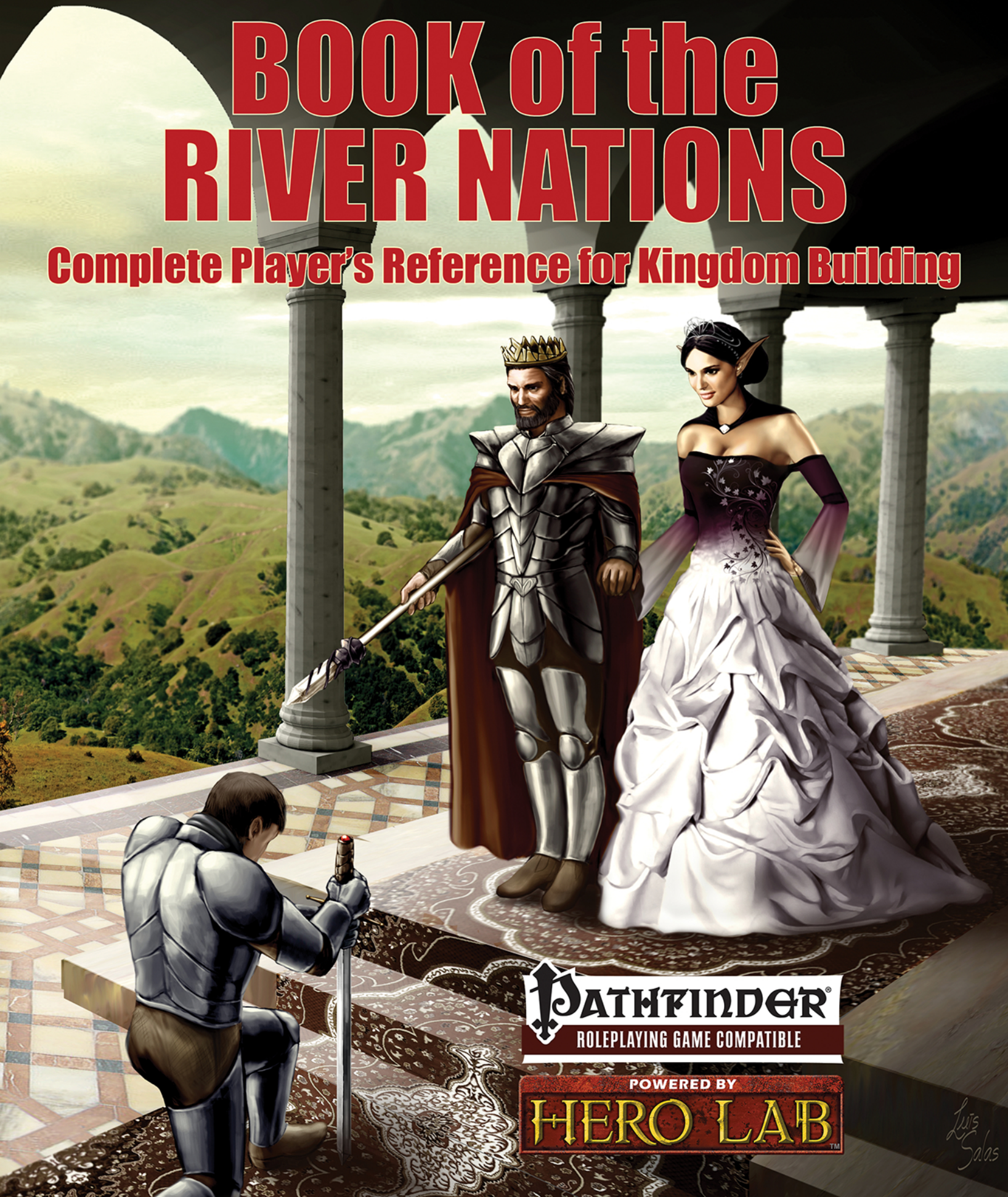


JON BRAZER ENTERPRISES

BOOK of the RIVER NATIONS

Complete Player's Reference for Kingdom Building



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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Luis Salas

BOOK of the RIVER NATIONS

Complete Player's Reference for Kingdom Building

**JON BRAZER
ENTERPRISES**



Contributors: Dale C. McCoy, Jr. & Robert Brambley

Editor: Dale C. McCoy, Jr. & Janel A. Bisacquino

Art: Ash Jackson, Joe Calkins, Sade, Jason Walton & John C. Walborn

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Programmer: E. Steev Ramsdell

