	LOYALTY	ECONOMY	CONSUMPTION
<i>Isolationist</i>	-1	+2	+1	-2	-1 BP
<i>Cautious</i>	standard	+1	-	-1	-
<i>Standard</i>	standard	-	-	-	-
<i>Aggressive</i>	+1	-1	-1	+1	1d4 BP
<i>Imperialist</i>	+2	-2	-2	+2	2d4 BP

TABLE A2: ALTERNATIVE HOLIDAY EDICTS

FREQUENCY	CONSUMPTION	ECONOMY	LOYALTY
<i>None</i>	-	-2	-4
<i>Annual</i>	1 BP	-1	-2
<i>Quarterly</i>	1d3 BP	0	0
<i>Monthly</i>	1d6 BP	+1	+2
<i>Weekly</i>	1d12 BP	+2	+4

EDICTS

IN THE ORIGINAL VERSION OF THE KINGDOM-building rules, the effects of the edicts just did not measure up to the impact they should have, especially once the game got past the first few turns of kingdom building. The revised published versions improve both the effect and variety of edicts for use in building your kingdom, but this section provides several alternative versions of standard monthly edicts as well as several additional options for special edicts.

STANDARD EDICTS

Ultimate Rulership offers up modified versions of three of the standard edicts for use in ruling your kingdom. These edicts offer somewhat more flexibility than the published versions, including greater opportunity to trade negatives in one area for positives in another.

Expansion: These edicts replace the standard promotion edicts and represent how aggressive your domain is in terms of enlarging its territory and claiming new subjects, sometimes at the expense of consolidating the ground you already hold, or whether you focus on slow and incremental growth.

Holiday: These edicts replace the standard holiday edicts and represent regular observances and nationwide celebrations taking place throughout the kingdom. The BP expenditure is paid per month and includes logistical preparations for holidays throughout the year in addition to funding the actual celebrations. The monthly expenses vary but represent an average spread across the entire year. If the kingdom's rulers reduce the amount of holidays they fund at any point during a calendar year, they take a -2 penalty to Loyalty for the remainder of the year for each step by which holiday funding is reduced.

Taxation: These edicts replace the standard taxation edicts and allow you to calibrate your ability to realize increased income at the expense of stagnating business and angering your population versus sacrificing some income to make your citizens happier.

TABLE A3: ALTERNATIVE TAXATION EDICTS

TAX LEVEL	REVENUE	ECONOMY	LOYALTY
<i>Minimal</i>	Economy check/5	+2	+2
<i>Light</i>	Economy check/4	+1	+1
<i>Normal</i>	Economy check/3	-	-
<i>Heavy</i>	Economy check/2.5	-2	-4
<i>Crushing</i>	Economy check/2	-4	-8

SPECIAL EDICTS

In addition to the standard edicts, whether using the official published versions or the alternative versions outlined above, the revised kingdom rules introduce the concept of special edicts. These edicts may affect an entire kingdom or a single city in your domain or in another country. In addition to the diplomatic, exploration, trade, and vassalage edicts, *Ultimate Rulership* offers several more special edicts for your country to use, as described below. Regardless of which special edict you choose, you may issue only one special edict per kingdom turn. The effects of special edicts are resolved after you issue your standard edicts for the month.

Commission Edicts: These edicts allow the kingdom's leaders to have magical items or buildings constructed at their request.

Endowment Edicts: These edicts allow the kingdom to sponsor the construction of a great edifice for the arts and learning, gaining them local and international prestige

Espionage Edicts: These edicts allow you to spy out the secrets of neighboring kingdoms, gathering information and fomenting unrest.

Festival Edicts: These edicts represent the calling of a special local festival in one particular place in your kingdom, from athletic competitions to religious pilgrimages to celebrations of history, culture, or anything else.

Recruitment Edicts: These edicts reflect your degree of military mobilization, including how much of your nation's population you are willing to devote to the necessities of war.

COMMISSION EDICTS

The rulers of your domain can commission a magic item to be made (or an existing magic item improved) for their personal use with a Commission Edict. The city where the Commission Edict is issued must contain a building capable of producing a magical item of the appropriate category; for this purpose, minor items are those whose price is 8,000 gp or less, medium items are 8,001-24,000 gp, and major items are over 24,000 gp. Leaders must pay full price for commissioned items. The commissioned item takes the place of one item slot of that category for as long as it takes to craft (or improve) the item, including any month or portion of a month in which it is being crafted. During this time, no other item can be generated to fill that slot.

The kingdom's rulers can commission more than one item within that city as part of the same Commission Edict, but all items must be crafted within that city and no building within that city can be compelled to craft more than one item with this edict. Commissioning more than one item with the same Commission

Edict generates 1 point of Unrest for each item after the first (not including potions or scrolls with a cost under 1,000 gp), representing the anger and resentment of other wealthy customers caused by their own requests being superseded by those of the country's rulers, and of the crafters themselves for being forced to work on demand.

A Commission Edict can instead divert the magical resources of medium and major item slots for one month, reducing construction cost for buildings in the same city or terrain improvements in adjacent hexes by 2 BP for each major slot commissioned, 1 BP for each medium slot, though commissioning multiple slots causes Unrest as described above.

ENDOWMENT EDICTS

An Endowment Edict represents the focused attention of the crowned heads of state on matters of arts and learning, in part for the betterment of the kingdom and its culture but equally (if not more so) for the purpose of garnering prestige both domestically and abroad. Rulers and citizens alike can take pride in their grand edifices to posterity, sparing no expense in spectacular architecture, resplendent artistic embellishment, and the finest collections of artifacts, animals, artists, scholars, or whatever else the endowed building proffers to the world. Kingdoms of size 100 or less usually refer to endowed buildings by name, typically naming them after one of the kingdom's leaders (especially one whose role correlates with the building in question) or a wealthy NPC patron. Countries of size 101-200 may use a personal name associated with the building or may simply refer to it as the Royal Library, Museum, etc., while those of size 201 or more call them Imperial buildings.

Cost: Endowing a building costs 100 gp times the building's cost in BP, which can be paid by withdrawing BP from the Treasury and converting it into gp, or the endowment can be paid directly by a PC or NPC from their own personal funds. Maintaining each endowed building and its collections and staff increases the kingdom's Consumption by 1.

Special: If you roll the Noblesse Oblige kingdom event, you can treat that as an Endowment edict, having the nobles endow a building in their name rather than constructing a Monument or Park, paying both the up-front cost and the ongoing Consumption.

Benefit: Each Endowment edict that you issue gives your kingdom a +1 bonus to Fame and Loyalty as long as its Consumption is paid. If Consumption is not paid, these bonuses are lost and you gain 1 point of Unrest unless you succeed at a Loyalty check.

Types of Endowments: Each of the following buildings can be sponsored with an Endowment edict: Academy, Arena, Assembly, Bardic College, Colossus, Hanging Gardens,



Hospital, Library, Magical Academy, Menagerie, Military Academy, Museum, Observatory, Theater. You may endow only one building of each type in your entire kingdom.

If you capture a city from another kingdom that contains one or more endowed buildings, you gain a +1 bonus to Fame but no bonus to Loyalty for each building as long as you pay their Consumption. Alternatively, you may destroy the endowed buildings of your enemy, gaining 2 points of Infamy for each endowed building you destroy.

ESPIONAGE EDICTS

Espionage Edicts are used by one kingdom to uncover confidential information about other kingdoms and their leaders, or factions and power groups within them (including religious groups, noble houses, merchant consortiums, or other organizations), and sometimes to use that information aggressively to foment unrest and spread sedition within that nation.

Cost: The cost to issue an Espionage Edict varies, depending on the sensitivity of the information being sought or the danger level of the acts of insurrection being attempted:

TABLE A4: ESPIONAGE EDICTS

COST	TYPE OF ESPIONAGE
1d4 BP	Gather public information
1d6 BP	Discover minor secrets
2d6 BP	Discover major secrets
3d6 BP	Discover vital secrets
1+ BP	Other acts of espionage (The base cost is increased by 1d4 BP for every 5 points of the DC modifier listed below; hence, fomenting unrest (DC +5) would cost 1d4+1 BP, while inducing mercenaries to switch sides (+10 DC) costs 2d4+1 BP)

The target DC for an Espionage Edict is impacted by the Corruption, Law, Lore, and Society modifiers in the city or country being investigated. A positive Corruption, Lore, or Society modifier decreases the DC and a negative modifier increases it; contrariwise, a negative Law modifier decreases the DC and a positive modifier increases it.

Benefits: Examples of the above-listed types of espionage follow and should be used as a guideline for the difficulty (and cost) of other similar acts of espionage PCs may attempt. The success of an Espionage Edict is determined by Economy, Loyalty, and Stability checks. If all three checks are successful, the mission is a great success and the PCs' kingdom gains two pieces of information from the category below, or their espionage has double the listed effect. If two checks succeed, the mission meets its objectives, acquiring the desired piece of information or having the desired effect. If only one check succeeds, the mission fails. If all three checks fail, the mission fails and your spies are caught (see below). In addition, if any check results in a natural 1, your spies are caught even if the mission succeeds.

Gather Public Information (DC -5): Obtain a list of all buildings in one settlement; the location and size of all settlements in the target kingdom; the target kingdom's size, borders, and major landforms and bodies of water (any terrain

that occupies three or more contiguous hexes); the names of the target kingdom's leaders.

Discover Minor Secrets (DC +0): Obtain a list of Embassies, Treaties, and Allies of a kingdom; a list of Trade Routes (type and destination) in that kingdom; the Settlement Alignment, Government, Qualities, Statistics, and Disadvantages of a settlement; the location of terrain improvements, Landmarks, and Special Resources in the target kingdom; the level of Unrest in the target kingdom; or uncover minor trade secrets that grant your kingdom a +1d2 bonus to Economy for 1d4 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Discover Major Secrets (DC +10): Obtain a list of armies located in a city; discover the attitude of the kingdom toward other countries; discover the character classes of the target kingdom's leaders; discover the target kingdom's current Economy, Loyalty, and Stability modifiers, as well as its kingdom-wide Corruption, Crime, Law, Lore, Productivity, and Society modifiers; obtain significant trade secrets providing your kingdom with a +1d4 bonus to Economy for 2d4 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Discover Vital Secrets (DC +20): Discover the class levels and alignment of kingdom leaders; discover the most valuable or powerful magic item of 1d4 kingdom leaders; discover the location of all of the target kingdom's armies; discover secret ways into or out a fortified settlement (or a Fort or Watchtower terrain improvement), allowing your armies to ignore half of the total Defense value of that fortification; obtain major trade secrets granting your kingdom a +2d4 bonus to Economy for 2d6 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Bribe Mercenaries (DC +0 to demoralize, DC +5 for desertion, +10 for treason; these DC modifiers are doubled if your kingdom is at war with the mercenaries' present employer): The target mercenary army loses 1d3 points of Morale (sap morale), deserts their present employer and flees (desertion), or switches sides to join your armies (treason). Using this type of Espionage Edict requires a cash bribe of 1000 gp times the army's AR.

Foment Unrest (DC +5): Your spies add 1d3 Unrest in the target kingdom.

Organize Crime Spree (DC +5): Your agents reduce Economy by 1 and increase Crime by 1 in the target kingdom, which also loses 1d6 BP from its Treasury.

Sabotage Building or Improvement (DC +5 for Terrain Improvement, +10 for building in a village, +15 in a town, +20 in a city or metropolis): Your saboteurs damage one building or terrain improvement, rendering it nonfunctional until repaired at half the building cost. If you achieve complete success with three successful checks for this Espionage Edict, you may choose to damage two improvements or buildings or completely destroy one. This has no effect on buildings that provide a Defense bonus.

Spread Rumor and Scandal (DC +5): Your agents start a whispering campaign that breeds mistrust and gossip, reducing Loyalty and Society by 1 and also decreasing the target kingdom's Fame or increasing its Infamy by 1.

Risks: If your spies are caught, your kingdom must succeed at a Loyalty check, which is adjusted by all modifiers listed above that applied to the Espionage Edict you attempted.

If the Loyalty check succeeds, your spy is imprisoned or executed but does not reveal your involvement. If the Loyalty check fails, the spy breaks under questioning and tells who sent him and why. This revelation increases your kingdom's Corruption and Infamy by 1, decreases your Loyalty by 1, and causes you to gain 1 point of Unrest. In addition, the target kingdom (or other similar group) has its attitude towards you shifted by one step in a negative direction for 1 year. Likewise, citizens of the target kingdom have their attitude shifted towards any PC or NPC affiliated with the government of your kingdom adjusted negatively by one step.

If the target kingdom is one with whom you have an Embassy, Treaty, or Alliance, the above modifiers are doubled and you lose 1d4 points of Fame and must make one Loyalty check each for your Embassy, Treaty, and Alliance. Each failed check causes your kingdom to lose 1 additional point of Fame and cancels your highest Diplomatic Edict with that country. Hence, if you are caught spying upon a country with whom you have an Alliance, one failed check reduces your relationship to a Treaty, two failed checks to an Embassy, and three failed checks causes that kingdom to sever all diplomatic relations with your kingdom).

FESTIVAL EDICTS

A Festival Edict is a special edict distinct from the broader Holiday Edict. Whereas a Holiday Edict declares days to celebrate on the calendar across the length and breadth of your kingdom, a Festival Edict is a specific, one-time event (though it could be repeated later) focused in a particular place at a particular time for a particular purpose. A Festival may be called for any reason or for no reason at all and include tournaments, games, music, dancing, feasting, drinking, parades, fireworks or magical displays, and similar entertainments of all kinds, but every one undertaken with special magnificence.

Festival Edicts bring great crowds of people together to celebrate and are normally held in the same hex as a settlement, to facilitate easy access for crowds to reach the festival grounds. Festivals can, however, be hosted at any Landmark special terrain. Festivals may be either civic or religious in nature.

Cost: Festivals require a great deal of resources to pull off. A festival costs 1d2 BP if held at a Landmark in the countryside, 1d4 BP if held in a village, 1d8 BP if held in a town, and 2d6 BP per city district if held in a city.



Benefit: A festival celebrated at a Landmark in the countryside increases the Landmark's bonus to Loyalty by +1 for 1 year. Festivals celebrated in cities, towns, and villages have the following effects.

Civic Festival: A civic festival celebrates local traditions, events, heroes, or culture, including athletic and artistic competitions. Requires Tavern (village), Theater (town), Arena (city), or Landmark (located in the same hex as the settlement).

