

JON BRAZER ENTERPRISES

BOOK of the RIVER NATIONS

Exploration and Kingdom Building



PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Chapter 1: Exploration Rules

Beginning with a Single Step

Presented on the following pages are rules for exploring, claiming, and keeping control of a large tract of wilderness. You can use these rules and guidelines for any exploration-themed campaign.

The player characters can map an expanse of land either previously unexplored or largely uninhabited and not accurately mapped in recent memory. As they explore the region, they and their companions are expected to keep track of what they find. To accomplish this, the characters will be exploring crevices in mountains for mineral wealth, investigating animal droppings to determine quality hunting grounds, marking defensible locations, taking note of tree types, and determine possible sites for roads all the while watching out for monsters and other dangers. All these activities require substantially more time than passing through the region would account for. These rule will assist the characters on their journey into the unknown.

Movement

A single hex of land represents a distant of 12 miles across (between opposite sides) and covers approximately 125 square miles of area. These hexes provide a way to help define the land, aid in tracking travel through the territory, and define



Travel and Exploration Times

Traveling (Time to cross 1 Hex)

Party Speed	Grassland/River (Downstream)	All Other Terrains
15 ft.	11 hours	16 hours
20 ft.	8 hours	12 hours
30 ft.	5 hours	8 hours
40 ft.	4 hours	6 hours
50 ft.	3 hours	5 hours

Exploring (Time to fully explore 1 Hex)

Party Speed	Grassland	Forest/Hills	Mountains/Swamps
15 ft.	3 days	4 days	5 days
20 ft.	2 days	3 days	4 days
30 ft.	1 day	2 days	3 days
40 ft.	1 day	1 day	2 days
50 ft.	1 day	1 day	1 day

the territory the PCs would rule in a game centered around kingdom building.

Chapter 7 of the Pathfinder RPG Core Rulebook details how long it takes for a person to travel through various terrains. These exploration rules, though, characters will also be taking time to fully explore hexes on a map—doing so takes much longer than simply walking through a hex. To determine how long it takes the PCs to travel through a hex or to fully explore it, determine the group's speed (which is set by the slowest member of the group) and consult the Travel and Exploration Times table above.

The amount of time it takes to merely travel across one hex is listed first. For exploring, the amount of time listed is to fully investigate the hex. The GM may decide if the area possesses game trails or rough worn paths but these do not count as roads that are maintained and increase the speed of travel. Until a government is established and spends money to create trails and roads, the hex is considered to be trackless. In some hexes, more than one terrain is present in a hex. In such cases, calculate that hex's effect on travel as if it were a hex of the dominant terrain type.

Forests: The forests are densely vegetated, but generally crisscrossed with game trails and



Encounter Sites

Whenever exploring an unknown region there are always going to be a number of fixed encounters. These fixed encounter locations are categorized into one of three categories: landmark, standard, and hidden.

Landmark Site: The site is a large structure or sizable city that is automatically discovered as soon as the PCs enter the hex containing the site. A landmark site can be avoided or explored according to the PCs' whims.

Standard Site: The site is not particularly obvious, and unless the PCs are traveling specifically to that site, they do not encounter the site until they explore the hex, in which case they encounter the site automatically.

Hidden Site: This is identical to a standard site, save that if the PCs don't already know about the site's location, they must make a specific skill check (the specific skill and DC required varies with the type of site) to locate it during that hex's exploration.

numerous clearings. The trees in northern forests typically consist of oaks, beech, rushleaf, pine, and smaller scrub. Southern forests typically consist of dogwood, hemlock, magnolia, maple, pine, and spruce.

Grasslands: The grasslands and moors vary from relatively open plains to swaths of tall grass that grows up to 3 feet high in places. Small copses of two to six trees are not uncommon.

Hills: Rolling hills are often pocked by small caves, twisting valleys, and small woodlands that crown hilltops or nestle in clefts.

Mountains: Mountainous regions are often quite rugged and sheer, forcing travelers to follow old riverbeds, gorges, and twisting trails.

Swamps: Swamps are a confounding mix of soggy ground, partially dry hummocks, tangled undergrowth, and deep pools of murky water. Travel in a straight line is impossible, requiring constant course adjustments.

Water: A river varies from 50 to 500 feet in width. Infrequent bridges and fords that allow a river to be crossed are indicated on the map where they appear, but in most cases, travel across a river requires swimming or boating. If the PCs wish to try swimming, all members of the group must make DC 15 Swim checks. If all members (and all mounts) make the check, then that particular river crossing doesn't impact travel time through the hex. Otherwise, add 1 hour to the amount of time spent traveling for each failed Swim check. Lakes are calmer than rivers and may be navigated with a DC 10 Swim check, but their larger size makes swimming across them dangerous—as a general rule, if the PCs lack boats or actual swim speeds, it's best to simply

Order of Exploration

The following are the order of events when exploring a hex.

1. Enter the Hex
2. Roll for Wandering Monster
 - a. Random Encounter
3. Discover Landmark Site
4. Explore Hex
5. Discover Standard Site
6. Roll to Discover Hidden Site
 - a. Discover Hidden Site

treat lakes as barriers to travel and force the travelers to circumnavigate the edges.

Tracking the Expedition's Progress

The easiest method to track the PCs' progress as PCs travel and explore the territory is to do so on hex paper. A sheet of blank hex paper is provided at the end of these rules. As the PCs explore hexes, they should notate their progress by placing a small "X" in the hex. Tracking which hexes are fully explored is important for determining exploration rewards and establishing a nation's territory (which is detailed in Chapter 2).

Wandering Monsters

As the PCs explore the uncharted wilderness, you can liven things up with wandering monsters. These can be determined by a random encounter table appropriate to the environment and PCs level. An area with an average number of monsters possesses a 5% chance of an encounter occurring each time the PCs enter a hex, and a 15% chance per day or night spent exploring or camping. GMs should limit the number of wandering monsters to one per day or the players may begin to feel overwhelmed.

Experience for Exploration

With each hex of terrain fully explored, the party earns 100 experience points.

Chapter 2: Kingdom Building

Kingdom Basics

Regardless of whether the players conquer an existing nation or they start their own in some uninhabited land, it is now the players job to run that nation. While the GM can simply handwave the mechanics to allow the players to get back to adventuring, other groups would like to see exactly how the choices they make affect their nation. These rules allow your players to create kingdoms and cities and see how their efforts shape their new home. Like characters, kingdoms use sheets to track their statistics. A blank kingdom sheet can be found at the end of this supplement. Use the following notes to fill in a kingdom's initial values.

Alignment: A kingdom's alignment affects its statistics, so choose your kingdom's alignment carefully. Lawful kingdoms gain a +2 bonus on Economy checks. Chaotic kingdoms gain a +2 bonus on Loyalty checks. Good kingdoms gain a +2 bonus on Loyalty checks. Evil kingdoms gain a +2 bonus on Economy checks. Neutral kingdoms gain a +2 bonus on Stability checks (a truly neutral kingdom gains this bonus twice).

Size: Count the number of hexes your kingdom comprises and record that number here. This number affects a kingdom's Consumption and its Control DC.

Control DC: A kingdom's Control DC is 20 + its size; this value is the DC you'll be rolling against most often with your kingdom's Stability, Economy, and Loyalty checks.

Population: Actual population numbers do not factor into your kingdom's statistics, but it can be fun to track the number anyway. A kingdom's population is equal to its size × 250 + the total population of each of its cities.

Stability, Economy, and Loyalty: These three values are analogous to saving throws. You make Stability checks during a kingdom's Upkeep phase to determine whether it remains secure. You make Economy checks during a kingdom's Income phase to determine how much its treasury increases. You make Loyalty checks to keep the public peace. A kingdom's initial scores in all three of these categories is 0 + the kingdom's alignment modifiers. A natural 1 is always a failure for these checks, and a natural 20 is always a success.