Special Thanks: Paizo, Jason Nelson, E. Steev Ramsdell & Kevin Tomlinson

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Introduction

When I first heard that the Kingmaker adventure path would focus on fostering players into ruling their own nation, I knew that I wanted to expand on this new role playing opportunity and its unique environment. So we at Jon Brazer Enterprises started developing ideas to enrich the game. Monster encounters were the first idea that everyone liked - quickly followed by humanoid encounters, gambling games, hauntings, diseases and traps - and soon thereafter the **Book of Beasts: Monsters of the River Nations** was born and released to much unexpected fanfare. Available Now! *Ask for it at your local game store.*

While preparing for my own home game, I copied the rules for exploration, kingdom building and mass combat out of the adventure path supplements to make navigation of these new challenges easier for my players. Never able to switch off the publisher in me, I took the time to organize the rules and add some tables for quick reference. In doing so, I realized that plenty of game masters out there would want the same for their players and that players as well might be in search of a guide to these exciting rules.

It, therefore, became an easy decision to make our next product an expansion of this reorganized rules set. After checking with the fine folk at Paizo to get their blessing, we went full steam ahead. We tried to anticipate everything a player party would need to make the business of running a kingdom smoother and easier. Flow charts of the many step processes of kingdom building and mass combat quickly rose to our minds. We also made sure to incorporate clarifications listed on the Paizo forums as well as many suggestions and additions made by players, GMs and fans (with the creator's permission). Always with an

eye for enhancing the game, we added more building types and kingdom events to play out. New feats, spells, archetypes, and prestige classes were developed to support character customization.

Some rule changes we felt were necessary to enhance important aspects. We changed "Farmland" to "Open Space Development" with farm as one of the options. We created options to customize castles. Since no two castles I saw when I lived in Germany were identical, customization options for castles seemed only logical. We adjusted the rules on selling magic items to address a common concern for amassing too much wealth. Lastly Mass Combat spellcaster functions were enhanced allow spellcaster units to do more than damage enemy armies. Moreover, with months of kingdom building time for spellcasters to do little but create magic items, we figured we would present players with some appropriately themed magic items with which to outfit their ruling characters.

Now that the product stands complete, I personally want to thank all those that made this book possible. I want to thank Paizo for giving their blessing to use their groundbreaking rules, Jason Nelson for doing the groundwork on the open space development rules, and Robert Brambley for writing some awesome kingdom events. I want to give a huge thanks to all the fans on the Paizo forums and our fans that continue to support us in all we do. And lastly, I want to thank my wonderful girlfriend for being my editor and constant supporter. Without her, JBE would be just a dream. Thank you, Janel.

Dale C. McCoy, Jr.
President, Jon Brazer Enterprises, 2011

Chapter 1: Exploration

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. This involves exploring crevices in mountains for mineral wealth, investigating animal droppings to determine quality hunting grounds, marking defensible locations, taking note of tree types, and determining 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 rules will assist the characters on their journey into the unknown.

Movement

Each hexagon of land has sides 12 miles long. That translates into an area approximately 375 square miles. These hexes provide a way to help define the land, aid in tracking travel through the territory, and define the territory the characters would rule in a game centered around kingdom building.

Table 1-1 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



Chapter 7 of the Pathfinder RPG Core Rulebook details how long it takes for a person to travel through various terrains. Exploration, however, requires the characters to take time to fully explore hexes on a map - which takes much longer than simply walking through a hex. To determine how long it takes the characters 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 Table 1-1 Travel & Exploration Times.

The amount of time it takes to merely travel across one hex is listed on the top chart. Exploring is presented in the lower chart and represents the amount of time 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 maintained roads nor increase the speed of travel. Until a government is established and spends money to create roads, the hex is considered to be trackless. In some hexes, more than one terrain is present. In such cases, calculate that hex's effect on travel as if it were a hex of the dominant terrain type.

Forests: Forests are densely vegetated, but generally crisscrossed with game trails and numerous clearings. The trees in northern forests of the River Nations typically consist of oaks, beech, rushleaf, pine, and smaller scrub. Southern forests typically consist of dogwood,



Encounter Sites

Whenever exploring an unknown region, there are a number of fixed location encounters. These fixed locations are categorized as landmark, standard, or hidden sites.