Effect For one month, your kingdom gains a +2 bonus to Crime and Society, and the civic festival increases the effects (see below) of Arenas, Black Markets, Bordellos, Dance Halls, Gambling Dens, Inns, Luxury Shops, Markets, Monuments, Palaces, Parks, Shops, and Taverns in that city.

Religious Festival: A religious festival produces an outpouring of piety and pilgrimage, sometimes marked with great solemnity and other times with great rejoicing. Requires Shrine (village), Temple (town), Cathedral (city), or Landmark (located in the same hex as the settlement). Effect For one month, your kingdom gains a +2 bonus to Law and Society, and the religious festival increases the effects of Cathedrals, Graveyards, Inns, Luxury Shops, Markets, Monuments, Parks, Shops, Shrines, and Temples in that settlement are increased (see Risks).

Determining Success: When you issue a Festival Edict, make Economy, Loyalty, and Stability checks. If all three succeed, the Festival is a resounding success, doubling the effects of the buildings listed above; in addition, you gain the benefits of an Outstanding Success (01-50), Visiting Celebrity (51-95), or both (96-00) kingdom events.

If two checks succeed, the Festival is a modest success, increasing the effects of the listed buildings by 50% for one month. Total the bonuses for all listed buildings in the settlement together before applying the 50% increase, rounding down; do not apply the 50% increase separately to each building.

When buildings effects are increased (whether doubled or by 50%), this increase includes not only kingdom and settlement attribute modifiers like Economy and Lore; it also includes a doubling of Base Value and magic item creation during that month. This increase allows a settlement to exceed the normal maximum Base Value for a settlement of its size (either doubling or increasing it by 50%, as appropriate) for that month. It likewise creates temporary magic item slots that are filled immediately and can be used just like any other magic item slots in the kingdom. However, any magic items created in this fashion are available only during the month of the Festival Edict and the items and their slots disappear when the festival ends, being taken home by the crafters and merchants who brought them to the festival.

If only one check or no checks succeed, see *Risks* below.

Risks: Regardless of the overall success of the festival, the great influx of human(oid) and mercantile traffic involved creates the potential for enemy infiltration in the guise of pilgrims and festival-goers, or discord and strife between foreigners and locals or different groups coming together in one place, or just general drunkenness and mayhem should celebrants get out of control and overwhelm the ability of the settlement or the kingdom's ability to handle so many people in such a small space. During any month when a Festival Edict is issued, the entire kingdom takes a -2 Stability penalty, and any Stability checks required for the settlement or hex where the Festival is held take a -4 penalty (this does not apply to the Stability check to determine the success of the festival, but it does apply to any kingdom events triggered by the festival).

Unsuccessful Festivals: If only one check succeeds, the Festival is unsuccessful and grants no benefits; in addition, there is a 50% chance that disgruntled citizens issue a Building Demand (as the kingdom event), blaming the lack of success on the absence (or presence, if they demand demolition) of that building.

If all three checks fail, the Festival is a disaster, providing no benefits. The kingdom loses 1 point of Fame and gains 1d4-1 points of Unrest, and disaffected locals bankrupted by the festival and lingering troublemakers in the wake of the festival become Squatters (01-50), Vandals (51-95), or both (96-00), triggering kingdom events of the appropriate type.

Natural 1: A natural 1 is always a failure on any kingdom roll, and each time you roll a natural 1 on any of the three kingdom checks to determine the success of the Festival Edict there is a 25% non-cumulative chance of triggering a dangerous settlement event. This event may be of any type, but only one such event can be triggered, even if you roll more than one natural 1.



RECRUITMENT EDICTS

A Recruitment Edict represents your kingdom's commitment to militarism, whether for aggression or for defense. The published rules allow you to substitute the creation of armies for the founding of settlements as part of your monthly Improvement Edict. A Recruitment Edict does not replace this rule; instead, it supplements it. It represents another way to build up your military forces, but it also helps define your kingdom's attitude about its military and the face it presents to the world.

A Recruitment Edict requires a Loyalty check to successfully create an army in any Fort (terrain improvement) or in a settlement with a Barracks (Medium or smaller armies only), Castle, or Garrison. You can create more than one army with a single Recruitment Edict, but each army requires a separate Loyalty check to create, and the DC increases by 5 for each army after the first, and each additional army you raise in a kingdom turn generates 1 point of Unrest.

Mercenaries: In addition to conscripting its own citizens, a kingdom can hire mercenaries, which do not count against its Manpower limit (see below). However, the kingdom takes a -1 penalty to Loyalty for each mercenary army the kingdom employs. This penalty disappears when a mercenary army is destroyed or released from service. If a mercenary army is induced to desert or betray your kingdom by an enemy's Espionage Edict, your kingdom gains 1 Unrest.

Militarism: As part of a Recruitment Edict, you can shift your kingdom's attitude toward military service among the citizenry. Changing your level of militarism requires a new Recruitment Edict (you do not need to create a new army) to change militarism by one step. You can change it by more than one step by making a Loyalty check with a -5 penalty for each step beyond the first. If the check fails, your kingdom's militarism level does not change and you gain 1 point of Unrest for each step that you attempted to shift your militarism level.

Manpower: This number represents the percentage of your population that can be recruited as regular army soldiers (2nd-

TABLE A5: RECRUITMENT EDICTS

MILITARISM	MANPOWER	ELITES	FAME/INFAMY	DEFENSE	ECONOMY	SOCIETY
Pacifist	1%	0%	+2 Fame	-1	+2	+2
Peaceful	5%	0%	+1 Fame	-	+1	+1
Normal	10%	1%	-	-	-	-
Aggressive	15%	3%	+1 Infamy	-	-1	-1
Warlike	20%	5%	+2 Infamy	+1	-2	-2

level fighters), and the same number that can be recruited as ordinary militia (1st-level warriors). Hence, in Any armies you recruit over this limit (except for Elites, as described below) are treated as emergency conscripts (1st-level commoners that automatically gain the shaken condition in combat).

In addition to representing the total available soldiers of each type, manpower represents the percentage of your population that you can keep under arms on an ongoing basis without impacting your kingdom's morale. A kingdom can keep a percentage of its citizens, including all units belonging to all armies, of up to its manpower. For every percentage point above its manpower limit, it takes a -1 penalty to Loyalty checks.

Example: A kingdom with 10,000 people and a normal level of militarism, your kingdom could potentially recruit up to 1,000 soldiers and 1,000 militia. However, since the kingdom's manpower limit is 10%, if it kept its full complement of 1,000 soldiers and 1,000 militia as a standing army, it would take a -10 penalty to Loyalty checks, since those two armies combined represent 20% of the kingdom's population. If it maintained 500 soldiers and 500 militia (1,000 total; 10% of its total population of 10,000), it would take no penalty to Loyalty.

If you decrease your militarism level to a level where the standing armies you have in the field exceed your allowed manpower (e.g., if the sample kingdom above shifted to a peaceful level of militarism while retaining a standing army of 1,000 soldiers), you must split, reform, or disband those standing armies to conform to your new militarism level. If you do not do this, your kingdom gains 1 point of Unrest and each army over the limit loses 1 point of Morale for every percentage point by which you exceed your manpower percentage.

Elites: This percentage functions like manpower but represents the total number of your population that can be recruited as 3rd-level warriors or 2nd-level barbarians, cavaliers (including samurai), monks, paladins (including antipaladins), rangers, or rogues (other PC classes may be available at the GM's discretion). Unlike manpower, you cannot exceed this percentage. Additional elite soldiers simply do not exist to be recruited. At the GM's option, other PC classes may be recruited as elites.

Higher-level elites (including fighters above 2nd level) can also be recruited, though this reduces the number of available elite soldiers as follows:

LEVEL	THIS REPLACES	KINGDOM SIZE
3rd	2 Normal Elites	11 Hexes
4th	3 Normal Elites	26 Hexes
5th	5 Normal Elites	51 Hexes
6th	7 Normal Elites	101 Hexes
7th	10 Normal Elites	201 Hexes

An army comprised of characters with PC class levels gains the appropriate special abilities based on the class and level of the characters comprising it, as described in *Pathfinder Roleplaying Game Ultimate Campaign*.

Building Requirements: Recruiting elite soldiers must be done in a settlement, not a Fort, and requires one or more additional buildings to be present in that settlement, in addition to a Barracks, Castle, or Garrison.

Alchemist	Alchemist
Antipaladin	Military Academy plus Cathedral or Temple, kingdom alignment CE or NE
Barbarian	Tavern
Bard	Bardic College
Cavalier	Military Academy, Noble Villa, or Stable
Cleric	Cathedral or Temple
Druid	Sacred Grove and Military Academy
Fighter	Garrison or Military Academy
Gunslinger	Exotic Artisan and Military Academy
Inquisitor	Temple plus Courthouse or Town Hall
Magus	Magical Academy and Military Academy
Monk	Foreign Quarter or Monastery
Ninja	Foreign Quarter
Paladin	Military Academy, plus Cathedral or Temple, kingdom alignment LG or NG
Ranger	Menagerie or Military Academy
Rogue	Black Market or Gambling Den*
Samurai	Foreign Quarter plus Military Academy or Noble Villa
Sorcerer	Caster's Tower and Military Academy
Summoner	Caster's Tower and Military Academy
Wizard	Magical Academy and Military Academy

Fame/Infamy: Nations known to be aggressive in building their military gain Infamy while peaceful nations gain Fame. This modifier is based on a nation's current level of militarism and changes whenever militarism does.

Defense: The greater military readiness of a highly militarized kingdom increases the Defense bonus of any fortifications in the kingdom by 1, while the less vigorous vigilance of pacifist kingdoms decreases the Defense bonus of any fortifications by 1. This adjustment applies to the total Defense bonus of a settlement, Fort, or Watchtower, not to individual buildings that combine to provide a settlement's Defense bonus.

Economy: Peaceful kingdoms are able to devote their efforts toward business and prosperity rather than preparations for war, creating a more robust and diverse economy than highly militarized kingdoms.

Society: Peaceful kingdoms are generally more friendly, tolerant, and open to outsiders than militarized nations, while aggressive kingdoms are less apt to trust foreigners and usually see them as potential threats.



LEADERSHIP ROLE SKILLS

The Optional Kingdom Rules section in the published rules provides a list of relevant skills for each leadership role, from Knowledge (arcana) for the Magister to Survival for the Marshal, allowing ranks in that skill to add to each leader's kingdom statistic bonus. This rule was designed to temper the reliance on high ability scores to be effective leaders. If you wish to take this a step further, reasoning that ability scores should count for less than skills and experience, you could eliminate the use of ability modifiers entirely. Instead, treat the associated ability score as a prerequisite, requiring a 13 or greater in that ability score (e.g., Dexterity or Wisdom for Marshal) to hold that leadership post effectively. If you qualify, you provide a bonus to Stability, Economy, or Loyalty (as appropriate for each role) equal to +2, increased by 1 for every 3 ranks of the associated skill. Skill Focus in that skill grants an additional +1, and Leadership adds +1 to the bonus granted by any role. The associated skills are:

Diplomacy	Grand Diplomat
Intimidate	Royal Enforcer
Knowledge (arcana)	Magister
Knowledge (engineering)	Warden
Knowledge (geography)	Viceroy
Knowledge (local)	Councilor
Knowledge (nobility)	Consort, Heir, Ruler
Knowledge (religion)	High Priest
Profession (merchant)	Treasurer
Profession (soldier)	General
Sense Motive	Spymaster
Survival	Marshal

ISSUING EDICTS

If using the "*Who Rolls the Kingdom Checks?*" optional rule, the following leadership roles are associated with the edicts listed above:

Consort	Endowment Edicts
Councilor	Festival Edicts
General	Recruitment Edicts
Magister	Commission Edicts
Spymaster	Espionage Edicts

FOUNDING A KINGDOM

CHARACTERS CAN FOUND THEIR NEW LAND IN variety of ways, whether entirely on their own or with the direct assistance of NPC patron, called a liege (described below). The following suggestions can help you incorporate the process of foundation into your campaign.

Fiefdom: A liege appoints a PC (or a group of PCs) as the ruler(s) of an existing territory within her own already-settled lands. This allows PCs to bypass the initial setup of their domain, as it already includes improved terrain and cities. The PCs are installed with the expectation that they will govern the region in the liege's name and further improve the land and the cities within them.

Benefit: PCs receiving a fiefdom receive a grant of 10 BP to continue managing and improving their lands in exchange for vassalage to their liege (see *Lieges* below).

Land Grant: A liege appoints the PCs as with a fief, but places them charge of settling and improving an area that she has claimed but which has not been significantly improved or settled. Though there may be one settlement and/or a few improvements to use as their initial base of operations. PCs will need to clear and explore the land in the name of their liege and defend or expand the borders of the land while they improve it.

Benefit: PCs receiving a land grant receive 30 BP to further clear and settle their territory in exchange for vassalage to their liege (see *Lieges* below).

Charter: A liege sponsors the PCs to explore, clear, and settle a wilderness area along her border; while it is not technically part of her lands yet, she has some legitimate territorial claim, and the PCs are expected to enforce that claim and likely fend off other challengers for the land who may have their own conflicting claims, to say nothing of existing populations (whether monstrous or humanoid) that would prefer to be left alone and have no outside parties coming into their land.



Benefit: PCs receiving a charter receive 50 BP to explore, pacify, and develop their territory in exchange for vassalage to their liege (see below).

Conquest: PCs lead forces, either of their own or in the name of their liege, which defeat the military of an existing territory. The leaders of the opposing forces flee, surrender, or are killed, allowing PCs to take command at the head of their army.

Benefit: PCs conquering an existing kingdom can seize the surviving assets of the conquered kingdom, gaining BP equal to 10% of the former ruler's treasury; the remainder is lost. If PCs led their own army, they can govern as they see fit. Those conquering on behalf of their liege receive 20 BP from their liege in exchange for vassalage (see Lieges below).

Coup: PCs personally attack and eliminate the leader(s) of an existing nation and install themselves as new leaders. They must make peace and establish their authority with existing factions, including the military commanders of the kingdom's armed forces, in order to legitimize their authority.

Benefit: PCs staging a coup receive no grant of BP but also need acknowledge no authority but their own. They may seize the kingdom's assets, gaining BP equal to 20% of the former ruler's treasury; the remainder is lost. PCs may also raise additional BP by essentially auctioning seats on the leadership team to surviving faction leaders in the kingdom, raising pledges of 2d6 BP in assets and support in exchange for appointment to a leadership role, plus 1 BP per kingdom turn in ongoing support. These BP stack if multiple NPCs are allowed to bribe their way onto the leadership team. If PCs later dismiss (or kill) one of these leaders pledged to them, this creates 1d6 Unrest and a permanent -3 penalty to Loyalty.