Unrest: A kingdom's Unrest value indicates how rebellious its people are. A kingdom's Unrest score is applied as a penalty on all Stability, Economy, and Loyalty checks. If a kingdom's Unrest is above 10, it begins to lose control of hexes it has claimed. If a kingdom's Unrest score ever reaches 20, it falls into anarchy. While in anarchy, a kingdom can take no action and treats

all Stability, Economy, and Loyalty check results as 0. Restoring order once a kingdom falls into anarchy typically requires a number of quests and lengthy adventures by the kingdom's would-be leaders—if your PCs' kingdom falls into anarchy, you can simply let the PCs “restart” a new kingdom elsewhere with a smaller number of starting Build Points. Unrest can never go below 0—adjustments that would normally reduce Unrest lower than 0 are wasted.

Consumption: A kingdom's prosperity is measured by the Build Points (abbreviated BP) in its treasury, and its Consumption indicates how many BP it costs to keep the kingdom functioning. If a kingdom is unable to pay its Consumption, its Unrest increases by 2. A kingdom's Consumption is equal to its size plus the number of city districts it contains plus adjustments for Edicts minus 2 per farmland.

Treasury: As your kingdom earns money, favors, resources, and power, its Build Point (BP) total increases. Just as character start off the game with a certain amount of gold, GMs should grant the starting kingdom a certain allotment of BP. 30 BP is appropriate for a kingdom who's rulers possess few connections and little in the way of a financial benefactor. These BP represent more manpower and tools than actual money. 50 BP should be considered average. This represents a powerful family, significant company or small nation helping the players to start off. 70 BP would represent a well-funded and fully supported national effort for a colony or other type of national expansion effort.

Special Resources: If your kingdom includes any special resources (see below), record them here.

Leadership: Write in the names of the PCs or NPCs filling each of the 11 leadership roles here, along with their appropriate modifiers.

The Kingdom's Turn

Like a player character's stat block, a kingdom's stat block continues to evolve and grow as the kingdom expands, gathers more resources, purchases upgrades, and suffers defeats and setbacks. As the kingdom grows, the PCs will need to deal with a host of situations, all of which can further influence the kingdom's stat block.

A kingdom's growth occurs during four phases, which represent a month in total. When the PCs establish a kingdom, you should pick a day of each month to resolve that kingdom's growth and fortunes—it's best to set this as the last day of each month, so that any accomplishments the PCs have made during that month can impact that month's growth.





Order of Phases in a Kingdom's Turn

For ease of reference, here is listed the order your kingdom should move through the Phases and Steps within a Phase.

Upkeep Phase (skip this Phase the first turn or whenever your kingdom is 0 hexes)

1. Determine Kingdom Stability—a stability check to reduce Unrest
2. Pay Consumption—pay for kingdom's upkeep
3. Fill Vacant Magic Item Slots—randomly roll new magic items
4. Unrest—lose a hex if Unrest is 11 or higher

Improvement Phase

1. Select Leadership—fill or change leaders
2. Claim Hexes—increase your kingdom size
3. Establish and Improve Cities—start cities or build new buildings within a city
4. Build Roads—add roads in your nation
5. Build Farmlands—build farms and decrease Consumption
6. Edicts—set or change level of taxes, festivals and promotions

Income Phase

1. Deposits—add your own wealth to the treasury
2. Withdrawals—remove money from the treasury
3. Sell Valuable Item—roll to see if an expensive magic item can be sold off
4. Income—roll to determine taxes collected

Event Phase

1. Kingdom Event—roll to determine which random event happens in your kingdom.

One thing to decide early on is who makes kingdom rolls. The obvious choice is for the Ruler to roll the dice, as this adds a feeling of command to that player's role. You can also assign each roll to a specific leader—for example, the Treasurer might make Economy checks and the Warden may wish to make all checks having to do with events under her command. Ultimately, since a kingdom is shared by all the players, it doesn't matter who makes the kingdom's Economy, Loyalty, and Stability checks, but assigning them can be fun nonetheless.

Upkeep Phase

During a kingdom's Upkeep phase, take the following actions. If this is your kingdom's first turn or your kingdom has been reduced to 0 hexes, skip this phase and proceed to the Improvement phase.

Step 1—Determine Kingdom Stability: Make a Stability check against your Control DC to determine your kingdom's level of security for the month. If you make the check, reduce your kingdom's Unrest by 1 (if your Unrest is at 0, gain 1 BP as a result of surplus goods and services). If you fail this check by 5 or more, increase Unrest by 2.

Step 2—Pay Consumption: Deduct your kingdom's Consumption from the kingdom's Treasury BP. If you aren't able to pay for the month's Consumption, your kingdom's BP drops into the negative. Every time you end an Upkeep phase with negative BP in your Treasury, your kingdom's Unrest increases by 2.

Step 3—Fill Vacant Magic Item Slots: If there are any vacant magic item slots in any cities, randomly roll new items to fill these slots. This step is skipped until your kingdom has magic item slots to fill (see Building Types on page 9).

Step 4—Unrest: If the kingdom's Unrest is 11 or higher, it loses one hex chosen by the kingdom's leaders. Any improvements in that hex (farmlands and roads) are lost and must be rebuilt after the hex is reclaimed. Any settlements in that hex become towns that must be annexed if they are to be reclaimed into the kingdom (see Special Resources on page 7). Finally, if the kingdom employs a Royal Assassin, reduce your total Unrest by 1 at the end of this phase.

Improvement Phase

During a kingdom's Improvement phase, take the following actions. The number of improvements you can make during a single phase is limited by your kingdom's size; see the Improvements per Month table for these limits.

Step 1—Select Leadership: Assign leaders to any vacant leadership roles. Leaders must be PCs or closely allied NPCs. You can change leaders as often as you want with no impact on your nation's statistics (apart from changing what bonuses apply, as the ability scores of leaders differ); reallocating roles allows you to give every player a chance to play the role of ruler if you wish. See page 6 for a description of all the leadership roles.

Step 2—Claim Hexes: A hex represents an area 12 miles across (an area of just over 100 square miles), and the PCs' kingdom must be built hex by hex. To claim a hex, you must explore it and clear it of monsters or dangerous hazards; the hex must also be adjacent to a hex that is already part of the kingdom (with the exception of the first hex, which can be anywhere). At this point, you can claim the hex as part of the kingdom by spending 1 BP. Increase your kingdom's size (and thus its Consumption) by 1 for each hex you claim. You can abandon a hex to reduce your kingdom's Size. Doing so increases Unrest by 1 (or by 4, if the abandoned

Kingdom Improvements per Month					
Kingdom Size	New Cities	New Buildings	Hexes Claimed	Roads	Farmland
1-10	1	1	1	1	1
11-25	1	2	2	2	1
26-50	1	5	3	3	2
51-100	2	10	4	4	2
101-200	3	20	8	6	3
200+	4	No Limit	12	8	4

hex contained a city).

Step 3—Establish and Improve Cities: Prepare land for city districts and then purchase new buildings for your kingdom's cities. The building's adjustments to your nation apply immediately. You can also destroy buildings at this time in order to clear a space to build something new; if you destroy a building, don't forget to remove its benefits from your kingdom's statistics!

Step 4—Build Roads: Roads have an immediate initial cost but over the long term can pay for the investment handsomely. It costs 1 BP to build a road though a hex. This cost increases to 2 BP in forests and to 4 BP in swamps and mountains. If the road crosses a river, a bridge must be built—this doubles the road's cost. The cost is halved (minimum 1 BP) if the hex contains an existing worn path or game trail.

Step 5: Establish Farmlands: You can develop any grassland or hill hex that contains roads into farmlands to help sustain your kingdom's Consumption. It costs 2 BP to designate a grassland hex as farmland and 4 BP to designate a hill hex as farmland. You cannot build a city on a farmland hex. Every farmland hex in your kingdom reduces your Consumption by 2 BP.

Step 6: Edicts: Pick or adjust your edict levels (see page 11) as you wish.

Income Phase

During a kingdom's Income phase, take the following actions.