Landmark Site: The site is a large structure, geographic feature or sizable city that is automatically discovered as soon as the characters enter the hex containing the site. A landmark site can be avoided or explored according to the players' interest.

Standard Site: The site is not particularly obvious, and unless the characters have better knowledge of the site, they do not encounter the site until they explore the hex. The site is automatically encountered upon exploration of the hex.

Hidden Site: If the characters don't already know 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 the hex's exploration.

hemlock, magnolia, maple, pine, and spruce.

Grasslands: Grasslands and moors vary from relatively open plains to swaths of tall grass that grow up to 3 feet high. Small copses of two to six trees are common but sparse.

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

Lakes: Lakes are calmer than rivers and may be navigated with a DC 10 Swim check, but their larger size makes swimming across them dangerous. If the characters lack boats or actual swim speeds, treat lakes as barriers to travel which force the travelers to circumnavigate the edges.

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

Rivers: 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 characters wish to try swimming, all members of the group must make DC 15 Swim checks. If all members (and their 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.

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. Constant course adjustments are required.

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

Tracking the Expedition's Progress

The easiest method to track the characters' progress as they travel and explore the territory is to use hex paper. A blank exploration map is provided in the Appendix. As the characters explore hexes, they should note their progress by placing a small "X" in the explored hex's box. Tracking which hexes are fully explored is important for determining exploration rewards and establishing a nation's territory (detailed in Chapter 2).

Wandering Monsters

As the characters 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 party level. An area with an average number of monsters possesses a 5% chance of an encounter occurring each time the characters enter a hex, and a 15% chance per day or night spent exploring or camping. GMs should limit the number of wandering monsters or the players may begin to feel overwhelmed.

Experience

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

Table 1-2 How Big Is a Hex?

An area of 375 square miles maybe hard to imagine. Here are some real world size comparisons:

1 Hex	3/4 of Phoenix, Arizona, USA
	4 Washington DC's, USA
	2 Quebec City's
	Berlin, Germany
20 Hexes	New Jersey, USA
	Wales, UK
	West Coast Region, New Zealand
80 Hexes	South Carolina, USA
	Austria or Scotland
200 Hexes	Washington State, USA
	1/3 of Alberta, Canada
	Victoria, Australia

Chapter 2: Kingdom Building

Kingdom Basics

Regardless of whether the players conquer an existing nation or they start their own in an uninhabited land, it is now the player's job to run that nation. Before the following rules were created, most gaming groups ignored any mechanics to allow the characters to get back to adventuring. Many groups, however, wish to see exactly how the choices they make affect their nation. These rules allow players to create kingdoms and cities and see how their efforts shape their new home. Like player characters, kingdoms use statistics to describe their changing attributes. A blank Kingdom Sheet is provided in the Appendix. Use the following guides to fill in a kingdom's initial values.

Alignment: A kingdom's alignment affects its statistics. 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 and record the number of hexes your party claimed for their kingdom. This is your kingdom size. 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 frequently rolled against for 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 \times 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 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, you begin to lose control of hexes you have 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. Unrest can never go below 0—adjustments that would normally reduce Unrest lower than 0 are wasted. See Losing a Hex on page 18 for more details.

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

Consumption: A kingdom's prosperity is measured by the BP in its treasury. 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 farm and minus 1 per winery.

Special Resources: If your kingdom includes any special resources, see page 9 for instructions.

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

The Kingdom's Turn

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

A kingdom's growth occurs during four phases, which represent a month in game time. When the characters establish a kingdom, pick a day of each month to resolve that kingdom's growth and fortunes. It may be best to select the last day of each month, so that any accomplishments the characters have made during that month can impact the kingdom's growth.

One thing to decide early on is who will make kingdom rolls. The obvious choice for the dice roller is for the Ruler, as this adds a feeling of command to that player's role. You may wish to assign specific rolls to specific leaders—for





Order of Phases in a Kingdom's Turn

For ease of reference, the order that a kingdom moves through the Phases and Steps within a Phase is listed below:

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. Develop Open Space - Build farms or other improvements
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.

example, the Treasurer might make Economy checks and the Marshal may wish to make all checks having to do with events under her command. Ultimately, since a kingdom is shared by all the players, all should share in making the kingdom's Economy, Loyalty, and Stability checks. However the duties are divided, make the task fun and engaging.