Exploration: Operating on their own, PCs explore, clear, and settle a wilderness area unclaimed by any established or recognized government (though native creatures or peoples view this as conquest).

Benefit: PCs exploring on their own receive no grant of BP but also need acknowledge no authority but their own.

Selecting Kingdom Leaders: However a kingdom is founded, it must always have a ruler from its very first turn of existence. However, other kingdom leaders are not needed immediately, and the PCs can wait to add any further leaders until they begin to expand their kingdom. Each time they add a new hex to their kingdom, they must add one additional leadership role, until all roles are filled. Until this time, as long as the kingdom has as many leaders as it has hexes, it gains no benefit and takes no vacancy penalty for any unfilled slots.

Lieges: A liege is a wealthy sponsor of the PCs' new domain, using one of the above methods for sponsoring the PCs into their new role as leaders. Lieges may be members of the nobility, but they could just as easily take the form of a high religious official or religious organization, merchant consortium, or any other group that has enough resources at its disposal to control a territory in its own right. Founding a kingdom without a liege allows the PCs total freedom to do as they please, but working under a liege allows PCs to receive considerable support when they are just starting out, usually in the form of a grant of Building Points and/or a small army to help get their domain on its feet. The exact level of support

the liege provides is determined by the GM, depending on how difficult the process of settlement is likely to be and how generous the liege is, but it should not exceed 50 Building Points, and this total should be reduced further if an army is provided, factoring the army's Consumption into account.

The PCs' domain is considered a vassal to their liege, and they automatically have an Embassy with their liege's kingdom. Their liege may choose to impose a Treaty or an Alliance upon the PCs' domain, or they may allow them greater independence and only maintain an embassy. One of the PCs' kingdom leaders may serve as a viceroy from their liege's kingdom; this may be the ruler but may be another character, or they may request an NPC viceroy to supervise their activities. Regardless of their diplomatic relationship with their liege, the PCs' new domain must pay their liege a tithe equal to 10% of all income in both Building Points and gold pieces. Until the amount they have paid back in their tithe equals or exceeds the original grant of BP from their liege, the PCs' domain gains no benefits to its Economy from a Treaty or Alliance with their liege.

If PCs choose to separate their domain from their liege at a later point in time, follow the rules for Declaring Independence described in *Ultimate Campaign*.

INVESTING IN THE KINGDOM

IN ADDITION TO GRANTS OF BUILDING POINTS FROM a liege, seizing the assets of a conquered territory, or spending wealth to acquire the assets represented by Building Points, you can facilitate investment in the kingdom in other ways.

Make Building Points a form of treasure: As PCs go through their adventuring careers, not all rewards you hand out need to be in the form of gold, jewels, magic items, and similar portable, easily salable goods. Abandoned fortresses, ruined towns, monster-filled mines, and vast forests are all great places for adventuring, but they are also resources to exploit. Once PCs have completed an adventure in the traditional sense, friendly NPCs might suggest to them that areas cleared of monsters are actually quite valuable, and with time and effort they could put these resources to good use. Even the goodwill of ordinary commoners they have rescued from monsters and marauders is a part of Building Points, as the willing labor of loyal citizens is what converts raw materials into wealth as they clamor for PCs who have saved them now to lead them. In a campaign where creating a domain is not just possible but encouraged, you need to introduce the idea that things have values beyond a purely cash economy. The valuables that bandits or monsters might steal are more likely to be these kinds of commodities, assets, and resources than they are sacks and chests of coins and gems. If PCs start to accumulate a substantial amount of non-liquid wealth, they are more likely to want to do something productive with it than if they have to take their hard-earned coin and pour it back into livestock and lumber.



NOBLE TITLES AND FORMS OF ADDRESS

The kingdom-building rules offer a fairly simple progression of titles, from Baron to Duke to King, and in truth you can claim kingship any time you wish. The term “kingdom” is used generically to indicate any kind of territory ruled by the PCs, whether or not it’s actually a monarchy and regardless of the territory’s size. There is a great deal of room to expand the variety of noble titles in use among your domains, of course, both stratifying the ranks of the nobility and broadening the terms used for each rank where several noble titles are more or less equivalent or where they may vary in importance between different lands and their aristocracies.

In addition, not all campaigns take place in a pseudo-European analogue. Thus, this section includes a variety of noble titles for other kinds of states and cultures, including ecclesiastic titles as might be used in a theocratic state and imperial titles suitable for a Mediterranean-style empire like Rome, as well as titles drawn from major Asian cultures and Middle Eastern cultures. While this section draws upon a variety of real-world inspirations to provide examples, it is not intended as an encyclopedic and authoritative reference on heraldry, peerage, and noble precedence in real-world cultures, where there is often disagreement between historical sources and where there has also been evolution in the meaning and precedence of titles over time. Instead, this section provides a convenient comparative reference for GMs to create approximations of where different noble titles rank, so that PCs establishing and expanding their own domains might seek out titles befitting their station.

Claiming Titles: Any ruler of a territory as small as one hex can claim any title they wish, so the chief of a small forest village can call himself a king. However, claiming a title that is above the level warranted by your kingdom size usually invites scorn and contempt from nearby kingdoms. If you are using the published Fame and Infamy optional rules, your country takes a -2 penalty to its Fame for each step above your kingdom size of the title you claim (e.g., the ruler of a domain with 30 hexes takes a -4 penalty to his country’s Fame for claiming the title of king, since it is two steps above his current kingdom size). This penalty is halved if you recant the claimed title and claim one suited to your actual kingdom size. In addition, if your kingdom expands, your penalty for claiming too high a title is reduced to reflect the current difference between your claimed title and your kingdom size. Once your territory expands to be large enough to warrant the title you claim, this penalty to Fame disappears.

Optional Rule: Whenever PCs recover a cache of treasure from the lair of a sentient creature, the treasure includes 1d2-1 Building Point worth of goods and materials (1d4-1 Building Points if the creatures are humanoid). For each Building Point, reduce the monetary value of the treasure found (not including the value of magical items or of equipment worn or wielded by the creatures) by 500 gp. Each Building Point represents 1d4 wagonloads of goods and raw materials. These Building Points are in addition to those that can be gained by selling items and donating the proceeds to the treasury (steps 2 and 3 of the Income Phase).

Make the right to rule a part of the campaign: Once PCs reach 10th level, in the context of the campaign world they have proven their worth and earned the renown that warrants a grant of land to claim, a temple to establish, a wizard's tower to erect, or a thieves' guild to seize. PCs should never be obligated to rule, but as well as suggesting in character that it is an expected part of their newfound status as powerful and respected figures in the world as well as offering a tangible inducement:

TABLE B1: NOBLE TITLES (EUROPEAN)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1-10	Estate	Landed knight	Sir/Lady
	Baronetcy	Baronet	Honorable Sir/Lady
11-25	Barony	Baron/Baroness	Your Lordship/Ladyship
	Viscounty	Viscount/Viscountess	Your Lordship/Ladyship
26-50	County	Count/Countess	Your Excellency
	Earldom	Earl	Your Honorable Lordship/Ladyship
51-100	Margravate	Margrave/Margravine	Your Highborn Lordship/Ladyship
	Marquisate	Marquis/Marquess	Your Illustriousness
101-200	Duchy	Duke/Duchess	Your Grace, Your Highness
	Principality	Prince/Princess	Your Highness
201+	Kingdom	King/Queen	Your Majesty, Your Royal Highness
201+	Empire	Emperor/Empress	Your Imperial Majesty

TABLE B2: KINGDOM SIZE AND TITLES (ECCLESIASTIC)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1-10	Parish	Vicar	Reverend appended before name
11-25	Diocese	Bishop	Most Reverend appended before name
26-50	Archdiocese	Archbishop	Your Excellency
51-100	See	Censor	Your Grace
101-200	Prelacy	Prelate	Your Reverence
201+	Archprelacy	Archprelate or Pontiff	Your Holiness

Optional Rule: At 10th level and above, each PC can claim a one-time award of 1 BP per character level, representing the accumulation of contacts, allies, supporters, fame, goodwill, and even legal claims to territory they have earned in their careers.

Leadership: The Leadership feat provides a character with a cohort, which in addition to being an adventuring sidekick also makes an ideal member of a kingdom leadership team, someone whose loyalty is secure and whose skills can be applied equally well to ruling as to raiding dungeons. More importantly, the Leadership feat grants loyal followers that are willing to devote their service to a PC as well as recruiting others to settle and labor in their master's name.

Optional Rule: For each character in a kingdom leadership role that has the Leadership feat, the kingdom adds 1 Building Point to its treasury each turn, representing the great productivity of their faithful followers.

TABLE B3: KINGDOM SIZE AND TITLES (MIDDLE EASTERN)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1-10	Aghalik	Agha/Aghah	Agha(h) appended after name
	Farat	Fares/Faresah	Master/Mistress
11-25	Beylik	Bey	Bey appended after name
	Hakimate	Hakim/Hakimah	Your Lordship/Ladyship
26-50	Khedivate	Khedive	Your Lordship
	Pashalik	Pasha or Bashaw	Pasha (Bashaw) appended after name
51-100	Sheikhdom	Sheikh/Shaykhah	Your Eminence
	Satrapy	Satrap	Your Honorable Lordship
101-200	Beylerbeylik	Beglerbeg or Beylerbey	Bey of Beys appended after name
	Emirate	Emir/Emira (Amir/Amira)	Your Radiance
	Shahdom	Shahzada/Shahdokht	Your Grace
201+	Mamlaka	Malik/Malikah	Your Magnificence
	Shahdom	Shah/Shahbanu	Your Majesty
	Sultanate	Sultan/Sultana	Your Honored Highness, Your Royal Highness
201+	Caliphate	Caliph/Calipha	Your Worship
	Empire	Padishah /Padishahbanu	Your Great Majesty

TABLE B4: KINGDOM SIZE AND TITLES (ASIAN)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1-10	Fief	Nan	Lord
	Myo	Shizoku	-san appended after name
11-25	County	Zi	Master
	Myoden	Danshaku	-sama appended after name
26-50	Daimyo	Shishaku	-dono appended after name
	Mark	Gong or Bo	August Master
51-100	Daimyoden	Koshaku	-tono appended after name
	Khanate	Ilkhan/Ilkhanum	Ilkhan/Ilkhanum appended after name
	Kingdom	Di or Wang	Sovereign
101-200	Rajku	Maharajkumar/-kumari	Your Highness
	Khanate	Khan/Khanum	Khan/Khanum appended after name
	Kingdom	Bawang	August or Magnificent Sovereign
201+	Raj	Rajah/Rani	Your Royal Highness
	Shogunate	Shogun	-dokoro appended after name
201+	Empire	Huangdi or Hou Di	Son/Daughter of Heaven
	Empire	Tenno or Mikado	Heavenly Sovereign
	Khanate	Khaqan/Khatan	Khaqan/Khatan appended after name
	Maharaj	Maharaja/Maharani	Your Supreme Highness

TABLE B5: KINGDOM SIZE AND TITLES (GRECO-ROMAN)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1-10	District	Aedile	Distinguished Servant
11-25	Section	Quaestor	Honored Servant
26-50	Division	Tribune	Voice of the Republic
51-100	Province	Praetor or Proconsul	Servant of the Republic
101-200	Region	Consul or Archon	Speaker for the Republic
201+	Empire	Imperator or Tyrant	Imperious Rex

TABLE B6: KINGDOM SIZE AND TITLES (COMBINED)

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
1-10	Aghalik	Agha/Aghah	Agha(h) appended after name
	Baronetcy	Baronet	Honorable Sir/Lady
	District	Aedile	Distinguished Servant
	Estate	Landed knight	Sir/Lady
	Farat	Fares/Faresah	Master/Mistress
	Fief	Nan	Lord
	Myo	Shizoku	-san appended after name
	Parish	Vicar	Reverend appended before name
11-25	Barony	Baron/Baroness	Your Lordship/Ladyship
	Beylik	Bey	Bey appended after name
	County	Zi	Master
	Diocese	Bishop	Most Reverend appended before name
	Hakimate	Hakim/Hakimah	Your Lordship/Ladyship
	Myoden	Danshaku	-sama appended after name
	Section	Quaestor	Honored Servant
	Viscounty	Viscount/Viscountess	Your Lordship/Ladyship
26-50	Archdiocese	Archbishop	Your Excellency
	County	Count/Countess	Your Excellency
	Daimyo	Shishaku	-dono appended after name
	Division	Tribune	Voice of the Republic
	Earldom	Earl	Your Honorable Lordship/Ladyship
	Khedivate	Khedive	Your Lordship
	Margravate	Margrave/Margravine	Your Highborn Lordship/Ladyship
	Mark	Gong or Bo	August Master
	Marquisate	Marquis/Marquess	Your Illustriousness
	Sheikhdom	Sheikh/Shaykhah	Your Eminence
	Satrapy	Satrap	Your Honorable Lordship
	Pashalik	Pasha (or Bashaw)	Pasha (Bashaw) appended after name
51-100	Beylerbeylik	Beglerbeg or Beylerbey	Bey of Beys appended after name
	Daimyoden	Koshaku	-tono appended after name
	Duchy	Duke/Duchess	Your Grace, Your Highness
	Emirate	Emir/Emira	Your Radiance
	Khanate	Ilkhan/Ilkhanum	Ilkhan/Ilkhanum appended after name
	Kingdom	Di or Wang	Sovereign
	Principality	Prince/Princess	Your Highness
	Province	Praetor	Servant of the Republic
	Rajku	Maharajkumar/-kumari	Your Highness
	See	Censor	Your Grace
	Shahdom	Shahzada/Shahdokht	Your Grace

(CONTINUED)

TABLE B6: KINGDOM SIZE AND TITLES (COMBINED) - CONTINUED

KINGDOM SIZE	TYPE OF DOMAIN	TYPICAL RULER'S TITLES	HONORIFICS
101-200	Khanate	Khan/Khanum	Khan/Khanum appended after name
	Kingdom	Bawang	August or Magnificent Sovereign
	Kingdom	King/Queen	Your Majesty, Your Royal Highness
	Mamlaka	Malik/Malikah	Your Magnificence
	Prelacy	Prelate	Your Reverence
	Raj	Rajah/Rani	Your Royal Highness
	Republic	Consul or Archon	Speaker for the Republic
	Shahdom	Shah/Shahbanu	Your Majesty
	Shogunate	Shogun	-dokoro appended after name
	Sultanate	Sultan/Sultana	Your Honored Highness, Your Royal Highness
201+	Archprelacy	Archprelate or Pontiff	Your Holiness
	Caliphate	Caliph/Calipha	Your Worship
	Empire	Emperor/Empress	Your Imperial Majesty
	Empire	Huangdi or Hou Di	Son/Daughter of Heaven
	Empire	Imperator or Tyrant	Imperious Rex
	Empire	Tenno or Mikado	Heavenly Sovereign
	Empire	Padishah/Padishahbanu	Your Great Majesty
	Khanate	Khakhan/Khatan	Khakhan/Khatan appended after name
	Maharaj	Maharaja/Maharani	Your Supreme Highness

CITIES, TOWNS, AND VILLAGES

FOR A KINGDOM TO GROW, IT MUST BE ABLE TO cultivate great cities to serve as the linchpins of its trade, culture, and productivity. Even in the most rural of nations, a great many of its citizens congregate in its urban centers, and here also its armies muster and train, its culture blossoms, and its future is forged. Its population base is rooted in all hexes it claims, with its rural populations forming a foundation for the advancement of its cities.