Step 1—Deposits: You can add funds to a kingdom's treasury by donating coins, gems, jewelry, weapons, armor, magic items, and other valuables you find while adventuring. For every full 4,000 gp in value of the deposit, increase your kingdom's BP by 1. Items that individually cost more than 4,000 gp must be sold as detailed under Step 3 below.

Step 2—Withdrawals: You can also withdraw funds from the kingdom's treasury, but doing so runs the risk of annoying the citizens. Each time

you withdraw funds, the kingdom's Unrest increases by 1. In addition, you must make a Loyalty check (DC = Control DC + number of BP being withdrawn); a failure causes your kingdom to gain Unrest equal to the total BP withdrawn. Each BP withdrawn in this manner converts into 2,000 gp.

Step 3—Sell Valuable Items: You can attempt to sell items that cost more than 4,000 gp through your city's markets to bolster your kingdom's Treasury; these can be items you recover during an adventure or they can be magic items currently held by any of your cities. To sell these items, make an Economy check (DC 20 for minor items, DC 35 for moderate items, and DC 50 for major items). A failed check indicates the item doesn't sell. Success indicates that the item sells and you can increase your kingdom's treasury by 2 BP (for minor items), 8 BP (for moderate items), or 15 BP (for major items). You can make one Economy check per city district during each Income phase.

Step 4—Generate Income: This is your tax revenue. Make an Economy check against your Control DC at the end of your Income phase. If you're successful, divide your result by 5 (dropping any fractions) and increase your Treasury's BP by that amount. Rolling a Natural 1 automatically fails the attempt. Likewise, rolling a Natural 20 is an automatic success.

Event Phase

During a kingdom's Event phase, roll once on the Kingdom Events table to determine if an event occurs. The event rolled occurs during this phase. Once you have determined what kind of event occurs (if any), simply follow the rules for each event to determine how the event impacts the PCs' kingdom or cities.

Kingdom Event: There's a 25% chance that a random event occurs during an Event phase. This chance increases to 75% if there was no Kingdom Event in the previous turn. See page 11 for the list of Kingdom Events.





Leadership Roles

A healthy kingdom has leaders filling a number of different roles. Each leader grants the kingdom different benefits; leaving a role unfilled can penalize the kingdom. In order for a Leadership role to grant its bonus, the character in that particular role must spend at least one week per month engaged in various leadership duties (during which time the PCs must be located within a hex that is part of their kingdom). For an exploration and nation building-centric campaign, it is best to have the party pick the same week to dedicate to their administrative duties so that all of the PCs are all available for exploring new territory and expanding the kingdom at the same time. A single character can only occupy one leadership role at a time.

Ruler

The ruler is the primary leader of the kingdom. Unlike the other leadership roles, a ruler uses one of three distinct titles, depending on the current size of the kingdom. For a kingdom of size 1–20, its ruler is known as a baron or baroness. For a kingdom of size 21–80, its ruler is known as a duke or duchess. A kingdom of size 81 or higher is ruled by a king or queen.

Benefit A baron or baroness chooses one of a nation's statistics (Economy, Loyalty, or Stability) and modifies that score by a value equal to the character's Charisma modifier. A duke or duchess chooses two of these values to modify. A king or queen modifies all three values.

Ruler Titles

A ruler's title indicates status. More importantly it tells other nobles whom is of higher status than whom. A baron(ess) that took the title of king or queen before their territory was of sufficient size would not be regarded highly among other types of nobility. However, a ruler may prefer a different title depending on the culture of the area and specifics of the government. Read straight across for the specific chain of alternate titles:

Baron(ess) Alternatives	Duke/Duchess Alternatives	King/Queen Alternatives
Viscount(ess)	Count(ess)	Prince(ss)
Baronet(ess)	Graf(inya)	Czar(ina)
Baron(es)	Dük/Düşes	Kral(ıçe)
Sheikh(a)	Emir(a)	Caliph(a)
Khwaja(h)	Satrap	Shah(banu)
Rai	Thakur(ani)	Raja/Rani
Bishop	Cardinal	Pope
Guru	Lama	Dalai Lama
Mayor	Governor	President
Mof	Great Mof	Emperor

Vacancy Penalty A kingdom without a ruler cannot claim new hexes, create farmlands, build roads, or purchase city districts. Increase Unrest by 4 during each Upkeep phase in which the kingdom has no ruler.

Special Two characters can fill this role if they become married, in which case the two rulers can jointly command the kingdom. Both rulers apply their Charisma modifiers to the kingdom's Stability, Economy, and Loyalty checks as appropriate for their rank, and as long as one of the two rulers is present for 1 week per month, they avoid the vacancy penalty.

Councilor

The councilor ensures that the will of the citizenry is represented.

Benefit Increase Loyalty by a value equal to the Councilor's Wisdom or Charisma modifier.

Vacancy Penalty Decrease Loyalty by 2; the kingdom cannot gain benefits from festivals. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no Councilor.

General

The General commands the kingdom's armies and is a public hero.

Benefit Increase Stability by a value equal to the General's Strength or Charisma modifier.

Vacancy Penalty Decrease Stability by 4.

Grand Diplomat

The Grand Diplomat oversees international relations.

Benefit Increase Stability by a value equal to the Grand Diplomat's

Intelligence or Charisma modifier.

Vacancy Penalty Decrease Stability by 2; the kingdom cannot issue Promotion Edicts.

High Priest

The high priest guides the kingdom's religious needs and growth.

Benefit Increase Stability by a value equal to the High Priest's Wisdom or Charisma modifier.

Vacancy Penalty Decrease Stability and Loyalty by 2. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no High Priest.

Magister

The Magister guides a kingdom's higher learning and magic.

Benefit Increase Economy by a value equal to the Magister's Intelligence or Charisma modifier.

Vacancy Penalty Decrease Economy by 4.

Marshal

The Marshal helps organize patrols and enforces justice in rural and wilderness regions.

Benefit Increase Economy by a value equal to

the Marshal's Dexterity or Wisdom modifier.
Vacancy Penalty Decrease Economy by 4.

Royal Assassin

The Royal Assassin can serve as a public executioner, a headsman, or a shadowy assassin.

Benefit Increase Loyalty by a value equal to the Royal Assassin's Strength or Dexterity modifier. Fear inspired by the Royal Assassin reduces Unrest by 1 during each Upkeep phase.

Vacancy Penalty A kingdom without a Royal Assassin suffers no vacancy penalty.

Spymaster

The Spymaster observes the kingdom's underworld and criminal elements and spies on other kingdoms.

Benefit Increase Loyalty, Economy, or Stability (Spymaster's choice) by a value equal to the Spymaster's Dexterity or Intelligence modifier. The Spymaster can change which value he modifies during the kingdom's Improvement phase (but only once per phase).

Vacancy Penalty Reduce Economy by 4 because of out-of-control crime. Increase Unrest by 1 during each Upkeep phase in which the kingdom has no Spymaster.

Treasurer

The Treasurer organizes tax collection, and manages the treasury.

Benefit Increase Economy by a value equal to the Treasurer's Intelligence or Wisdom modifier.

Vacancy Penalty Reduce Economy by 4; the kingdom cannot collect taxes.

Warden

The Warden leads the kingdom's defense and city guards.

Benefit Increase Loyalty by a value equal to the Warden's Strength or Constitution modifier.

Vacancy Penalty Reduce Loyalty by 4 and Stability by 2.

Special Resources

Some hexes do more than just add size to a kingdom—they also add resources and impact a kingdom's Stability, Economy, Loyalty, and other elements.

Bridge: A bridge hex negates the cost increase of building a road that crosses a river.

Building: If you establish a city in a hex at a building location, you can incorporate the building into the city as a free building—the encounter indicates what type of building it counts as. See page 9 for a list of building types.

Lair: A lair can be used as defensive fallback points, storage, or even guard posts or prisons. A lair hex increases a kingdom's Stability by 1.

Landmarks: Landmarks are sites of great pride, mystery, and wonder. They serve well to

bolster a kingdom's morale. A landmark hex increases a kingdom's Loyalty by 1.