Upkeep Phase

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

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 negatives. 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 11.)

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 (such as farms and roads) are lost and must be rebuilt after the hex is reclaimed. Any developments in that hex become towns that must be annexed if they are to be reclaimed into the kingdom. (See Special Resources on page 9.) Finally, if the kingdom employs a Royal Assassin, reduce your total Unrest by 1.

Improvement Phase

The number of improvements you can make during a single phase is limited by your kingdom's size. (See Table 2-1 Kingdom Improvements per Month for these limits.) During a kingdom's Improvement phase, take the following actions:

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. The only impact on your nation's statistics is the bonuses that apply, as the ability scores of leaders differ. Reallocating roles allows you to give every player a chance to be the ruler or find the role that is best for the character. (See page 8 for a description of the leadership roles.)

Step 2 - Claim Hexes: A hex represents an area approximately 375 square miles, and the character's kingdom must be built hex by hex. To claim a hex, you must explore it and clear it of monsters or dangerous hazards. A newly claimed hex must be adjacent to a hex that is already part of the kingdom—with the exception of the first hex, which can be anywhere. After exploration, 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 claim a number of hexes per month based on kingdom size as listed in Table 2-1. During this step, you also abandon a hex to reduce your kingdom's Size. Doing so increases Unrest by 1 (or by 4, if the abandoned hex contains a city). See the Claiming Your Own Territory sidebar on page 9.

Step 3 - Establish and Improve Cities: Prepare land and purchase new buildings for your

Table 2-1. Kingdom Improvements Per Month

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

kingdom's cities. You can prepare land for new cities or city districts and build new buildings based on your kingdom Size as referenced in Table 2-1 in the Cities/Districts and Buildings Columns respectively. (See Building Types on page 11 for all available options.) 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 reward the investor handsomely. It costs 1 BP to build a road through 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. The maximum number of roads you can build per month is limited by the kingdom's Size as listed in Table 2-1.

Step 5 - Develop Open Spaces: You can develop any hex you claimed that does not contain a city. The hex being developed must contain a road. (See page 14 for details.)

Step 6 - Edicts: Pick or adjust your edict levels as you wish. (See page 14 for details.)

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 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 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, 6 BP for moderate items, or 12 BP for major items. You can make one Economy check per city district during each Income phase.

Step 4 - Generate Income: Collect your tax revenue. Make an Economy check against your Control DC. 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 and rolling a Natural 20 is an automatic success.

Event Phase

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. Once an event is determined to occur, roll 1d4 on the Kingdom Events List in Table 2-3 to determine which type of event occurs during this phase. Roll on the corresponding event list (Bad, Good, Adventurer or Leadership) to determine the specific event and then follow the rules for the event to determine how the event impacts the characters' kingdom or cities. (See page 15 for the full list of Kingdom Event and rules.)





Leadership Roles

A healthy kingdom has leaders filling a number of important roles. Each leader grants the kingdom different benefits and leaving a role unfilled can penalize the kingdom. A single character can only occupy one leadership role at a time. 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 appropriate leadership duties for the role. During this time the characters must be located within their capital. For exploration and nation building-centric campaigns, it is best to have the party pick the same week to dedicate to these duties so all characters have synchronized schedules for exploring new territory and expanding the kingdom.

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. A baron or baroness rules a kingdom 1-20 hexes in size, a duke or duchess rules a 21-80 hex kingdom and a kingdom of 81 or more hexes 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, and a king or queen modifies all three values.

Vacancy Penalty A kingdom without a ruler cannot claim new hexes, develop open spaces, build roads, or purchase city districts. Also, increase Unrest by 4 during each Upkeep

Ruler Titles

A ruler's title indicates status. More importantly, it tells nobles how high their status is. However, a ruler may prefer a different title depending on the culture or government. Below are sets 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/Düses	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

phase in which the kingdom has no ruler.

Special Two characters can fill this role if they are married or related by blood, 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 title. As long as one ruler is present for 1 week per month, the vacancy penalty is avoided.

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 growth and sees to spiritual needs.

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 magical employment.

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

Vacancy Penalty Decrease Economy by 4.

Marshal

The Marshal leads the kingdom's defenders and city guards.