POPULATION

The actual population of your country does not affect your kingdom statistics within the published rules, and the system for tracking population there is generic and simple but not entirely satisfying. Every hex, from farmlands to mountains to swamps to open ocean, adds a fixed amount of population, as does every square of a city whether it holds sprawling tenements or a graveyard. If you prefer a more nuanced version to track the growing population of your country and your cities, especially if you want to use the new Recruitment Edict and Manpower rules contained in this product, you can use the following system to determine the base population of each type of terrain in the hexes you claim, as well as the effect on that base population when you spend building points to improve that hex.

TABLE C1: POPULATION BY TERRAIN TYPE

TERRAIN	POPULATION	DANGER
Cavern*	25	+20
Cold	25	+10
Desert	25	+5
Forest	50	+5
Jungle	25	+15
Hills	50	-
Mountains	25	+10
Plains	100	-
Swamp	25	+10
River	x2	-
Coastline	x2	-
Deep Water	-	+5
Cities	see Cities, Towns, and Villages below	

* A cavern is a large system of caves and underground passages and can be found in any terrain except Swamp. It functions as an additional hex that exists underground, below the hex on the surface.

IMPROVEMENTS	POPULATION	DANGER
Aqueduct	-	-
Bridge	+25	-
Canal	+25	-
Farm	+100	-
Fisheries	+50	-
Fort	+50	-10
Highway	+25	-5
Mine	+25	+5
Quarry	+25	-
Road	-	-
Sawmill	+25	-
Watchtower	+25	-5
Cities	see Cities, Towns, and Villages below	

Population: The base population within a claimed hex. This population is doubled if the hex contains a river or a coastline and tripled if it contains both a river and a coastline. This population does not include the inhabitants of any cities.

Danger: This modifier indicates an increase in the chance of random encounters in a hex of this type. In addition, you may add this to the roll to determine the type of kingdom event occurs, assuming that higher numbers indicate increased severity.

DEVELOPING SETTLEMENTS

There is a certain suspension of disbelief that can be lacking in the official rules for kingdom-building, a sense that settlements do not spring up organically but rather are constructed by selective cherry-picking of a few key building types. The latest version of the kingdom-building rules take some steps to counter this phenomenon, such as allowing the upgrading of existing buildings, where a Shrine can grow into a Temple and eventually a grand Cathedral, rewarding players who want to build their kingdom from the ground up. This represents a shift from the original rules, which favored building backwards with the largest buildings being constructed first in order to reap discounts on smaller buildings that logically should have preceded them. These rules extend that principle beyond the individual building level and into how players can begin laying out their settlement on the abstracted district grid.

The rules presented here offer an alternative method for growing the cities in your kingdom, which is founded on the simple proposition that every city starts as a village, and that growth of that village proceeds naturally into a town, and thence to a city and a great multi-district metropolis. In a village, it is simply not possible to muster the local logistical support and the willing cooperation of the first settlers to create strange and unbalanced settlements built of nothing but Caster's Towers, Dumps, and Graveyards, or whatever the most optimal mechanical combination of buildings might seem to be. Instead, these rules help provide a naturalistic evolution of your settlements and the buildings therein.

Villages: When a settlement is founded, it begins its existence as a village, a small group of buildings situated around some appealing natural feature or existing trade-way. Villages may grow slowly, serving as the focus of social and commercial life in rural areas, though they can grow rapidly if your rulers wish.

Villages occupy one city square (4 lots) and typically have a population of 200 or less.

Towns: Villages growing beyond their initial square evolve into towns as business increases and more settlers move to avail themselves of greater opportunities for work, trade, and access to services. Single-family dwellings may soon be outnumbered by crowded apartments built over the top of inns, workshops, or other businesses.

Small towns have a population of 2,000 or less, while the largest towns can reach 5,000. Towns can occupy up to four city squares (16 lots).

Cities: Towns whose prosperity allows them to continue expanding grow into true cities, sprawling tangles of streets and buildings where lavish culture walks hand in hand with crime and corruption, balancing industry with education and trade with the lingering vestiges of provincial traditions.

Cities occupy a full district grid of nine city squares (36 lots), and a city with multiple districts becomes a metropolis, with population reaching into the tens of thousands and beyond.

Preparing the Site: Once you have chosen your city's new location, after exploring a hex, clearing it of dangers, and claiming it as part of your kingdom, you need to expend Building Points and spend the time required for the terrain type to prepare the city site. Once you have cleared the site for a village, you need not clear it again as your city grows and expands. If the hex contains a river or coastline, one or more borders of the district grid can be designated as water borders; record these choices on each border of your district grid. In addition, at the GM's discretion you may designate any number of lots within your city to contain natural waterways, whether still water ponds or lakes or flowing rivers or canals running through the city. Any waterways that are not designated at the time of the district's creation must be constructed later on as though they were buildings. If a waterway is adjacent to a border of the district map, you must build Watergates whenever you construct City Walls.

Sharing the Site: A standard hex in the kingdom-building rules is 12 miles across, giving an approximate area of close to 150 square miles. As such, there is plenty of room for a city to coexist with another improvement in the same hex, including farms, mines, roads, canals, sawmills, and quarries.

Base Settlement Statistics: The basic characteristics of each type of settlement are listed below. These are the default statistics for a settlement of the given size, before any buildings are built. Villages tend to be sparsely populated, but population growth accelerates swiftly as cities accrete.

VILLAGE**Size:** 1 square (1-4 lots)**Population:** Buildings in a village contain half the listed population.**Consumption:** 1 BP per 2 villages (rounded down)**City Attributes:** -2 (-10 Danger)**Base Value:** 100 gp (maximum 1,000 gp)**Magic Items:** 1d3-1 minor**TOWN****Size:** 2-4 squares (5-16 lots)**Population:** Buildings in a town contain the listed population.**Consumption:** 1 BP per town**City Attributes:** +0**Base Value:** 500 gp (maximum 4,000 gp)**Magic Items:** 1d4-1 minor, 1d3-1 medium**CITY****Size:** 5+ squares (17-36 lots)**Population:** Buildings in a city contain double the listed population.**Consumption:** 2 BP per city**City Attributes:** +1 (+5 Danger)**Base Value:** 1,000 gp (maximum 8,000 gp)**Magic Items:** 1d6-1 minor, 1d4-1 medium, 1d3-1 major**METROPOLIS**

Size: 10+ squares (21+ lots). Any city with multiple districts is a metropolis. A city can add an additional district whenever it has filled at least half of its existing lots with buildings, with at least one building in each city square. However, to fulfill the water and sanitation needs of a large city, it must have a river, coastline, canal, or completed aqueduct in the city's hex in order to grow beyond one district and become a metropolis. Adding a city district to an existing city costs 1 BP.

Population: The population of buildings in a metropolis is multiplied by the number of districts in the metropolis (e.g., doubled for a metropolis of 2 districts, tripled for 3 districts, quadrupled for 4 districts). This population increase applies to all buildings in the city.

Consumption: 2 BP per city district**City Attributes:** +1 (+5 Danger) per city district**Base Value:** 1,000 gp (maximum 16,000 gp)**Magic Items:** +1 of each type per city district after the first.

City Attributes: The settlement characteristics of Corruption, Crime, Law, Lore, Productivity, and Society are modified as listed depending on the size of the settlement; all settlement characteristics are lower in a small village but intensified the larger a city grows. Danger modifies any die rolls made to determine random encounters or random kingdom events

that would occur in the city, assuming that higher numbers represent greater danger in those events or encounters.

Base Value: This number is the price limit below which items that can be assumed to be readily available for purchase (75% likely to be available, rechecking after one month if item is found to be unavailable) in a city, town, or village, up to the maximum listed for each settlement size, regardless of how many building improvements have been constructed that raise the settlement's base value. Items over this limit can be purchased only at the GM's discretion.

Magic Items: The number and general strength of magical items that can be found for sale in a settlement of this size in a given month. Certain buildings can add to these totals. The price of these items may exceed the base gp limit. At the GM's discretion, items unsold each month may disappear (sold to or stolen by unknown parties), remain available, or be replaced by new items.

Optional Rule: Exotic Items: Mundane items of exotic construction may be limited in their availability as though they were magic items, whether made from special materials like mithral or dragonhide or simply exotic and rare items like Asian-themed weapons in a European-styled milieu, poisons, alchemical items, firearms, and exotic weapons of all kinds may be treated similarly to magical items in order to reflect their rarity. In this case, such items would replace magical items of similar cost; hence, they would usually fill the slots of minor items, or medium items for exceptionally valuable mundane items.

Optional Rule: Limited Consumables: A quirk exists in the standard method of assigning magical item values and using that as the means test for whether magical items are available, and that is in the realm of consumable magical items such as potions and (especially) scrolls. By rule, unless those spells have a costly material component, their price is figured by a simple formula of caster level times spell level times 25 gp (for scrolls; double that for potions, but with their spell level capped at 3rd in any case). Scroll spells like gate, true resurrection, and wish are still fabulously expensive, but that is mostly because of their included material component cost; a scroll of implosion, mass heal, meteor swarm, or weird costs less than 4,000 gp. This price would classify it as a minor magical item if following the same pricing rules as other items; it's less expensive than a +2 shield or boots of striding and springing. For many GMs and players, however, there is something rather jarring about the idea of walking down to the corner Magic Shop and buying a scroll penned by a 17th-level caster, when no such caster is known to exist for a thousand miles in any direction. Some possible solutions could include:

Cap Consumables at Caster Level: Any potion, scroll, or wand purchased in a settlement cannot use a spell that is beyond the highest level of spell available from NPC casters in that settlement.

Enforce Item Categories: Consider the item categories for potions and scrolls as they are laid out in *Pathfinder Roleplaying Game Ultimate Equipment*. Those categories have some overlap but give the following level spreads:

Item Category	Spell Level
Minor potion	0-2nd
Minor scroll	0-3rd
Minor wand	0-2nd
Medium potion	2nd-3rd
Medium scroll	2nd-5th
Medium wand	2nd-3rd
Major potion	2nd-3rd
Major scroll	4th-9th
Major wand	3rd-4th

Following the above categories, you can rule that only categories of items capable of being manufactured in a city are considered freely available (i.e., with the standard 75% chance to be found for sale). If a settlement produces only minor items, then only minor potions, scrolls, and wands are readily available for purchase. Potions and wands above 2nd level and scrolls above 3rd level are simply not available regardless of whether their standard price is below the settlement's base value.

Restrict Caster Level: The two options listed above help control the spell level for consumables, but that is only part of the issue. A scroll of greater magic weapon is a 3rd level spell with a caster level of 5, granting a +1 enhancement bonus to a weapon for 5 hours. However, the same scroll with a caster level of 20 grants a weapon a +5 enhancement bonus for 20 hours and costs only 1,500 gp. By rule, this item should be easy to purchase in almost any town of consequence, much less a bustling city. However, the availability of scrolls scribed at 20th level presupposes the existence of 20th-level casters spending their time scribing scrolls for sale. If that stretches your suspension of disbelief, it is entirely reasonable to stipulate that items available for purchase are always created only at their standard caster level and that custom items that exceed this limit are not commonly available, though they could show up as items using the magic item slots of buildings in that settlement, including through the use of a Commission Edict. However, in this case it is still reasonable to restrict the caster level of available items to the minimum caster level required to cast spells of the maximum NPC caster level present in the settlement, with a maximum of 15th level for settlements where 8th level spellcasting services are available. PCs crafting their own items, of course, are always free to craft them at any level desired based on the standard item crafting rules.

Optional Rule: Secret Sales: Magic items may be difficult to locate, as trade in them might be conducted more often through brokers and consignments than through direct purchase; after all, magic item crafters have ample reason to fear theft or violence and would tend to be reasonably paranoid about conducting their business in person. In any case, trying to find particular items for purchase could require a Diplomacy check to gather information (DC 15 + the item's caster level, +5 for medium items, +10 for major items; -5 for potions and scrolls), with each attempt to find an item taking 1d4 hours.

Optional Rule: Spellcasting Services: The level of available spellcasting by NPCs is not restricted in the published rules. The *Pathfinder Roleplaying Game Core Rulebook* contains simple price formulas for purchasing spellcasting services from NPCs, whether in the form of magical scrolls or simply payment for casting, but there is nothing officially restricting the level of caster available other than GM fiat. The *Pathfinder Roleplaying Game Gamemastery Guide* Settlement rules contain guidelines for available spellcasting in a given settlement based on its size, from tiny thorp to a bustling metropolis, and you can certainly use those rules to determine the level of spells available for casting, determining the population of your settlement and using the tables provided.

The kingdom-building rules, however, provide a malleable system for building cities that are more or less magically inclined, and so cities built using these rules will not necessarily produce the typical or average results when it comes to caster availability, just as they follow the kingdom rulership system's rules for producing magical items rather than the arbitrary figures for settlement size described in the Gamemastery Guide.

To have spellcasting services depend on the buildings constructed in a settlement, you can instead use the following rule. At baseline, no NPC spellcasting is available. However, constructing certain buildings can increase the caster level in the settlement where they are built. Constructing an Alchemist, Bardic College, Sacred Grove, Shrine, or Temple increases the level of spells by 1, while building a Caster's Tower, Cathedral, or Magical Academy increases the available level of spells by 2. Each building of a given type can only increase caster level in its settlement once, regardless of how many are built. However, if a Library or Observatory is constructed adjacent to one of the above buildings, it increases that building's spell level increase by one. A Library and Observatory can increase the caster level in a city only once each. If it is adjacent to two buildings that increase spellcasting, its benefit applies to only one of the buildings. Regardless of how many buildings are constructed, villages cannot provide NPC spellcasting services greater than 3rd level spells, towns no greater than 5th level, and cities no greater than 8th.