Road: A hex with a road in it allows for much easier travel. For every four road hexes your kingdom controls, the kingdom's Economy increases by 1. For every eight road hexes your kingdom controls, its Stability increases by 1.

Ruins: A ruin can be incorporated into a city as a building—doing so halves the cost of the building, as the ruin only needs to be repaired rather than having to be built from the ground up. The encounter indicates what type of building a repaired ruin counts as. See page 9 for a list of building types.

Towns: A town consists of an established settlement—claiming a town hex is an excellent way to add a fully functional city to a kingdom. In order to claim a town hex peacefully, the annexing kingdom must make a Stability check (DC = Control DC). Failure indicates that radicals and upstarts in the town increase your kingdom's Unrest score by 2d4.

Resources: Resources include particularly valuable sources of lumber, metal, gems, food, or the like. A resource hex increases a kingdom's Economy by 1. While it might not seem equal that an area with a considerable number of berry bushes would produce the same amount of economic benefit as a gold mine, remember this bonus represents the benefit to the kingdom's economy as a whole. Also remember that a gold mine requires considerably more resources to continue its operation while a wild berry patch requires little maintenance to continue to receive the same benefit.

Building Cities

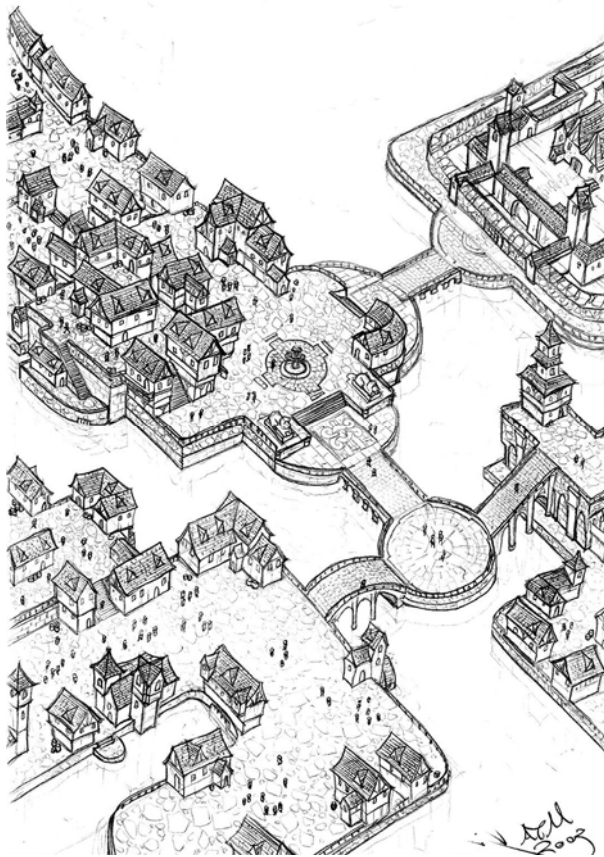
The greatest asset of any kingdom are its cities, for it is here that the bulk of a kingdom's citizens live, its armies train, its culture develops, and its future is forged. The rules presented here are designed to give players a visual representation of a city (the city grid) they helped to build up from scratch.

Reading the Grid

The city grid consists of 36 city blocks, each arranged into nine larger squares. Each block is separated by alleys, while each square is separated by streets. The nine squares themselves are in turn bordered by four sides—each side represents a border to the entire city district. A district border can represent a city wall, a river, a lake or ocean shore, a cliff, or merely the transition from one city district into another. For larger cities, you can prepare multiple districts sharing common borders.

As the PCs build structures and locations, they should write the type of building in the appropriate block. Players should also record NPCs of note in





the city. A city should gain a new notable NPC every month the city is in operation until all available slots are filled. Half of all notable NPCs should have NPC class levels only. New notable NPCs have 1d4 levels and each has a 50% chance of gaining a new level every year. Players and GMs should agree on notable NPCs.

Preparing the Site

Once you select a location for your city (which must be in a hex you have explored and cleared), you must pay to have the site cleared and prepared to support the city's roads and buildings. The cost and time required to clear space in various terrains is detailed on the table below.

Once you finish preparing the site, decide which of the district's borders are water (in the form of riverbanks, lakeshores, or seashores) or land.

Preparing a City District Site

Terrain Type	Cost to Prepare	Time to Prepare
Forest	4 BP	2 Months
Grassland	1 BP	Immediate*
Hills	2 BP	1 Month
Mountains	12 BP	4 Months
Rock Desert	6 BP	3 Months
Sand Desert	2 BP	1 Month
Swamp	8 BP	3 Months

*Construction of buildings can be started the same month for grassland cities.

Record these choices at each border on your city grid. In addition, adding a city district to a kingdom increases its Consumption by 1.

The City Grid in Play

You can use your city grid to aid in resolving encounters or adjusting kingdom or city statistics.

Destroyed Blocks: If an event destroys one or more blocks, the devastation causes +1 Unrest per destroyed block. The cost to build the replacement structure is halved if the replacement is the same type of structure as the one that preceded the destruction.

City Grid Scale: Although combat encounters in a city should still be played out normally, you might need to determine how long it takes for someone to travel from one location to another in the city in the case of multiple encounters. In this case, treat each city block as if it were a 750-foot square—this means that an entire city district is about 1 square mile in size.

Base Value

When using these rules to build a settlement, the city's base value (see the "Purchasing Magic Items" section in Chapter 15 of the Pathfinder Roleplaying Game) starts at 200 gp. It increases as you construct certain buildings, like shops and marketplaces.

Building A City

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-block and four-block 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. It takes 1 month to construct a building, no matter what size the building is—its benefits apply immediately.

Population: A city's population is equal to the number of completed blocks within its districts × 250. A city grid that has all 36 blocks filled with buildings has a population of 9,000.

Defensive Modifier: A city's Defensive Modifier can be increased by building certain structures (such as city walls) and has an impact on mass combat (see Book of the River Nations: Mass Combat). Keep track of your city's Defensive Modifier, but until the city is attacked by an invading army, this value is not used.

Base Value: The base value associated with a city built in this manner is tied not to its size but rather to the number of Economy-based buildings it has. Each such building, whether it's a shop, tavern, or brothel, increases a city's base value. Any magic item equal to or lower than this base value in cost is available for purchase 75% of the time—this check may be made again every

month (as new stock comes and goes). Any nonmagical item from the equipment chapter in the Pathfinder RPG Core Rulebook is always available if its cost is lower than the city's base value. Cities with multiple districts add the individual base values of each district together to determine the entire city's base value, with an upper limit of 16,000 gp per city.

At the GM's whim, using construction magic (such as a *lyre of building* or spells like *fabricate* or *wall of stone*) can reduce the cost of a building's BP by 2 (minimum 0 BP). This is a one-time reduction, regardless of quantity of magic used.

Magic Item Availability: A certain number of more powerful and valuable magic items are available for purchase in any city, although these items tend to be of a somewhat random nature as new items are found or created and enter the economy. As with base value, a community's size does not influence the number of magic items above base value that are available for purchase. Instead, these items become available as certain buildings (like academies or magic shops) are added to a city. Whenever such a building is added to a city, place an "X" in one of the boxes next to the appropriate item category to indicate that the city has gained a "slot" in that category. During every Upkeep phase, randomly roll a magic item of the appropriate category for each empty slot.

After it is generated, a magic item remains on the market until it is purchased. Alternatively, once per Income phase, a kingdom can make Economy checks to try to sell items; once the item is sold, its slot remains empty until the next Upkeep phase (see page 4).

Building Types

Adding buildings to a city is one of the most efficient ways to enhance your kingdom's statistics, as each block of buildings added to a city in your kingdom grants a specific bonus. Descriptions of each of these buildings, as well as the bonuses it provides once it's added to a city, are listed below. The building's BP cost, any prerequisite buildings that must be built first and its size if it is larger than 1 city block are listed in parentheses after its name. The building's benefit to the city and kingdom once it is constructed is listed last in italics. If a building affects Unrest, it does so only once, when it is first constructed.