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

Vacancy Penalty Reduce Loyalty by 4 and Stability by 2.

Royal Assassin

The Royal Assassin can serve as a public executioner, a headsman, or a shadowy eradicator of kingdom rivals.

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

Vacancy Penalty None

Spymaster

The Spymaster observes the kingdom's underworld/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 is modified during the kingdom's Improvement phase (but only once per Kingdom Turn).

Vacancy Penalty Rampant crime reduces Economy by 4. 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 helps organize patrols and enforces justice in rural and wilderness regions.

Benefit Increase Economy by a value equal to the Warden's Dexterity or Wisdom modifier.

Vacancy Penalty Decrease Economy by 4.

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: An existing bridge in a hex negates the cost increase of building a road to cross the river.

Building: If you establish a city in a hex at an existing building site, you can incorporate the building into the city as a free building. The GM selects the type of building based on the encounter. (See page 11 for building types.)

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

Landmarks: Landmarks are sites of great pride, mystery, and wonder. They serve to bolster a kingdom's morale. A landmark in a hex increases a kingdom's Loyalty by 1.

Forests: A hex that is almost entirely trees

Claiming Your Own Territory

Before the players begin the operation of claiming territory, they are granted a right to rule over that land through war or contract. The right to rule is only a warrant and they must exercise their authority to tame the area's inhabitants and the land. This is where "claiming" a hex comes in.

When claiming a hex, the characters exert their authority over the land and establish their rule of law. While the rulers of other kingdoms may recognize that a certain territory belongs to the characters, the presence of their rule must be felt by the inhabitants. Patrols need to routinely keep the area safe from monsters or bandits. Collectors need to consistently visit homes and towns to enforce taxes. Farmers must have safe roads to bring their food to markets. Remote areas will always be more lawless than those closer to the kingdom's cities. Goblins, orcs and other dark denizens will always be present, but claimed hexes keep the power of these foes in check.

within 5 hexes of a city reduces the Consumption of that city by 1. The Consumption of a city cannot go below 0 due to forest in close proximity. A forest hex cannot be used to reduce the Consumption of more than one city. If multiple cities are within 5 hexes, the rulers must choose which city receives the benefit. The presence of a camp in a forest hex reduces the city's Consumption by an additional 1.

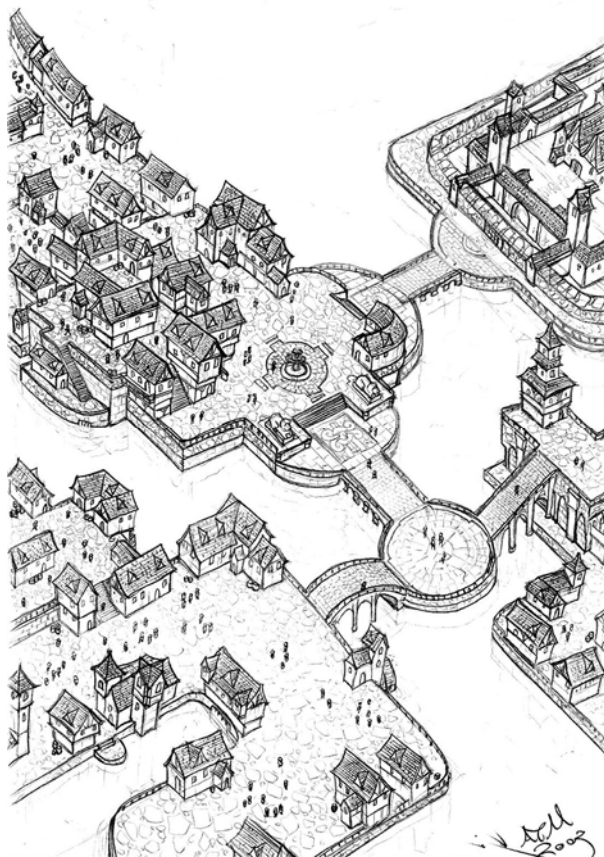
Rivers/Roads: A hex with a river or a road in it allows for easier travel. For every 4 river or road hexes your kingdom controls, the kingdom's Economy increases by 1. For every 8 road hexes your kingdom controls, its Stability also increases by 1. (Rivers do not receive this Stability bonus.) Hexes with a river and a road count in both categories. Calculate the bonus to Economy separately for each type—i.e. 3 hexes of rivers and 3 hexes of roads do not receive any benefit.