USING THE DISTRICT GRID TO MAKE YOUR CITY

The district grid is arranged into nine squares, each containing 4 lots, for a total of 36 lots. One key point to emphasize is that this grid does not mean that every city is designed as a literal square. The grid is a tool for organization, not really a map or visual snapshot of your city. It allows you to quickly reference the important buildings and neighborhoods in your city. Even the cut-out counters provided within the rules are intended more to represent the relative importance of the various buildings they construct, which may be much larger than their physical size. Look no further than the Black Market; would a secret hidden market for fencing and smuggling stolen goods really be a massive building a quarter of a mile long? Again, the Building Points you spend to create such buildings and the “space” they take up on your city map represent the total investment in material and human(oid) resources that go into setting up and maintaining the ongoing business of that square, including dwellings for people that work there, goods to buy and sell, bribes and taxes to pay, and all the necessities of everyday life.

That said, you of course can use the city grid as a map if you wish. The size estimate for city lots in the published rules is quite generous at 750 feet on a side. If you would like your city lots to represent actual lots and the streets and alleyways actual thoroughfares, a size estimate for each lot of around 200 feet on a side is much closer to the historical realities of medieval Europe, with each lot covering about an acre of land.

Even so, bear in mind that although the cut-out images usually show a single building, each lot that you create typically reflects far more. A great cathedral like Notre Dame de Paris really would cover a two-acre span of two lots, but most lots with a House would include a dozen petty merchants and shopkeepers hawking their wares. The edge of the district grid could represent a river, city wall, or even a natural cliff, but it could also represent the edge where the city ends its construction or continues uninterrupted into another district.

When using the district grid as a map, it may be more visually interesting to cut each four-lot square apart, rearranging those squares into whatever orientation or shape that matches the geography you and your players envision for the city. It may be laid out around a crescent-shaped harbor, stretched out along a great causeway or a rugged peninsula, or even split in two by a waterway down the middle. However you arrange the city’s squares, remember that it is a tool for organization, not a straightjacket on your creativity.

BUILDINGS

Once you’ve prepared your city district, you can start to build. The placement of buildings in your district is left to you, but two-lot and four-lot structures cannot be split up (although they can span streets). When you decide to place a building, you can use the cut-out icon for the appropriate type of structure and affix the building where you wish in your city grid.



TABLE C2: BUILDING CHARACTERISTICS

BUILDING NAME	CONSTRUCTION	POP.	FAME	TYPE	DISCOUNT
Academy	6 BP/4 months	100	yes	town	
Aerie*	6 BP/3 months	10	-	town	
Alchemist	6 BP/3 months	10	-	town	
Arena	4 BP/10 months	100	yes	city	Dance Hall, Inn, Stables, Theater
Assembly*	5 BP/6 months	50	yes	city	Bureau
Bank	4 BP/7 months	10	-	city	
Bardic College	5 BP/8 months	50	yes	city	Library, Museum, Theater
Barracks	6 BP/1 month	20	-	village	
Baths*	4 BP/1 month	20	-	town	
Black Market	10 BP/5 months	20	-	city	
Brewery	6 BP/1 month	20	-	village	
Brickyard*	4 BP/4 months	50	-	village	
Bordello*	4 BP/1 month	20	-	town	
Bridge	6 BP/1 month	-	-	town	
Bureau	5 BP/2 months	20	-	city	
Caster's Tower	6 BP/6 months	10	-	town	
Castle	5 BP/12 months	200	yes	town	
Cathedral	5 BP/12 months	100	yes	city	Academy, Graveyard, Temple
Cistern	6 BP/1 month	-	-	town	
City Walls	2 BP/1 month	-	-	village	
Colossus*	5 BP/12 months	-	yes	city	Lighthouse, Monument, Observatory, Park
Courthouse*	4 BP/4 months	20	-	town	Jail
Crematorium*	4 BP/1 month	10	-	town	
Dance Hall	4 BP/1 month	30	-	village	
Dump	4 BP/1 month	10	-	town	
Exotic Artisan	5 BP/2 months	10	-	town	
Foreign Quarter	5 BP/6 months	100		city	
Foundry	4 BP/4 months	50	-	town	Smithy
Gambling Den*	5 BP/2 months	20	-	town	
Garrison	5 BP/6 months	200	-	town	Barracks, City Wall, Watchtower
Guildhall	6 BP/6 months	100	-	town	Trade Shop, Warehouse
Granary	5 BP/2 months	-	-	village	
Graveyard	4 BP/1 month	-	-	village	
Hanging Gardens*	4 BP/12 months	20	yes	city	Menagerie, Monument, Park, Sacred Grove
Herbalist	6 BP/2 months	10	-	village	
Hospital	5 BP/6 months	100	-	city	
House	4 BP/1 month	50	-	village	
Inn	5 BP/2 months	30	-	village	
Jail	7 BP/2 months	50	-	village	
Library	4 BP/2 months	10	-	village	
Lighthouse*	6 BP/4 months	10	-	town	Pier
Lumberyard*	6 BP/2 months	50	-	village	
Luxury Store	7 BP/4 months	10	-	town	
Magic Shop	6 BP/11 months	10	-	city	
Magical Academy	6 BP/10 months	50	yes	city	Caster's Tower, Library, Magic Shop
Mansion	5 BP/2 months	30	-	village	

TABLE C2: BUILDING CHARACTERISTICS - CONTINUED

BUILDING NAME	CONSTRUCTION	POP.	FAME	TYPE	DISCOUNT
Market	6 BP/8 months	100	-	town	Inn, Shop, Tavern
Menagerie	4 BP/4 months	100	yes	city	
Military Academy	6 BP/6 months	100	yes	town	Barracks
Mill	4 BP/2 months	20	-	village	
Mint	6 BP/5 months	10	yes	city	
Moat	2 BP/1 month	-	-	village	
Monastery	4 BP/4 months	50	-	village	
Monument	6 BP/1 month	-	-	village	
Museum	6 BP/5 months	20	yes	town	
Noble Villa	6 BP/4 months	50	yes	town	Exotic Artisan, Luxury Store
Observatory	3 BP/4 months	10	-	city	
Orphanage	4 BP/2 months	50	-	city	
Palace	6 BP/18 months	200	yes	city	Mansion, Mint, Noble Villa
Park	4 BP/1 month	-	-	town	
Paved Streets	4 BP/6 months	-	-	city	
Piers	4 BP/4 months	20	-	village	
Sacred Grove*	4 BP/3 months	10	-	village	
Sewer System	4 BP/6 months	-	-	city	Cistern, Dump
Shop	4 BP/2 months	20	-	village	
Shrine	4 BP/2 months	10	-	village	
Smithy	6 BP/1 month	10	-	village	
Stable	5 BP/2 months	10	-	village	
Stockyard	5 BP/4 months	100	-	village	Stable, Tannery
Tannery	6 BP/1 month	20	-	village	
Tavern	6 BP/2 months	20	-	village	
Temple	4 BP/8 months	50	-	town	Graveyard, Shrine
Tenement	1 BP/0 months	100	-	town	
Theater	4 BP/6 months	50	-	town	Exotic Artisan, Inn
Town Hall	6 BP/4 months	50	-	town	Cistern, Courthouse, Dump, Jail, Monument
Trade Shop	5 BP/2 months	10	-	village	
Tunnels*	8 BP/2 months	-	-	town	
University	6 BP/8 months	200	yes	city	Academy, Bardic College, Library, Magical Academy, Military Academy, Museum, Observatory
Warehouse*	8 BP/2 months	20	-	town	
Watchtower	6 BP/2 months	20	-	village	
Waterfront	6 BP/12 months	200	-	city	Black Market, Guildhall, Market, Piers, Warehouse
Watergate	2 BP/1 month	-	-	town	
Waterway	3 BP/1 month	-	-	town	
Windmill*	8 BP/2 months	10	-	village	

Construction: The published rules assume that all buildings are constructed more or less instantaneously, in the same month that they are paid for with Building Points as part of an Improvement Edict. In you wish to increase verisimilitude, however, these rules assume that buildings take a certain amount of time to construct, staff, and put into operation. The numbers listed above give a construction time for each building, counting from the month that an Improvement Edict is issued to construct it. The building's bonuses and modifiers go into effect immediately in the month in which

construction is completed. Hence, if the Improvement Edict is issued in March and the building takes 1 month to complete, it is finished in April and its modifiers apply to kingdom turn activities and any other game effects starting in April. A building taking 4 months to complete would be finished in July and its modifiers would apply then.

Population: Each time you construct a building of this type, add the listed population to the city's population. As described above, note that this number is halved for

buildings in a village and doubled for buildings in a city or metropolis. These population figures include workers who live in and around a building.

Fame: Construction of a building of this type brings notoriety and acclaim to the kingdom, but these buildings are also expensive to maintain. For each building of this type, the kingdom gains 1 point of Fame, but the kingdom's Consumption also increases by 1. If the building's Consumption is not paid, the Fame bonus is lost. If you are not using the optional Fame and Infamy rules, ignore this column.

Type: Not every kind of building can be constructed in a tiny village. Sometimes the infrastructure and manpower needed to establish and maintain such a building simply does not exist. Only buildings marked village can be constructed in a village. When the village expands into a town, it can still construct village buildings as well as having new options to construct town buildings. A city, of course, can construct buildings of any type. For ease of reference, a compilation of buildings suitable for each settlement type is listed here:

Village: Barracks, Brewery, Brickyard*, City Walls, Dance Hall, Granary, Graveyard, Herbalist, House, Inn, Jail, Library, Lumberyard*, Mansion, Mill, Moat, Monastery, Monument, Sacred Grove, Shop, Shrine, Smithy, Stable, Stockyard, Tannery, Tavern, Trade Shop, Watchtower, Windmill

Town: Academy, Aerie, Alchemist, Baths*, Bordello*, Bridge, Caster's Tower, Castle, Cistern, Courthouse, Crematorium, Dump, Exotic Artisan, Foundry, Gambling Den*, Garrison, Guildhall, Lighthouse, Luxury Store, Military Academy, Museum, Noble Villa, Park, Temple, Tenement, Theater, Town Hall, Tunnels, Watergate, Waterway, Wharehouse

City: Arena, Assembly, Bank, Bardic College, Black Market, Bureau, Cathedral, Colossus*, Foreign Quarter, Hanging Gardens*, Hospital, Magic Shop, Magical Academy, Menagerie, Mint, Observatory, Orphanage, Palace, Paved Streets, Sewer System, University, Waterfront

Discount: Presented here for easy visual reference is a listing of buildings for which a discount applies after having constructed a building of the appropriate type. As described in the published rules, each discount reduces the cost in Building Points of the companion building by half, but this discount applies only once. If two buildings provide a discount on the same type of building, those discounts apply separately; they cannot be combined.

CITY WALLS AND MOATS

City Walls and Moats do not occupy any space on a district map; instead, they exist along one or more sides of a city district. As described above, of course, this is an abstraction. Building just one City Wall does not mean that you actually have a square city with a wall on one side of it and no defenses on the others. Instead, each City Wall is an abstracted measure of its perimeter fortifications. A single City Wall might be a rampart and palisade, a second a stout curtain wall, a third buttresses and plinths to reinforce the wall, and a fourth covered battlements, embrasures, arrow slits, and machicolations. Building City Walls and Moats reflects the total investment in the outer defenses of a settlement, and larger settlements require a larger expenditure to protect and patrol a larger perimeter.

If you are using the optional Cities, Towns, and Villages rules, a single City Wall or Moat is sufficient to surround an entire village, and further such defenses cannot be built. A town can support two City Walls or Moats, and a full-sized city can of course incorporate four City Walls or Moats, one for each border of the district map. A metropolis can support four City Walls or Moats on each district map, although internal borders where one city district abuts another share any City Wall and Moat along that border; the bonuses for any mutual wall apply only once to the city's Defense modifier, not once for each city district. Such internal fortifications partition a city into sections and provide greater security should one part of the city be breached.

Optional Rule: While internal City Walls and Moats do provide greater security, it's also reasonable to assert that they constrain the free flow of people and goods through a city as they must pass through bottlenecks at gates, drawbridges, and checkpoints, restrictions that do not exist in an open city. As a result, a kingdom takes a -1 penalty to Economy for every four City Walls and/or Moats in the kingdom. By the same token, the greater safety provided by such fortifications grants a +1 bonus to Stability for every four City Walls and/or Moats in the kingdom. You could apply this bonus generally to all Stability checks, or you could restrict it solely to Stability checks made to quell or resist dangerous kingdom events.

NEIGHBORHOODS

While the idea that a "building" in the kingdom-building sense is an abstraction that includes homes, businesses, and all manner of supportive activity makes sense, it still feels a bit awkward when your mind may conceive of mixed-use development of houses and businesses growing up side by side. If so, you can construct your city squares in the form of neighborhoods. A neighborhood must contain at least one lot with Houses or Tenements and cannot contain any buildings that take up more than one lot. If these conditions are met, any of the following buildings can be constructed on the same lot that contains a lot of Houses or Tenements: Alchemist, Baths, Black Market, Bordello, Exotic Artisan, Dance Hall, Herbalist, Inn, Luxury Store, Magic Shop, Shop, Stable, Tavern, Trade Shop.

The following buildings cannot be constructed in a neighborhood with Houses, but can be constructed in a neighborhood with Tenements: Barracks, Crematorium, Dump, Graveyard, Jail, Tannery.

CUSTOMIZING BUILDINGS

The kingdom-building rules generally do not support creating custom buildings, as the potential for min-maxing is high with such rules. However, Endowment Edicts can be used to create more splendid and glorious versions of standard buildings (if they are suitable for endowment). It is certainly possible to attach your own flavor text to buildings you create, like "The Basilica of St. Stephen" instead of "Cathedral" or "The Golden Crocodile Tavern" instead of Tavern or the "Tomb of the Unknown Paladin" instead of Monument. This does blur the line a bit between lone buildings and city-building "lots," however. While some of the larger buildings might in fact be standalone buildings, like an Arena, Castle, or Cathedral, for the most part a lot of buildings is assumed to contain numerous buildings of a similar kind clustered together, along with living

quarters for many of their patrons and proprietors. An “Inn” filling a lot is not a single sprawling structure covering 40,000 square feet (assuming you use the suggested 200-foot squares in this product; the officially published lot size of 750 feet produces an area for each lot of over half a million square feet), but perhaps a dozen or more similar businesses all devoted to a similar trade. While this would seem to militate against using one business’ name for the whole business district, the level of abstraction in the kingdom-building rules cuts both ways. The district could simply be named after the largest and most prosperous business of its kind, or you could simply treat any proper name you give it as the name of the district or neighborhood as a whole. In many real-world cities, a particular street or park may lend its name to the entire neighborhood of which it is a part. This works just as well when creating a fantasy city, especially if you develop squares of similar lots together to form cohesive, natural parts of your city.