A fair amount of additional residential structures are common amid most one- and two-block structures.

Academy (52 BP; 1 x 2 city blocks): An institution of higher learning that can focus on any area of knowledge or education, including magic. *Halves cost of Caster's Tower, Library, and Magic Shop in same city; 3 minor items, 2 medium items; Economy +2,*

Loyalty +2.

Alchemist (18 BP; must be adjacent to 1 house): The laboratory and home of a creator of potions, poisons, and alchemical items. *City base value +1,000 gp; 1 minor item; Economy +1.*

Apiary (6 BP; cannot be adjacent to a House): A beekeeper field to make honey and pollinate the local farms. *Economy +1, Loyalty +1.*

Arena (40 BP; 2 x 2 city blocks): A large public structure for competitions, demonstrations, team sports, or bloodsports. *Halves cost of Garrison or Theater in same city; halves Consumption increase penalty for festival edicts; Stability +4; limit one per city.*

Aviary (6 BP): A building to cultivate birds to keep the area free from small pests and to send messengers throughout the lands. *Stability +2.*

Baker (6 BP): A building for baking breads and other baked goods. *Economy +1, Stability +1.*

Barracks (6 BP): A building to house city guards, militia, and military forces. *Defense Modifier +2; Unrest -1.*

Black Market (50 BP; must be adjacent to 2 houses): A number of shops with secret and usually illegal or dangerous wares. *City base value +2,000; 2 minor items, 1 medium item, 1 major item; Economy +2, Stability +1; Unrest +1.*

Brewery (6 BP): A building for beer-making, winemaking, or similar use. *Loyalty +1, Stability +1.*

Brothel (4 BP; must be adjacent to 1 house): A place to pay for companionship of any sort. *Economy +1, Loyalty +2; Unrest +1.*

Butcher (6 BP): A building for slaughtering animals and selling meat. *Loyalty +1, Economy +1.*

Caster's Tower (30 BP): The home and laboratory for a spellcaster. *3 minor items, 2 medium items; Economy +1, Loyalty +1.*

Castle (54 BP; 2 x 2 city blocks): The home of the city's leader or the heart of its defenses. *Halves cost of Keeps, Noble Villa or Town Hall in same city; Economy +2, Loyalty +2, Stability +2; Defense Modifier +8; Unrest -4; limit one per city.*

Carpenter (30 BP; must be adjacent to a mill; maximum 1 per city; 1 x 2 city blocks): A building for building wooden objects and buildings. *Reduces the cost of all buildings by 1 BP; Economy +2.*

Cathedral (58 BP; 2 x 2 city blocks): The focal point of the city's religion and spiritual leadership. *Halves cost of Temple or Academy in same city; halves Consumption increase penalty for promotion edicts; 3 minor items, 2 medium items; Loyalty +4; Unrest -4; limit one per city.*

City Wall (8 BP): City walls do not occupy a city block—rather, purchasing a city wall fortifies





- one of a district's four outer borders. A city wall cannot be built on a water border. **Defense Modifier +4; Unrest -2.**
- Dump (4 BP):** A centralized place to dispose of refuse. **Loyalty +1, Stability +1.**
- Exotic Craftsman (10 BP; must be adjacent to 1 house):** The workshop and home of an exotic craftsman, such as a creator of magic items, a tinker, a fireworks maker, or a glassblower. **1 minor item; Economy +1, Stability +1.**
- Fletcher (6 BP):** An arrow maker and archery repair shop. **Economy +1, Stability +1.**
- Garrison (28 BP; 1 x 2 city blocks):** A large building to house armies, train guards, and recruit militia. **Halves cost of City Wall, Granary, and Jail in same city; Loyalty +2, Stability +2; Unrest -2.**
- Granary (12 BP):** A place to store grain and food. **Loyalty +1, Stability +1.**
- Graveyard (4 BP):** A plot of land to honor and bury the dead. **Loyalty +1.**
- Guildhall (34 BP; must be adjacent to 1 house; 1 x 2 city blocks):** A large building that serves as headquarters for a guild or similar organization. **City base value +1,000 gp; halves cost of Pier, Stable, and Tradesman in same city; Economy +2, Loyalty +2.**
- Herbalist (10 BP; must be adjacent to 1 house):** The workshop and home of a gardener, healer, poisoner, or creator of potions. **1 minor item; Loyalty +1, Stability +1.**
- House (3 BP):** A number of mid-sized houses for citizens. Houses serve as prerequisites for many other buildings. The first house you build during any Improvement Phase does not count against the total number of buildings you can build during the phase. **Unrest -1.**
- Inn (10 BP; must be adjacent to 1 house):** A place for visitors to spend the night. **City base value +500 gp; Economy +1, Loyalty +1.**
- Jail (14 BP; must be adjacent to the Office of the City Guard):** A fortified structure for housing criminals. **Loyalty +2, Stability +2; Unrest -2.**
- Keep (30 BP):** A fallback place for defense. **Loyalty +1, Stability +1, Defense Modifier +2; limit one per city district.**
- Library (6 BP):** A large building containing books, often presided over by a sage or other scholar. **Economy +1, Loyalty +1.**
- Luxury Store (28 BP; must be adjacent to 1 house):** A shop that specializes in expensive wares and luxuries. **City base value +2,000 gp; 2 minor items; Economy +1.**
- Magic Shop (68 BP; must be adjacent to 2 houses):** A shop that specializes in magic items and spells. **City base value +2,000 gp; 4 minor items, 2 medium items, 1 major item; Economy +1.**
- Mansion (10 BP):** A single huge manor housing a rich family and its servants. **Stability +1.**
- Market (48 BP; must be adjacent to 2 houses):** An open area for mercantile pursuits, traveling merchants, and bargain hunters. **City base value +2,000 gp; halves cost of Black Market, Inn, and Shop in same city; 2 minor items; Economy +2, Stability +2.**
- Mill (6 BP; must be next to a water border):** A building used to cut lumber or grind grain. **Economy +1, Stability +1.**
- Monastery (6 BP):** A place for monks to gather and train. **Loyalty +1, Stability +1.**
- Monument (6 BP):** A monument can be a statue of a city founder, a bell tower, a large tomb, or a public display of art. **Loyalty +3; Unrest -1.**
- Noble Villa (24 BP; 1 x 2 city blocks):** A sprawling manor with luxurious grounds that houses a noble. **Halves cost of Exotic Craftsman, Luxury Store, and Mansion in same city; Economy +1, Loyalty +1, Stability +1.**
- Office of the City Guard (8 BP):** The local office of the Warden and headquarters of the city guard. **Loyalty +1, Stability +1; Unrest -1.**
- Park (4 BP):** A plot of land set aside for its natural beauty. **Loyalty +1; Unrest -1.**
- Piers (16 BP; must be adjacent to a water border):** Warehouses and workshops for docking ships and handling cargo and passengers. **City base value +1,000 gp; +1 Economy, +1 Stability.**
- Shop (8 BP; must be adjacent to 1 house):** A general store. **City base value +500 gp; Economy +1.**
- Shrine (8 BP):** A small shrine or similar holy site. **1 minor item; Loyalty +1; Unrest -1.**
- Smith (6 BP):** An armor smith, blacksmith, or weapon smith. **Economy +1, Stability +1.**
- Stable (10 BP; must be adjacent to 1 house):** A structure for housing or selling horses and other mounts. **City base value +500 gp; Economy +1, Loyalty +1.**
- Tannery (6 BP; cannot be adjacent to a house):** A structure that prepares hides and leather. **Economy +1, Stability +1.**
- Tavern (12 BP; must be adjacent to 1 house):** An eatery or drinking establishment. **City base value +500 gp; Economy +1, Loyalty +1.**
- Temple (32 BP; 1 x 2 city blocks):** A large place of worship dedicated to a deity. **Halves cost of Graveyard, Monument, and Shrine in same city; 2 minor items; Loyalty +2, Stability +2; Unrest -2.**
- Tenement (1 BP):** A staggering number of low-rent, cheap housing units. Tenements count as houses for the purpose of fulfilling building requirements, but building too many tenements can increase a kingdom's Unrest quickly. You can build a house over an existing tenement for 2 BP. **Unrest +2.**
- Theater (24 BP; 1 x 2 city blocks):** A venue for providing entertainment such as plays, operas,



concerts, and the like. **Halves cost of Brothel, Park, and Tavern in same city; Economy +2, Stability +2.**

Town Hall (22 BP; 1 x 2 city blocks): A public venue for town meetings and repository for town records. **Halves cost of Barracks, Dump, and Watchtower in same city; Economy +1, Loyalty +1, Stability +1.**

Tradesman (10 BP; must be adjacent to 1 house): A shopfront for a tradesman, such as a

baker, butcher, candle maker, cooper, or rope maker. **City base value +500 gp; Economy +1, Stability +1.**

Watchtower (12 BP): A tall structure that serves as a guard post and landmark. **Stability +1; Defense Modifier +2; Unrest -1.**

Waterfront (90 BP; must be adjacent to a water border; 2 x 2 city blocks): A port for arrival and departure when traveling by water, facilities for building ships, and a center of commerce. **City base value +4,000 gp; 3 minor items, 2 medium items, 1 major item; halves cost of Guildhall and Market in same city, halves Loyalty penalty for tax edicts; Economy +4; limit one per city.**

Weaver (6 BP): A building for weaving fabric and making clothes. **Economy +1, Stability +1.**

Witch's Hut (20 BP): The home and brewery for a witch. **2 minor items, 2 medium items; Economy +1, Unrest +1.**

Edicts

Edicts (promotions, taxes, and festivals) increase your kingdom's Stability, Economy, and Loyalty scores. Taxes are payments gathered from a kingdom's citizens to help pay for roads, buildings, festivals, and other types of Consumption.

Promotions are how you make your citizens feel good in their lives and about living in your kingdom. These range from hiring minstrels to go around to your cities and sing songs that make the people happy and entertainers performing in local markets, to propaganda campaigns and religious missionaries.

Festivals are activities that help the people of your kingdom to become more devoted to their nation. These can range from carnivals, parades, to high profile public executions and ceremonies to rewarding notable citizens. The level of festivals represents the number of major festivals per year your kingdom enacts. The BP paid for this helps to spread the cost of the major festivals over a whole year as well as sponsor an additional number of smaller festivals.

Some buildings, such as an Arena, halve the Consumption from edicts. If multiple buildings are built in a kingdom, this Consumption is not halved again. This is a one time bonus.

Kingdom Events

Listed below are numerous events that can occur during an Event phase. Some events are listed as "continuous" events—their effects continue through every Event phase until the events are resolved by making the appropriate check during an Event phase.

Harmful events can be lessened or negated with a successful Economy, Loyalty, or Stability check, as indicated by the event. The DC of these checks is equal to the kingdom Control DC (20 + kingdom size).

Accident: A random hex that contains a resource providing your kingdom with a bonus to your Economy (such as a mine, lumber camp) suffers an accident involving the death of numerous workers. The hex does not provide any benefit this month while new workers are being trained.

Adventurers Pass Through: An adventuring party passes through your area. They spend money at the local taverns, purchase new weapons and get rid of some minor monster troubles. Reduce your Unrest by 1, add 1d4 BP to the kingdom's Treasury and reduce the number of available two minor magic item (determined randomly).

Animal Crime Lord Activity (continuous): A

Kingdom Edicts

Promotion Type	Stability Bonus	Consumption Increase
None	-1	—
Token	-1	1 BP
Standard	+2	2 BP
Aggressive	+3	4 BP
Expansionist	+4	8 BP
Taxation Level	Economy Bonus	Loyalty Penalty
None	+0	+1
Light	+1	-1
Normal	+2	-2
Heavy	+3	-4
Overwhelming	+4	-8
Festivals per Year	Loyalty Bonus	Consumption Increase
None	-1	—
1	-1	1 BP
6	+2	2 BP
12	+3	4 BP
24	+4	8 BP





Kingdom Events Tables

1d4	List	1d4	Adventurer Event	1d12	Good Event
1	Bad Event	1	Adventurers Pass Through	1	Economic Boom
2	Adventurer Event			2	Eureka
3	Leadership Event	2	Monster Nuisance	3	Food Surplus
4	Good Event	3	Monster Retribution	4	Good Weather
		4	Rowdy Adventurers	5	Honored Citizen Passes
1d12	Bad Event	1d12	Leadership Event	6	Natural Blessing
1	Accident	1	Assassination Attempt	7	New Vassals
2	Animal Crime Lord Activity	2	Child Bandits Caught	8	Outstanding Success
3	Bad Weather	3	Feud	9	Political Calm
4	Bandit Activity	4	Heavy Tax Burden	10	Song or Tale
5	Disaster	5	Increased Efficiency	11	Trendsetter
6	Food Shortage	6	Magical Performances	12	Visiting Celebrity
7	Monster Attack	7	Military Drill		
8	Pest Swarms	8	Public Execution		
9	Plague	9	Public Scandal		
10	Religious Apathy	10	Spy Discovered		
11	Sensational Crime	11	Time of Faithfulness		
12	Undead Uprising	12	Trade Agreement		

large animal (such as a horse) is awakened and has set itself up as a crime lord in a random city district (or the whole city if the city has only one district). Make a Stability check. If you succeed, the animal is caught and is charged with criminal activity. If you fail, the crime boss reduces all Economy bonuses from buildings in the district by half (rounding down).

Assassination Attempt: One of your leaders (determined randomly) is the target of an assassination attempt. If the target is a PC, you should play out the attempt, using an assassin of a CR equal to the targeted PC's level + 1. If the target is an NPC, you can simply make a Stability check to negate the attempt. If the leader is assassinated, the nation gains 1d6 Unrest points and immediately suffers the penalties for not having a leader in that role until the role is filled during a subsequent Improvement phase.

Bad Weather: Either snow, rainstorms, thunderstorms or torrential winds persist for several days - this slows down the productivity of many businesses and keeps potential clients and customers locked safely inside their homes. You gain a -2 penalty to all Economy checks until your next Event phase. Increase Unrest by 1 as the people complain about failing businesses.

Bandit Activity (continuous): Bandits are preying upon those who travel through your kingdom. Make a Stability check. If you succeed, your kingdom's defenses stop the banditry before it causes problems. If you fail, the bandits reduce your kingdom's Treasury total by 1d6 BP (each time you roll a 6, reroll that die and add the result to the total).

Child Bandits Caught: A small group of bandits have been harassing some local farms. Your Marshal lays a trap and catches the bandits

and discovers they are a group of runaway kids. They are returned home and punished to community service for a month. Reduce Consumption by 1 BP (minimum 0) until your next Event phase. Treat this Event like the Bandit Activity (continuous) Event if the role of Marshal is vacant.

Disaster: A fire, storm, earthquake, flood, sabotage, or other disaster strikes! Roll 1d6—on a result of 1–5, the disaster is localized and affects only 1d4 city blocks in one city. On a 6, the disaster is widespread and affects 1d6 city blocks in each of your kingdom's cities. Make a Stability check for each affected city block—every failure results in that city block's destruction (this Stability check represents your kingdom's ability to prepare for or react to the disaster as much as it represents the structure's ability to withstand damage).

Economic Boom: Trade is booming in your kingdom! Increase your Treasury by 1d6 BP (each time you roll a 6, reroll that die and add the result to the total).

Eureka: A resource produces an unexpected windfall. Increase your Treasury by 1d4 BP.

Feud: Nobles in your cities are bickering. Unless you can smooth over ruffled feathers with a Loyalty check, the feud increases Unrest by 1d6.