DUPLICATE BUILDINGS

Nothing strains credulity like repeatedly constructing the same maximally efficient building over and over again. As simple countermeasure to represent the diminishing returns on such a strategy, once a building of a given type has been constructed in a city district, any additional buildings of the same type cost 50% more to build in that district. This increase does not apply to Bridges, City Walls, Houses, Moats, Parks, Tenements, and Waterways.

IMPASSABLE BUILDINGS

Given the generally abstract nature of the district grid, it is safe to assume that people traveling through a city can pass through lots containing most kinds of buildings. Small alleyways and avenues are implicitly present in most lots, but this is not true of all buildings. Some, either because of their massive and monolithic scale, or because they are by their nature secured buildings, compounds, or otherwise restricted areas that do not allow trespassers to simply wander through. If using a city grid as a navigational aid or a map-like representation of your city, the following building types should be considered impassable: Arena, Bank, Barracks, Castle, Garrison, Jail, Mansion, Military Academy, Mint, Noble Villa, Palace, Waterway. Creatures moving through a city must move around the perimeter of these lots and cannot move through them.

WOODEN BUILDINGS

Stone is assumed to be the default building material in the published rules (including brick and similar materials), but it is certainly possible to construct most buildings out of wood. The BP cost of a wooden building is half normal if using the standard published rules. If using the Construction rules in this product, this is best represented by reducing the number of months required to construct a building in half (rounding down). If the building can normally be built in just one month, this results in a construction time of zero months; this allows the building to be completed immediately (i.e., in the same month the Improvement Edict is issued to build it) and the cost is halved (rounding down). The following buildings cannot be made of wood: Brickyard, Castle, Cistern, Colossus, Crematorium, Dump, Foundry, Graveyard, Moat, Park, Sacred

Grove, Waterway. Tenements are always considered wooden buildings, but their construction time is unaffected.

Wooden buildings are considerably more fragile than stone buildings. Their Defense value is halved (rounding down), and wooden buildings impose a -10 penalty on Stability checks or other kingdom rolls to prevent damage or destruction. Buildings made of wood cannot provide Fame and cannot be the subject of an Endowment Edict.

NEW BUILDING TYPES

THE PUBLISHED RULES PROVIDE A WEALTH OF buildings, but if there is one thing you can never have enough of, it’s fun options for customizing your city with both magical and mundane enhancements.

AERIE

18 BP, 1 Lot

Kingdom Stability: +2, Unrest -1

Special Defense: +1

Special: +2 bonus to Stability checks against Monster Attacks involving flying creatures

A specialized tower suitable for raising and training hunting and message birds as well as stabling flying mounts.

ASSEMBLY

30 BP, 2 Lots

Kingdom Economy: +2, Stability +1, Fame +1

Limit: 1 per city

Settlement Corruption: +1, Law +1, Society +2

Special: When you issue an Improvement Edict, you can build one additional building in a city with an Assembly or one additional terrain improvement in a hex containing that city or adjacent to it.

A conclave of representatives from all sectors of society, including representatives from guilds, religious orders, civil authorities, allowing all factions a voice in governance.

BATHS

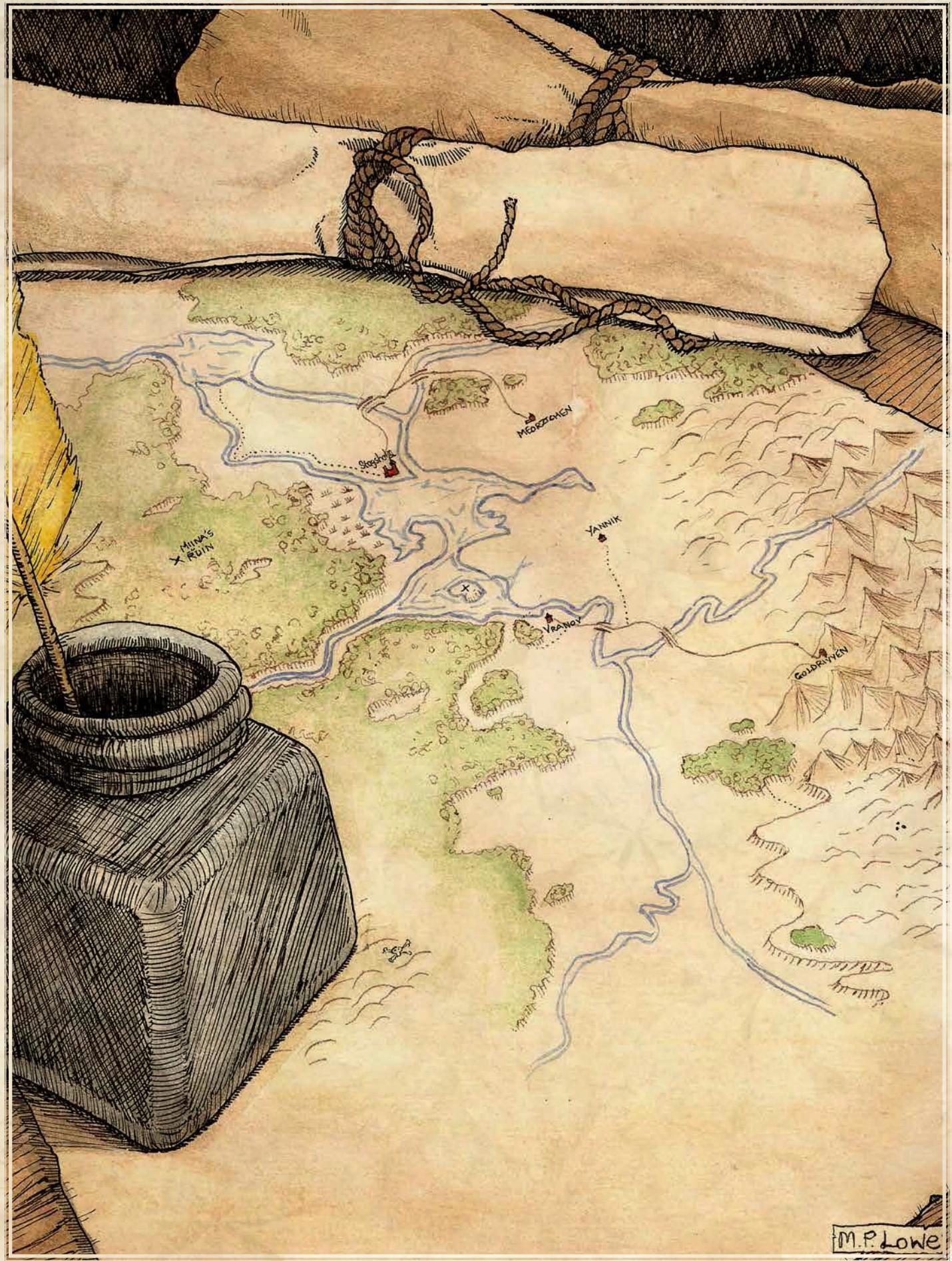
4 BP, 1 Lot

Kingdom Economy: +1, Stability +1

Limit: Adjacent to a Waterway or water border.

This requirement can be ignored by doubling the construction cost of the Baths.

A public building for bathing, often with hot running water and mineral soaks, sometimes heated by furnaces and other times by natural hot springs.



M.P. Lowe

BORDELLO**4 BP, 1 LOT****Kingdom:** Economy +1, Loyalty +1**Settlement:** Corruption +1, Crime +1, Society +1; Infamy +1 per 3 Bordellos or Gambling Dens**Special:** Each Bordello causes a -1 penalty to Stability checks to resist Drug Den and Plague events.*A place where carnal entertainments can be had, including lurid performances as well as personal services.***BRICKYARD****16 BP, 2 LOTS****Kingdom:** Economy +1, Stability +1**Settlement:** Productivity +1**Special:** The cost to construct Quarries in the settlement's hex or adjacent hexes is reduced to 6 BP. In addition, Quarries in those hexes generate 1 additional BP for every 2 Quarries. If a Quarry is adjacent to two settlements with Brickyards, only one Brickyard may benefit from that Quarry each kingdom turn.*An industrial center for cutting and shaping stone, grinding gravel, and firing bricks for construction.***COLOSSUS****60 BP, 4 LOTS****Kingdom:** Economy +2, Loyalty +4, Stability +2, Fame +1, Unrest -2**Discount:** Lighthouse, Monument, Observatory, Park**Limit:** 1 per settlement**Settlement:** Law +2**Special:** When your armies in the same hex as a settlement with a Colossus, they gain a +1 bonus to Morale; if they are inside the city, they gain a +2 bonus. A Colossus can share the same space as a Lighthouse or Observatory (but not both).*A towering edifice of stone and burnished metal displays your power to the world. A Colossus may be a great statue, obelisk, tower, pyramid, mausoleum, triumphal arch, or nearly anything else; all that is required is superior craftsmanship, titanic proportions, and grandiose civic pride.***COURTHOUSE****16 BP, 1 LOT****Kingdom:** Loyalty +2**Discount:** Jail**Settlement:** Corruption -1, Crime -1, Law +2*A hall of justice, for hearing cases and resolving disputes by the rule of law.***CREMATORIUM****4 BP, 1 LOT****Kingdom:** Stability +1**Limit:** Adjacent to Dump or Graveyard**Special:** +2 bonus to Stability checks against Plague events or Monster Attacks involving undead*A specialized furnace building primarily used for burning the dead into ash, though also used for incineration of refuse.***GAMBLING DEN****10 BP, 1 LOT****Kingdom:** Economy +2, Unrest +1**Limit:** Adjacent to 1 House**Settlement:** Corruption +1, Crime +1**Special:** Base value +500 gp; Infamy +1 per 3 Bordellos or Gambling Dens**Special:** Each Gambling Den causes a -1 penalty to Stability checks to resist Drug Den events.**Magic Items:** 1 magic item (roll d% to determine type: 01-80, minor item; 81-98, medium item; 99-100, major item)*An illicit place for games of skill and chance, wagering all manner of stakes.***HANGING GARDENS****48 BP, 4 LOTS****Kingdom:** Economy +2, Loyalty +2, Fame +1, Unrest -2**Discount:** Menagerie, Monument, Park, Sacred Grove**Limit:** 1 per settlement**Settlement:** Lore +1, Society +2**Special:** Reduces Consumption in the city by 1*A magnificent set of urban gardens, arboreta, and conservatories for the enjoyment of the nobility and common folk alike, containing both decorative and edible plants as well as elaborate public artworks, statuary, and water features.***LIGHTHOUSE****24 BP, 1 LOTS****Kingdom:** Economy +2, Stability +2**Discount:** Pier**Limit:** 1 per settlement; must be on a water border at the edge of a district grid**Special:** The cost to create Fisheries in hexes adjacent to the settlement is reduced to 3 BP**Special:** If you establish a trade route from a city with a Lighthouse, water hexes count as one-fourth (rather than one-half) when calculating Trade Route Length.*A high tower with a signal light to guide ships at sea and keep watch on waves and weather.***LUMBERYARD****12 BP, 2 LOTS****Kingdom:** Economy +1, Stability +1**Settlement:** Productivity +1**Special:** The cost to construct Sawmills in the settlement's hex or adjacent hexes is reduced to 2 BP. In addition, Sawmills in those hexes generate 1 additional BP for every 2 Sawmills. If a Sawmill is adjacent to two settlements with Lumberyards, only one Lumberyard may benefit from that Sawmill each kingdom turn.*A mill and carpentry works for producing precut logs, boards, and wood products for construction.*

SACRED GROVE**12 BP, 1 LOT****Kingdom:** Loyalty +1, Stability +1, Unrest -1**Limit:** Adjacent to Park or to city district border with no City Wall or Moat**Magic Items:** 1 minor item**Settlement:** Society -1**Special:** +2 bonus to Stability checks against Crop Failure events or Monster Attacks involving animals, plants, or fey

Special Each Sacred Grove provides a +1 bonus to Stability checks to resist Plague events.

*A bastion of the old druidic nature religions, often centered on runic megaliths and stone circles.***TUNNELS****8 BP****Kingdom:** Economy +1, Stability +1**Settlement:** Crime +1, Danger +1**Special:** Tunnels are underground and do not occupy a lot on the surface, but each runs underneath one city square of 4 lots. You can pass through the square of an impassable building by moving through the Tunnels underneath it.*An extensive set of subterranean chambers, vaults, and tunnels, usually used for storage or burial, and sometimes for illicit activities. When used for burials, Tunnels are also called Catacombs.***WAREHOUSE****8 BP, 2 LOTS****Kingdom:** Economy +1**Limit:** Adjacent to a water border or a Guildhall, Market, Pier, Trade Shop, or Waterfront**Settlement:** Productivity +1**Special:** A Guildhall or Waterfront provides a discount on constructing a Warehouse.*A cavernous structure or cluster of buildings for storage and transfer of trade goods.***WINDMILL****6 BP, 1 LOTS****Kingdom:** Economy +1**Settlement:** Productivity +1**Special:** A Windmill adjacent to a Cistern or Granary increases the Stability bonus provided by that building by +1.*A wind-driven mill for grinding grain or pumping water.***MAGICAL IMPROVEMENTS**

WHILE FANTASTICALLY EXPENSIVE, IN A FANTASY world it is only to be expected that certain wealthy and powerful cities might create permanent enchantments to enhance their city. The published rules incorporate magical fountains and streetlamps as two examples of this, but certain magical spells can also be made permanent.

Animated Automation (5 BP per building or 25 BP per hex): Permanent animated objects can be used to replace living laborers. While they cannot perform complex tasks, they have great strength and endless stamina. Local citizens may resent the automation of labor cutting into their job opportunities. Effect +1 Fame. Animated objects in a city must be assigned to a specific building that provides a bonus to Productivity. They provide the following additional settlement modifiers: +1 Economy, +1 Productivity, -1 Loyalty. Alternatively, animated objects can be assigned to a hex with a Farm, Mine, Quarry, or Sawmill. In such hexes, animated objects usually work alongside human(oid) laborers, replacing or supplementing pack animals or operating heavy machinery. Constructs in these hexes provide +1 additional BP of revenue (or increase Consumption reduction of a Farm by 1). Prerequisite Cathedral or Magical Academy.