Food Shortage: Spoilage, treachery, or simple bad luck have resulted in a food shortage this month. If you fail a Stability check, your Consumption is doubled during the next Upkeep phase.

Food Surplus: Farmers produce an unexpected windfall! Your Consumption is halved during the next Upkeep phase.

Good Weather: Good weather raises spirits

and productivity. You gain a +4 bonus on Loyalty checks until your next Event phase.

Heavy Tax Burden: The people feel they pay too much in taxes and take their grievance to the Councilor. Make a Loyalty check. A successful check means that the Councilor smoothes over the situation, granting a +1 to all Loyalty check until the next Event phase. A failed check means that the citizens are still not satisfied, giving the nation a -1 penalty to all Loyalty check until the next Event phase. This Event does not occur if the Councilor role is vacant or if the current Taxation Level is None.

Honored Citizen Passes: A respected hero of the people, a beloved priest, or a local leader passes away. Reduce Unrest by 2 as the people remember and mourn.

Increased Efficiency: Your Treasurer figures out how to spend your money more wisely. Reduce your Consumption by 1 BP (minimum 0) until your next Event phase. This event does not occur if the Treasurer role is vacant.

Magical Performances: One of the highlight performances at your festivals involves the Magister displaying magical prowess. The people are more interested in hiring the services of a spellcaster over the next month. You gain a +4 to all Economy checks until your next Event phase. This Event does not occur if the Magister role is vacant.

Military Drill: The nation's promotion includes military demonstrations. You gain a +2 bonus on Stability checks until your next Event phase. This

Event does not occur if the General role is vacant.

Monster Attack (continuous): A monster (or group of monsters) attacks the kingdom—pick a hex the PCs have claimed to determine which hex the monster is active in. You can determine the type of monster by rolling on a wandering monster table until you get a result of CR 7 or higher. If the PCs don't set out to defeat the monster or monsters, a Stability check removes the threat. If the monster is not defeated, Unrest increases by 4. If your kingdom's Unrest is 5 or higher, the hex the monster dwells in becomes unclaimed at this time (this is in addition to losing control of hexes during Upkeep due to high Unrest).

Monster Nuisance: Some kobolds, goblins, orcs or other low CR monsters attacks the kingdom. The monsters are quickly dispatched by a group of adventurers. The tale spreads, reducing Unrest by 1. Reduce the kingdom's Treasury by 1 BP to reward the adventurers.

Monster Retribution: An adventuring party kills a few of the local monsters before leaving the area. Angered by this, the remaining monsters attack a town of your. 2 random buildings in your town are damaged and are unusable until repaired (1/2 the BP to build a new one). If the city has a wall, the wall must be one of the two buildings.

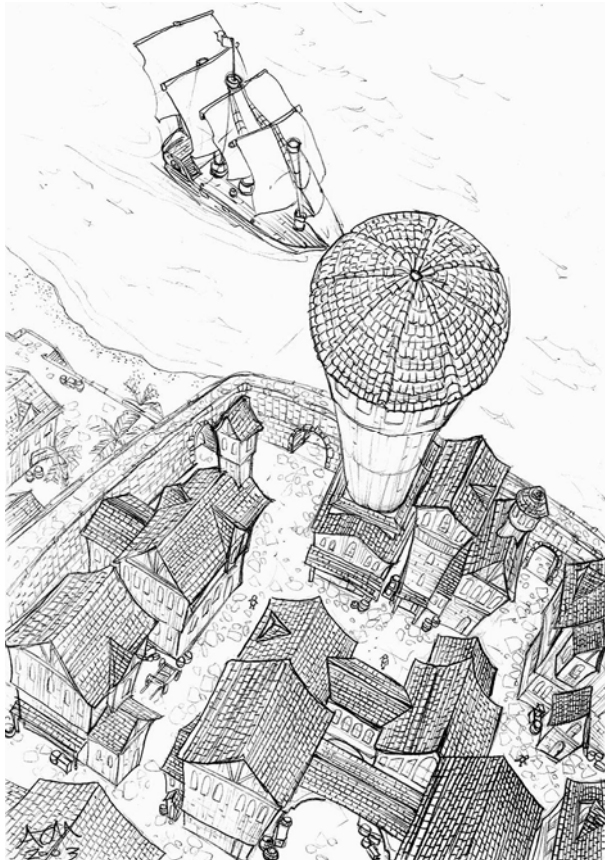
Natural Blessing: A natural event, such as a bloom of rare and beautiful wildflowers or good omens in the stars, raises your kingdom's morale. You gain a +4 bonus on Stability checks until your next Event phase.

New Vassals: A small group of indigenous creatures joins your kingdom and submits to your rule. Reduce Unrest by 2 and gain 1d6 BP (each time you roll a 6, reroll that die and add the result to the total).

Outstanding Success: One of your kingdom's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings fame to your kingdom. You gain 1d6 BP and a +4 bonus on Economy checks until your next Event phase. Reduce Unrest by 2.

Pest Swarms: Bug swarms (spiders, locusts etc) have become a problem for nearby farms. Roll 1d8 to determine how many farm hexes are affected. Make a Stability check for each hex to determine if they were able to protect the crops and fend off the invading pests in that area. Success on the Stability check halves the Consumption benefit of the farm (from 2 to 1); failure for that hex means that the farm provides no Consumption benefit.

Plague (continuous): A deadly contagion strikes your kingdom! Choose a hex containing a city in your kingdom—this is where the plague strikes. If you control no cities, treat this as if no event had been rolled. Otherwise, make a Stability check to curtail the plague's spread. If





you fail, increase Unrest by 1d6 and reduce your treasury by 1d6 BP. A plague-stricken city cannot build new structures.

Political Calm: A sudden absence of political machinations coincides with an increase in public approval. Reduce Unrest by 6.

Public Execution: A high profile criminal is executed publically. Gain a +1 bonus to Loyalty checks until your next Event phase. This Event does not occur if the Royal Assassin role is vacant.

Public Scandal: One of your leaders is implicated in a crime or an embarrassing situation, such as an affair with another leader's spouse. If you fail a Loyalty check, increase Unrest by 2 and suffer a -4 penalty on all Loyalty checks until your next Event phase.

Religious Apathy: A natural event such as a bad growing month or harsh weather cause some restlessness in the kingdom. Suffer a -2 penalty to all Stability checks until your next Event phase.

Rowdy Adventurers: An adventuring party in your area gets drunk and causes a major fight in a random tavern or drinking hall, trashing the place. The building is damaged and needs repaired before it can be used again. Lose the bonus granted by the building until it is repaired (1/2 the BP to build a new one).

Sensational Crime (continuous): A serial killer, arsonist, flamboyant thief, or daring bandit plagues your kingdom. Make a Stability check to catch the criminal; otherwise increase Unrest by 2.

Song or Tale: A song of the ruler's legend or a tale of the kingdom's bravery spreads through your land, lightening the hearts of your people and increasing the income at Breweries everywhere. Gain a +2 bonus on Economy checks until your next Event phase and reduce Unrest by 2.

Spy Discovered: A spy causing trouble in your lands has been causing trouble in your lands and has been discovered. Assassinate him and increase Unrest by 2 or arrest him and publicize the trial, costing the kingdom's Treasury 1 BP.

Time of Faithfulness: The High Priest calls for a time for all followers to be truer to the tenants of the faith and the people respond. Decrease Unrest by 2. This event does not occur if the High Priest role is vacant.

Trade Agreement: The Grand Diplomat secures a trade agreement with a neighboring kingdom that you are currently not at war with. Roll an Economy check. If you succeed, add 1d4 BP to your kingdom's Treasury. If you fail, add 1 BP to your kingdom's Treasury. This event does not occur if the Grand Diplomat role is vacant.

Trendsetter: A quirk of your Ruler's fashion becomes all the rage among the nobility in neighboring kingdoms. As such, tradesmen pass through your kingdom to learn how to copy the

style, increasing your Treasury by 1d6 BP.