Deathless Laborers (2 BP per building or 10 BP per hex): While incapable of skilled labor, mindless undead created with animate dead are utterly tireless in performing simple, repetitive tasks. Animated skeletons and zombies can be created and tasked to perform such simple labor, increasing economic productivity but making the general populace nervous about the possibility of the undead breaking loose and going on a rampage against the living. Effect Infamy +1. Deathless laborers in a city must be assigned to a specific building that provides a bonus to Productivity. They provide the following additional settlement modifiers: Economy +1, Productivity +1, Danger +1. Alternatively, deathless laborers can be assigned to a hex with a Farm, Mine, Quarry, or Sawmill; undead in these hexes provide +1 additional BP of revenue (or increase Consumption reduction of a Farm by 1), while creating +1 Unrest and increasing Danger in that hex by 5. Prerequisite Caster's Tower or Temple; Tunnels or Graveyard.

Forbiddance (20 BP per lot, 35 BP per lot with password): You cover one lot with forbiddance spells, blocking teleportation or planar travel through that lot as well as blocking physical entry. Any building in that lot is treated as an impassable building for creatures whose alignment does not match the alignment of the deity to whom the Cathedral in the settlement is dedicated. If a PC or allied NPC is of sufficient level to cast the requisite forbiddance spells, they may choose to set a different alignment. By paying a higher BP cost, the forbiddance effect can include a password allowing differently aligned creatures to physically enter the area without harm. This halves the Loyalty and Unrest modifiers. Effect Defense +2 (+4 vs. extraplanar creatures), Stability +2, Loyalty -2, Unrest +1d4; the Loyalty and Unrest modifiers are doubled if the alignment of the forbiddance effect is different than the kingdom's alignment. Prerequisite Cathedral.



Hallow/Unhallow (20 BP per lot): You can lay a series of hallow or unhallow spells to cover a lot and the building it contains. A companion spell can be attached to the hallow/unhallow, which increases the cost by 20 BP times the level of the companion spell. The companion spell must be renewed once per year, requiring the same BP expenditure (but not the base 20 BP for the hallow/unhallow itself). Effect Fame +1, Defense +2 vs. evil creatures (or good creatures, for unhallow; +4 vs. extraplanar creatures and undead), Stability +1.

Prerequisite Cathedral, Sacred Grove, or Temple.

Magical Alarm (5 BP per lot): You can place multiple permanent alarm and/or magic mouth spells on a single building, helping to guard it against unauthorized entry without proper passwords or other tokens. Buildings occupying more than one lot must have magical alarms placed in all lots. Effect Crime -1, Stability +1. Prerequisite Caster's Tower.

Permanent Teleportation Circle (30 BP): You can create a permanent teleportation circle within any one of your buildings. It allows one-way travel to a specified destination that cannot be changed, though a second teleportation circle can be created at that destination point, which can be created leading back to the point of origin of the first teleportation circle. A teleportation circle is able to transport one Large or four Medium or smaller creatures per round but cannot transport carts, wagons, or other vehicles larger than Medium size, nor any type of unattended objects. Only objects carried by the creature(s) triggering the teleportation circle can be brought through it. Effect Economy +2, Productivity +1, Society +1. Prerequisite Caster's Tower, Magic Shop, and Magical Academy.

Private Sanctum (50 BP per lot): You can shroud a city lot with a permanent magical barrier that blocks divinations as well as defeating ordinary spying, observation, and eavesdropping into or within the target lot. While this keeps secrets secret, it also facilitates backroom dealings within your own government. Effect Corruption +1, Law +1, and increase the DC of Espionage edicts against your kingdom by +2 per block. Prerequisite Caster's Tower and Magical Academy.

NATURAL ADVANTAGES

Not every city is built on flat, level ground. Historically speaking, most city sites were chosen because of some form of advantageous terrain which made the area especially fertile or defensible. When exploring a hex, either personally or as part of an Exploration Edict, if your surveyors spend double the normal amount of exploration time required on the Terrain and Terrain Improvements table in the published rules, they can seek out an ideal city site for defense, trade, or simply abundant production. After this extended exploration, the explorers must make a Knowledge (geography) check, dividing the result by 20 (rounding down). The result is the number of natural advantages they discover at the optimal settlement site in the hex. If the check result is sufficiently high to provide more than one natural advantage, you may select the same advantage more than once; the effects stack. If no settlement is established in the hex, these natural advantages confer no benefit.

Fertile Land and Abundant Water: Situated over clear natural springs, aquifers, oases, with unusually rich soil, your settlement has an easy time making the land bloom and grow. Benefit: Stability +1.

Natural Crossroads: Situated at the foot of a pass, alongside a navigable river or deep-water harbor, or sited along a long-standing trade route, your settlement has a leg up on the competition in matters of trade. Benefit: Economy +1.

Natural Fortifications: Situated on a natural rise, or the foot of a cliff, or a confluence or bend in a river system, your settlement is easier to defend from attackers. Benefit: Defense +1.

EXOTIC SETTLEMENTS

In a fantasy world, part of the fun is having cities that don't conform to real-world necessities, or that can take inspiration from real-world types of cities but elaborate and enhance them in amazing ways. Fantasy fiction, films, and literature are filled with exotic cities of earth, sky, and sea, as are decades of fantasy RPG world-building, and the city templates described in this section serve to open up the standard kingdom-building and city-building rules to allow for a variety of unusual settlements.

Constructing an exotic settlement is more challenging than building a normal city. Preparing a city site prepares only a single square of 4 lots, representing the first cluster of barges for a Barge City or terraces for a Cliff Dwelling or caves and corridors for a Cavern City and so on. Adding a new square of 4 lots to enable buildings to be built requires 1 month of work and costs 2 BP (4 BP for an underwater city); this counts as constructing a building for the purpose of the number allowed by your Improvement Edicts. Once a square is prepared, you may construct buildings in it normally, subject to the special rules for each type of settlement.

BARGE CITY

A barge city is made of floats, ships, and barges lashed together. Barge cities may be transient, drifting through vast marshes or shallow seas, with buildings coming and going constantly causing the city to grow and shrink with seasonal migrations of seafaring folk. The sampan cities of old Hong Kong, Macao, and Shanghai are good examples, as are the villages and towns of migratory bargefolk that appear in some fantasy worlds.

Terrain: Coastline, Marsh, Water

Borders: All water borders.

Limit: First building must be Pier.

Settlement: Corruption +1, Crime +1, Law -1, Productivity -1, Society +2

Banned Buildings: Brickyard, Tunnels, City Walls, Dump, Foundry, Graveyard, Lumberyard, Mill, Moat, Park, Paved Streets, Sacred Grove, Sewer System, Stable, Stockyard, Tannery

Free Buildings: Bridges and Waterways cost nothing to construct.

Special: All buildings in a barge city must be wooden buildings.

CAUSEWAY CITY

A causeway city is built up on pilings, piers, long bridges, and small islets, either natural or artificial, and is typically crisscrossed with canals. The city is linked to the mainland by a long causeway that crosses a marsh or open water. The city of Venice or the ancient city of Tyre are good examples of causeway cities.

Terrain: Coastline, Marsh

Borders: All water borders.

Limit: First building must be a Bridge placed in a lot adjacent to one of the city's borders (this space automatically contains a Waterway).

Settlement: Law +1, Society +1

Banned Buildings: Dump, Lumberyard, Moat, Park, Sacred Grove, Sewer System, Stockyard

Free Buildings: A causeway city gains one free Moat as a village, gaining one additional free Moat once it becomes a town, another on becoming a city, and another for each city district it adds. No additional Moats can be built. Waterways cost nothing to construct.

CAVERN CITY

A cavern city is one built underground. Common among dwarves, gnomes, and similar deep dwellers, surface kingdoms can establish cavern cities as well. In some cases they resemble cities on the surface, constructed within massive vaulted caverns, often surrounded by fungus farms or smaller satellite quarries or mines. Other cavern cities, however, are simply interconnected cave complexes, wherein each city lot comprises its own warren of caves and chambers, linked by tunnels and passages to adjacent parts of the city. Some cavern cities are lit by veins of crystal or luminescent fungi, others by magical lamps, and some by simple torches and lamps, while those inhabited entirely by dark-dwelling races may have little use for lights at all.

Terrain: Cavern, (at the GM's option, any terrain type that has the Lair special terrain may connect to a cavern suitable to build a cavern city)

Borders: No water borders.

Limit: Cavern cities have no streets or alleys and all buildings are considered impassable buildings. They can be entered from adjacent buildings, but can only be exited back into the building lot from which a creature came. One set of Tunnels must be built for each square of 4 lots to build the tunnels that allow passage through and around those lots. Wooden buildings may not be constructed in a cavern city.

Settlement: Corruption +1, Society +1, Danger +5

Banned Buildings: Aerie, Castle, City Walls, Lighthouse, Lumberyard, Observatory, Park, Piers, Sacred Grove, Stable, Stockyard, Tannery, Waterfront, Watergate, Waterway (allowed in city, but not village or town), Windmill

Free Buildings: A cavern city gains one free City Wall as a village, gaining one additional free City Wall once it becomes a town, and another on becoming a city, and another for each city district it adds. No additional City Walls can be built.

CLIFF DWELLING

A cliff dwelling is built onto and within a cliff, sometimes either an open cliff face, rift valley, or canyon wall, or beneath a natural undercut. Anasazi cliff dwellings like those at Mesa Verde are excellent examples, as are the ruins of Petra in Jordan, or any number of fantasy canyon cities.

Terrain: Desert, Hill, Mountain

Borders: No water borders.

Limit: Wooden buildings may not be constructed in a canyon city.

Settlement: Law +1, Society -1, Defense +2 (attackers with a burrow, climb, or fly speed ignore this bonus; ranged attacks halve it to +1)

Banned Buildings: Lumberyard, Park, Piers, Stable, Stockyard, Tannery, Waterfront, Watergate, Waterway (allowed in city, but not village or town)

TREETOP CITY

A treetop city is built on wooden platforms and frames built into and spanning between massive forest giants. A handful of buildings may cluster around the foot of the trees, but most of the city is raised far off the ground. Treetop cities are popular among elves, but they also offer solace to other humanoid races seeking shelter and peace.

Terrain: Forest, Jungle

Borders: No water borders.

Limit: Stone buildings may not be constructed in a treetop city.

Settlement: Law +1, Lore +1, Society -1, Fame +1, Defense +4 (creatures with a climb or fly speed ignore this bonus; ranged attacks halve this bonus to +2)

Banned Buildings: Brickyard, Castle, Tunnels, Cistern, City Walls, Crematorium, Dump, Foundry, Graveyard, Lighthouse, Mill, Moat, Paved Streets, Sewer System, Stable, Stockyard, Tannery, Tenement, Waterfront, Watergate, Waterway

Free Buildings: A cavern city gains one free City Wall as a village, gaining one additional free City Wall once it becomes a town, and another on becoming a city, and another for each city district it adds. No additional City Walls can be built.

UNDERWATER CITY

An underwater city is built beneath the waves, usually as a home to aquatic races, though surface kingdoms can build underwater cities if they wish. Underwater cities may be carved into natural underwater caves and clefts or may be built up into and upon reefs and rocks in elaborate spires and nacreous domes.

Terrain: Coastline, Marsh, Water

Borders: All water borders.

Limit The BP cost to construct any building in an underwater city is doubled unless the kingdom hires or makes alliance with aquatic creatures to perform the building for them (this requires a friendly or helpful attitude, and usually a Treaty obtained with a Diplomatic edict). In addition, an underwater city does not normally contain air-filled buildings. Transit between buildings is by swimming, and creatures lacking a swim speed consider all buildings in an underwater city impassable. They can enter buildings in adjacent lots but can only exit back into the same building from which they entered. However, access tunnels can be constructed as if they were Tunnels. Each set of Tunnels allows free movement into and through a square of 4 lots, as well as any adjacent square that also has Tunnels. Any buildings constructed in an underwater city are likewise filled with water unless they are made airtight, with magically or naturally refreshing air sources. This increases the cost to build any such structure by 50%. Wooden buildings normally cannot be constructed in an underwater city, though at the GM's option an underwater city woven into a massive kelp bed or sargasso could be constructed of matted fibers and fronds functionally equivalent to wood for building purposes.

Settlement: Corruption +1, Crime +1, Law -1, Productivity -1, Society +2

Banned Buildings: Brickyard, Bridge, City Walls, Dump, Foundry, Lumberyard, Mill, Moat, Park, Paved Streets, Sacred Grove, Sewer System, Stable, Stockyard, Tannery, Waterfront, Watergate, Windmill

Free Buildings: Waterways cost nothing to construct.

Special: A hex containing an underwater city can also contain a second settlement of a different type, most often a barge city (especially in marsh terrain) or causeway city (more commonly in coastal terrain).

TABLE D2: DANGER LEVEL OF EVENT

D%	EVENT
Less than 1	Reroll* plus bonus event (50% chance of either): Good weather or Natural blessing (kingdom events); or, Boomtown or Unexpected find (city)
01-50	Beneficial Event
51-00	Dangerous Event
Over 100	Reroll* plus bonus event (50% chance of either): Monster attack or Bandit activity (kingdom); or, Squatters or Vandals (city)

* Do not apply Danger modifier to rerolls. In addition, if the reroll duplicates the bonus event, roll again.

KINGDOM EVENTS AND DANGER LEVEL

THE PUBLISHED RULES ORGANIZE KINGDOM EVENTS alphabetically, for ease of reference, but one way to enhance the variety of events and simulate the varying danger between bustling, slum-ridden cities and idyllic pastoral towns or between monster-infested swamps and settled farm country is to incorporate the Danger modifiers listed above for terrain types and settlement sizes. In order for these modifiers to make sense, however, we need to reorder the events from least dangerous at lower numbers to most dangerous at the higher numbers. The tables below allow you to do just that. Once you determine whether the kingdom event occurs in the countryside (kingdom event) or is focused on a single city, town, or village (settlement event), apply the Danger modifier for that hex's terrain type or for that settlement to all subsequent rolls to determine whether the event is dangerous or beneficial as well as the precise nature of the event. Most beneficial events are wholly beneficial, so there is no need to apply the Danger modifier; however, some events (like Boomtown or Land Rush) do have potential negative consequences, so you could choose to apply the Danger modifier at the GM's discretion.

TABLE D1: TYPE OF EVENT

D%	EVENT
01-50	Kingdom Event (choose a random hex)
51-00	Settlement Event (choose a random settlement)

TABLE D3: BENEFICIAL KINGDOM EVENTS

D%	EVENT
01-11	Good weather
12-23	Food surplus
24-35	Economic boom
36-43	Discovery
45-53	Natural blessing
54-62	Political calm
63-69	Festive invitation
70-76	New subjects
77-84	Diplomatic overture
85-92	Archaeological find
93-00	Land rush

TABLE D4: DANGEROUS KINGDOM EVENTS

D%	EVENT
<0	no event
01-10	Food shortage
11-20	Bandit activity
21-30	Improvement demand
31-38	Inquisition
39-46	Public scandal
47-53	Smugglers
54-60	Feud
61-68	Sensational crime
69-77	Monster attack
78-84	Cultic activity
85-90	Plague
91-95	Assassination attempt
96-00	Large disaster
100+	Roll twice on the above table, using the more severe of the two results (alternatively, the GM can chose which result to apply). Do not apply Danger modifier to rerolls. If both rerolls give the same event, use that event. If a reroll duplicates a bonus event, roll again.

TABLE D5: BENEFICIAL SETTLEMENT EVENTS

D%	EVENT
01-14	Boomtown
15-20	Noblesse oblige
11-20	Outstanding success
21-30	Remarkable treasure
31-40	Visiting celebrity
41-50	Justice prevails
61-70	Discovery
71-80	Pilgrimage
81-90	Unexpected find
91-00	Wealthy immigrant

TABLE D6: DANGEROUS SETTLEMENT EVENTS

D%	EVENT
<0	no event
01-10	Building Demand
11-20	Squatters
21-27	Crop Failure
28-35	Inquisition
36-45	Vandals
46-53	Drug den
54-59	Slavers
60-67	Feud
68-75	Cultic Activity
76-83	Sensational Crime
84-90	Monster Attack
91-95	Plague
96-00	Localized Disaster
100+	Roll twice on the above table, using the more severe of the two results (alternatively, the GM can chose which result to apply). Do not apply Danger modifier to rerolls. If both rerolls give the same event, use that event. If a reroll duplicates a bonus event, roll again.

SETTLEMENT ATTRIBUTES

THE SETTLEMENT RULES DESCRIBE A WIDE VARIETY OF settlement attributes that can be used to bring individual character and unique flavor to any given settlement that PCs encounter. Some of these attributes are quirks of circumstance, a particular natural feature or tendency of a certain kinds of folk to gather within a city, or a strange magical phenomenon in the area. Others are rooted more in the attitudes and activities of the people within a city. While these attributes were originally intended to bring flavor to existing cities, including ones you might randomly place or generate in the course of creating or running an adventure, they also offer some interesting possibilities for use with the kingdom-building rules. Allowing PCs to pick and choose settlement attributes is not the best option, as that route is fraught with potential for gaming the system and choosing only the most advantageous attributes for the city in question. Even if that were not the case, having settlement attributes develop independently also introduces another element of uncertainty into the kingdom-building rules, much like kingdom events, which makes the process less predictable and more fun.

Rules associated with many of the settlement attributes noted below are found under the settlement rules in the *Gamemastery Guide* and *Pathfinder Reference Document*. The remainder can be found in the settlement rules section of d2opfsrd.com.

Natural Attributes: Natural attributes are not necessarily purely natural features, although they may be. In some cases, they represent pre-existing landmarks or ruins or favorable opportunities for certain kinds of development or habitation. When exploring a hex and clearing it to prepare it for founding a settlement, have one of the kingdom's leaders (or the leader of a party of explorers sent out with an Exploration Edict) make a Knowledge (geography) check. The result of this skill check is the percentage chance that the proposed city site contains one of the following Natural Attributes. If that percentage or less is rolled, roll again on the following table to determine which Natural Attribute is present at that city site. The kingdom leader or explorer making this percentile roll can adjust the roll up or down by 1 for every 5 points of their original Knowledge (geography) check.

TABLE E1: NATURAL ATTRIBUTES

D%	ATTRIBUTE
01-10	Abundant
11-15	City of the Dead
16-26	Defensible
27-34	Famed Breeders
35-44	Majestic
45-54	Racial Enclave
55-62	Resettled Ruins
63-70	Slumbering Monster
71-76	Small-Folk Settlement
77-84	Strategic Location
85-92	Under-City
93-00	Untamed

While Natural Attributes are specific to the site where the city is created, other Attributes have much more to do with the growth and development of the city after its foundation. To incorporate these kinds of attributes into the settlements in your PCs' kingdom, you can use one of the following methods.

Replace standard kingdom events: Whenever a standard kingdom event would normally occur, use the following table to replace Table D2 with Table E2 below to determine whether the event is a standard event or whether one of your settlements (chosen randomly) gains an attribute.

TABLE E2: EVENTS, DANGER, AND ATTRIBUTES

D%	EVENT
Less than 1	Reroll* plus bonus event (50% chance of either): Good weather or Natural blessing (kingdom events); or, Boomtown or Unexpected find (city)
01-45	Beneficial Event
46-48	Civic Attribute
49-51	Attitude
52	Magical Attribute
53-54	Disadvantage
55	Magical Disadvantage
51-00	Dangerous Event
Over 100	Reroll* plus bonus event (50% chance of either): Monster attack or Bandit activity (kingdom); or, Squatters or Vandals (city)

* Do not apply Danger modifier to rerolls. In addition, if the reroll duplicates the bonus event, roll again.

Supplement standard kingdom events: Whenever a standard kingdom event occurs, there is a 5% chance that once the event ends the settlement gains an Attribute. You could select an attribute appropriate to the event (such as a Boomtown event leading to a settlement becoming a Financial Center or Trading Post, or Cultic Activity leading to a settlement becoming Superstitious or an Unholy Site), or you could roll randomly on the following tables to determine what kind of attribute the settlement gains.

Total Number of Attributes: While the settlement rules indicate that even very small settlements can have settlement attributes, and a metropolis might have up to six, those standardized rules do not take into account the variation in how settlements are built and function based on the kingdom-building rules. Hence, it is suggested that a village should have no more than one attribute, a town two, and a city three.

Duration of Attributes: The settlement rules assume that a settlement's qualities or attributes are more or less permanent, or that they last for as long as would ever be relevant to the PCs. Given the substantial impact that many of these attributes can have on a settlement, however, it is suggested that any attribute a city acquires should last for one year at maximum, and a random duration of 2d6 months is recommended.

If the GM wishes to allow PCs to neutralize an unfavorable Attitude or Civic Attribute, they should make a Loyalty check at the end of the Event Phase each month with a -10 penalty. If they succeed in this special Loyalty check in three consecutive months, the adverse Attitude or Civic Attribute is eradicated.

in that settlement. A less lenient GM might rule that no amelioration of such Attitudes or Civic Attributes is possible, or could allow such checks with the caveat that each failed check increases the duration of the adverse Attitude or Civic Attribute, and/or that three consecutive failures causes it to become permanent. The ability to mitigate adverse attributes is left to the judgment of the GM.

Attitudes: Attitudes are those attributes that are based on conscious or willful choices by the majority of citizens in a settlement, becoming ingrained in the policies and politics of the place and creating deeply held beliefs and values. Some attitudes may be beneficial to a community, but frequently they make the city an unpleasant or inhospitable place for those who do not share in the attitudes of the general populace.

Civic Attributes: Civic Attributes are those that reflect the general actions and activity of the people of a city in terms of how they go about their daily business. Civic attributes do not necessarily reflect the majority of common citizens, but they represent characteristics that have become strongly identified with that community and something for which it is well known.

Magical Attributes: Magical Attributes are truly amazing and mysterious happenings, events, or phenomena that surround and infuse a community, sometimes temporarily, sometimes permanently, and may be a blessing, a curse, or both. In any case, Magical Attributes involve powers from beyond this world, or mighty and ancient magics the likes of which are seldom seen in this age.

Disadvantages: Disadvantages are a special category of Attributes that describe when things have gone horribly wrong in a settlement, and the people struggling to maintain control have failed utterly to keep a handle on events. The effects of a Disadvantage are mostly localized to the citizens in that settlement, but each month that a Disadvantage persists in any community, your kingdom gains 1 point of Unrest.

Magical Disadvantages: Magical Disadvantages are like standard Disadvantages, but rather than representing a breakdown in social and political order they represent a localized breakdown in the functioning of magic itself. Magical Disadvantages are likely to occur only in cities with a large number of buildings that produce magical items or that increase a city's available caster level, such as the Alchemist, Caster's Tower, Magical Academy, and Temple buildings.

TABLE E3: ATTITUDES

D%	ATTRIBUTE
01-10	Abstinent
11-20	Decadent
21-30	Insular
31-40	Morally Permissive
41-50	Pious
51-60	Racially Intolerant
61-70	Religious Tolerance
71-80	Romantic
81-90	Sexist
91-00	Superstitious

TABLE E4: CIVIC ATTRIBUTES

D%	ATTRIBUTE
01-04	Academic
05-08	Artist's Colony
09-10	Asylum
11-14	Cruel Watch
15-18	Financial Center
19-25	Free City
26-29	Gambling
30-33	Good Roads
34-40	Guilds
41-44	Legendary Marketplace
45-48	Notorious
49-52	Peacebonding
53-56	Planned Community
57-60	Population Surge
61-65	Prosperous
66-68	Royal Accommodations
69-75	Rumormongering Citizens
76-00	Rural
81-83	Sacred Animals
84-86	Therapeutic
87-91	Tourist Attraction
92-95	Trading Post
96-00	Well Educated

TABLE E5: MAGICAL ATTRIBUTES

D%	ATTRIBUTE
01-08	Animal Polyglot
09-12	Anthropomorphizing
13-19	Desecrate/Hallow
20-26	Eldritch
27-31	God Ruled
32-41	Holy Site
42-50	Living Forest
51-60	Magically Attuned
61-67	Magical Polyglot
68-74	Phantasmal
75-80	Planar Crossroads
81-85	Pocket Universe
86-90	Unaging
91-00	Unholy Site

TABLE E6: DISADVANTAGES

D%	ATTRIBUTE
01-10	Anarchy
11-25	Bureaucratic Nightmare
26-35	Fascistic
36-50	Hunted
51-60	Ignorant
61-75	Impoverished
76-85	Plagued
86-00	Rampant Inflation

TABLE E7: MAGICAL DISADVANTAGES

D%	ATTRIBUTE
01-15	Atheistic
16-30	Cursed
31-45	Magically Deadened
46-55	Magical Dead Zone
56-70	Polluted
71-85	Soul Crushing
86-00	Wild Magic Zone

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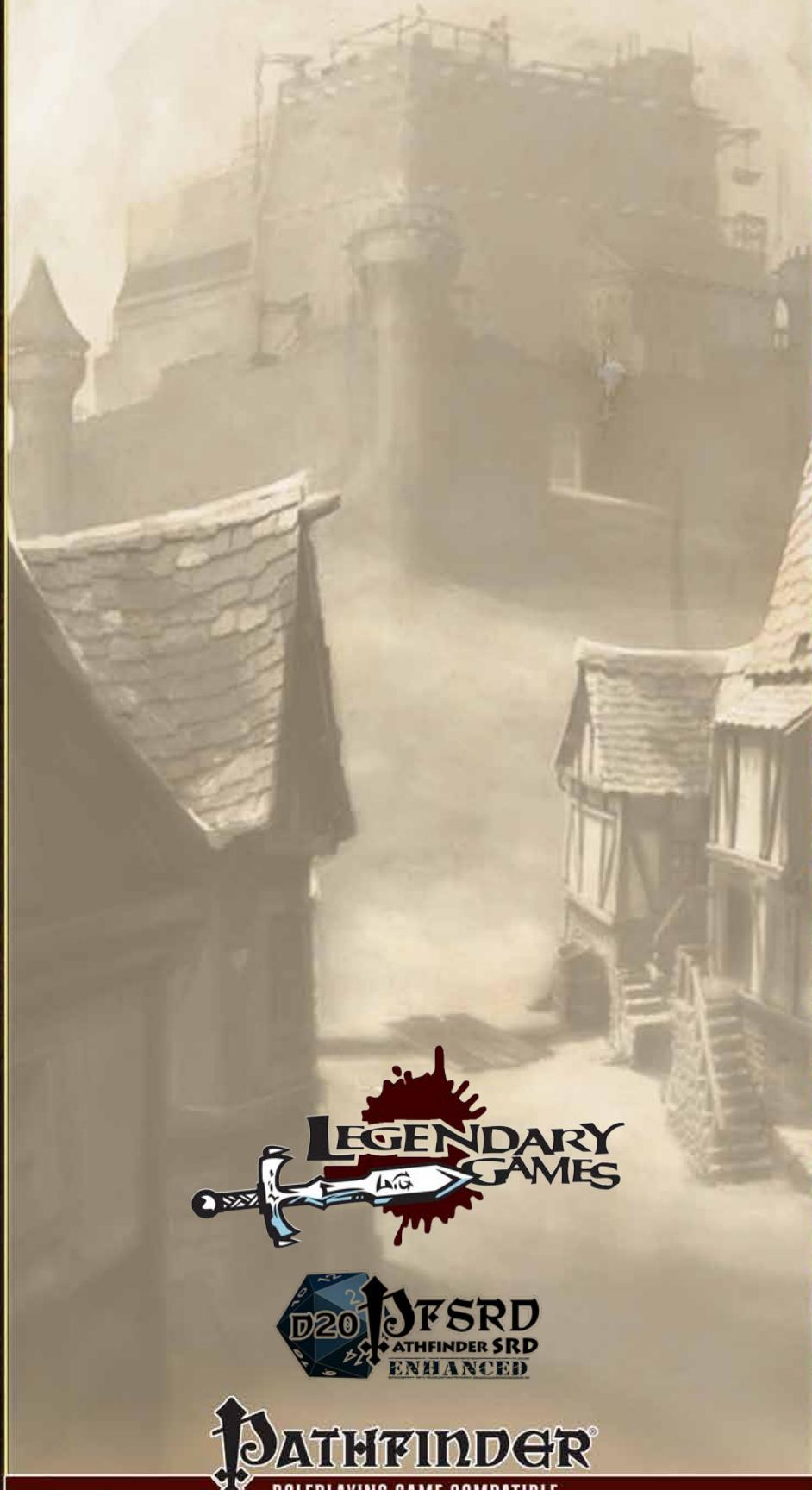
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ULTIMATE RULERSHIP

A rules supplement expanding the rules options for kingdom building, establishing and improving cities and ruling your domain. Ideal for use with the Kingbreaker Adventure Path or for any campaign where PCs have the chance to establish their own domain and strike out into a position of leadership.



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