Undead Uprising (continuous): Zombies rise up in random city and attack. If the PCs don't set out to defeat the zombies, a Stability check removes the threat. The DC of the check is increased by 1 for every graveyard the city possesses beyond the first. If you fail, increase Unrest by 1d6 and reduce your treasury by 1d6 BP. A zombie riddled city cannot build new structures.

Visiting Celebrity: A celebrity from elsewhere visits your kingdom, causing a sudden influx of visitors and spending. Increase the Treasury by 2d6 BP (each time you roll a 6, reroll that die and add its results to the total).

Gaining Experience

As their kingdom grows, the PCs gain experience points. Use the following guidelines to determine when and how much XP should be awarded. These XP awards should only be awarded the first time each event occurs.

Founding a kingdom: 2,400 XP

Establishing a capital city: 1,200 XP

Reaching a kingdom size of 5: 1,600 XP

Reaching a kingdom size of 10: 2,400 XP

Reaching a kingdom size of 25: 3,200 XP

Reaching a kingdom size of 50: 4,800 XP

Reaching a kingdom size of 75: 6,400 XP

Reaching a kingdom size of 100: 12,800 XP

Reaching a kingdom size of 150: 25,600 XP

Reaching a kingdom size of 200: 76,800 XP

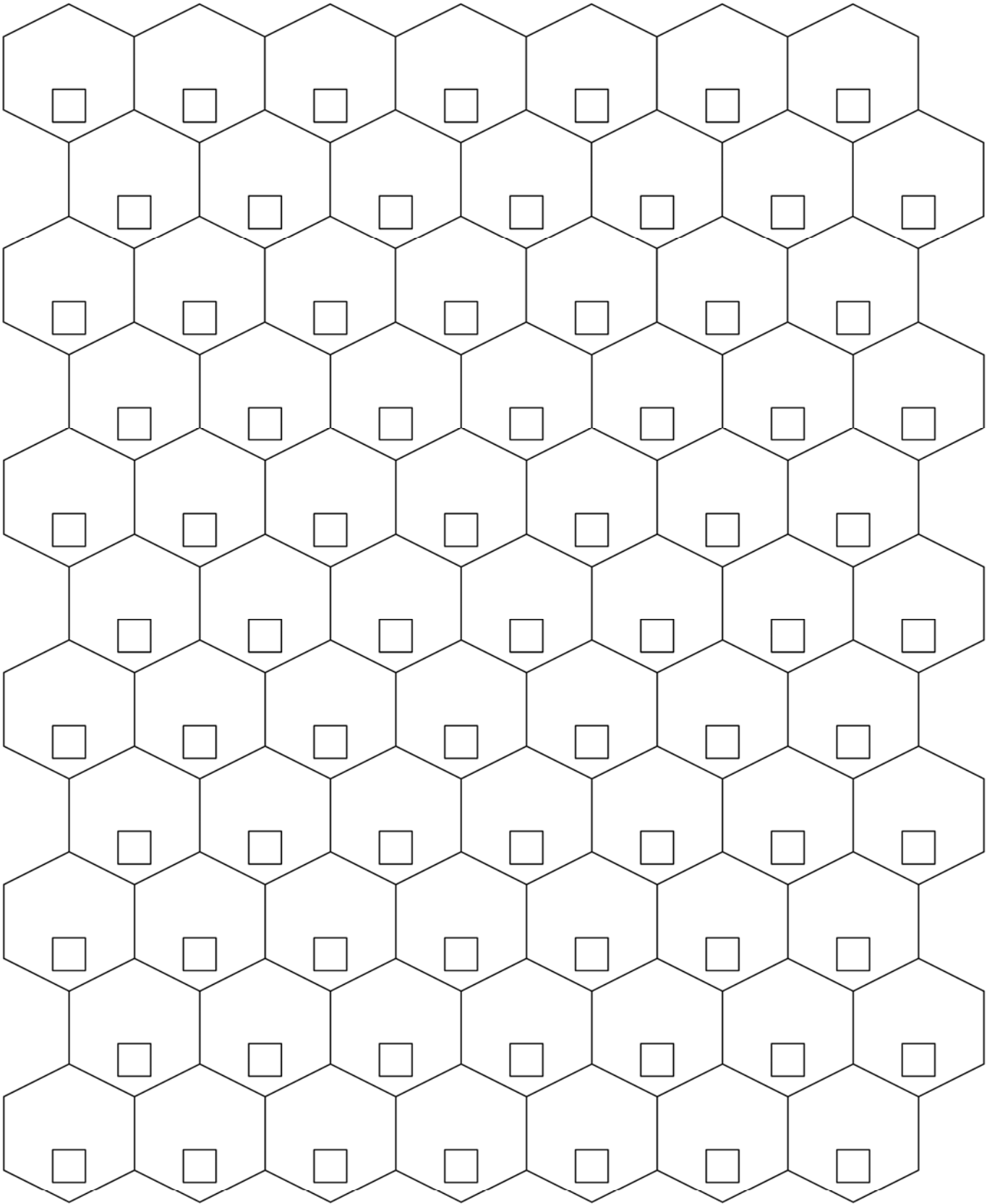
Filling a square with four blocks of buildings: 1,600 XP

Filling three city squares with buildings: 4,800 XP

Filling an entire city grid with buildings: 12,800 XP

Exploration Map

Region Name _____



City District Sheet

City Name _____ District Name _____

☐ Water ☐ Land ☐ Wall Neighboring District _____

_____ Neighboring District ☐ Water ☐ Land ☐ Wall				_____ Neighboring District ☐ Water ☐ Land ☐ Wall
_____ Neighboring District ☐ Water ☐ Land ☐ Wall				_____ Neighboring District ☐ Water ☐ Land ☐ Wall
_____ Neighboring District ☐ Water ☐ Land ☐ Wall				_____ Neighboring District ☐ Water ☐ Land ☐ Wall

☐ Water ☐ Land ☐ Wall Neighboring District _____

Notable NPCs

Notable NPC 1 _____

Race, Class & Level _____

Notable NPC 2 _____

Race, Class & Level _____

Notable NPC 3 _____

Race, Class & Level _____

Notable NPC 4 _____

Race, Class & Level _____

Magic Items

Minor Items

Minor Items

Medium Items

[illegible]

Base Value _____

Economy Bonus Granted _____

Defense _____ Population _____

Loyalty Bonus Granted _____

Stability Bonus Granted _____

Kingdom Sheet

Kingdom Name _____

Campaign _____

Alignment _____

Size _____

Control DC _____

Population _____

Leadership Roles

	Total	=	Buildings	+	Leadership	+	Edicts	+	Resources	+	Alignment	±	Events	-	Edicts	-	Unrest	-	Vacancies	-	Other
ECONOMY		=		+		+		+		+		±		-		-		-		-	
LOYALTY		=		+		+		+		+		±		-		-		-		-	
STABILITY		=		+		+		+		+		±		-		-		-		-	

Leadership Roles

Leader Name	Bonus	Kingdom Attribute	Leader Name	Bonus	Kingdom Attribute
Ruler _____	+	_____ Economy, Loyalty, Stability	Magister _____	+	_____ Economy
Ruler _____	+	_____ Economy, Loyalty, Stability	Marshal _____	+	_____ Economy
Councilor _____	+	_____ Loyalty	Royal Assassin _____	+	_____ Loyalty, -1 Unrest/Upkeep
General _____	+	_____ Stability	Spymaster _____	+	_____
Grand Diplomat _____	+	_____ Stability	Treasurer _____	+	_____ Economy
High Priest _____	+	_____ Stability	Warden _____	+	_____ Loyalty

Cities

City Name	Economy	Loyalty	Stability	City Name	Economy	Loyalty	Stability
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Edicts

Promotion Level _____

Taxation Level _____

Festivals/Year _____

Stability _____ Consumption _____

Economy _____ Loyalty _____

Loyalty _____ Consumption _____

UNREST

TREASURY

CONSUMPTION

Size + Cities + Edicts - Farms + Other

JON BRAZER ENTERPRISES

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