Ruins: A ruin can be incorporated into a city as a building. Doing so halves the cost of the building. The ruin only needs to be repaired rather than built from the ground up. The GM selects the type of ruined building based on the encounter. (See page 11 for 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 against the Control DC. Failure indicates radicals and upstarts in the town increase your kingdom's Unrest score by 2d4.

Resources: Resources include particularly valuable lumber, metal, gems, food, minerals,





compounds, plants or wildlife. A resource in a hex increases a kingdom's Economy by 1. While berry bushes might not seem to produce the same amount of economic benefit as a gold mine, this bonus represents the benefit to the kingdom's economy as a whole; a gold mine requires considerably more effort to continue its production while a rare wild berry patch requires little maintenance to collect the same benefit.

Building Cities

The greatest asset of any kingdom are its cities. It is here that the bulk of a kingdom's citizens live, its armies train, its culture develops, and its future is forged. The city grid provided in the Appendix gives players a visual representation of a city as they build using the following rules.

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 can start the same month.

Reading the Grid

The city grid consists of 36 city blocks, each arranged into 9 larger squares. Each block is separated by alleys, while each square is separated by streets. The 9 squares are enclosed by 4 borders to make city district. A district border can represent a city wall, a river, a lake or ocean shore, a cliff, a street or alley, or merely the transition from one city district into another.

As the characters build, they should write the type of building in the appropriate block.

Preparing the Site

Once you select a location for your city (which must be in a hex you have explored and claimed), 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 the location is determined by its prominent terrain (see sidebar).

Once you finish preparing the site, decide the makeup of each of the district's borders and record your choices at each border of your city grid. 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 and adjusting kingdom/city statistics.

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

City Grid Scale: Although encounters in a city are played out normally, you might need to determine how long it takes to travel from one location to another between encounters. Treat each city block as a 750-foot square and an entire city district is about 1 square mile in size.

Building A City

Once you've prepared your city district, you can start to build. The placement of a building represents the notable structure within the block. When you build, write the name or create an icon for the appropriate type of structure on your city grid. Two-block and four-block structures cannot be split up (although they can span streets). It takes 1 month to construct a building, no matter what size the building is and its benefits apply immediately.

Population: A city's population is equal to the number of completed blocks within its districts \times 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 Chapter 3). Keep track of your city's

Defensive Modifier on the city district sheet to assist in combating invaders.

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.

The base value therefore is tied not to its size but rather to the number of Economy-based buildings it has. 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. Any nonmagical item from the equipment chapter in the Pathfinder RPG Core Rulebook is always available for sale or use if its cost is lower than the city's base value.

Magic Item Availability: Any magic item equal to or lower than the city's base value is available for purchase 50% of the time—this check may be made every month during the upkeep phase. A certain number of more powerful and valuable magic items, however, may be 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. A city'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" on one of the lines below the appropriate item category on the city district sheet to indicate that the city has gained a "slot" in that category. There are no limits to the number of slots that can be gained in any category. (The GM may wish to consider a rule of limitation depending on the setting specifics.)

During every Upkeep phase, randomly roll a magic item of the appropriate category for each "X" line. After it is generated, a magic item remains on the market until it is purchased. 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 6—Upkeep Phase Step 3).

NPCs: Players may 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 (4 per district). 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.

Building Types

Adding buildings to a city is one of the most efficient ways to enhance your kingdom's

statistics, as each building added to a city block in your kingdom grants a specific bonus. Descriptions of each of these buildings, as well as the bonuses they provide are listed below. The building's BP cost, any prerequisite buildings 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 or kingdom is noted in bold italics. If a building affects Unrest, it does so only once, when it is first constructed.

Additional residential structures commonly surround most one- and two-block structures. At the GM's discretion, 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 singular reduction per building, regardless of quantity of magic used.

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.***

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 (8 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 spirits production. ***Loyalty +1, Stability +1.***

Brothel (6 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.***

Carpenter (30 BP; must be adjacent to a mill; maximum 1 per city; 1 x 2 city blocks): A



building for the production of wooden objects and building materials. **Reduces the cost of all buildings by 1 BP; Economy +2.**

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 and the heart of its defenses. (See Castle Additions below.) **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.**

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. **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

supply 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 service 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.**

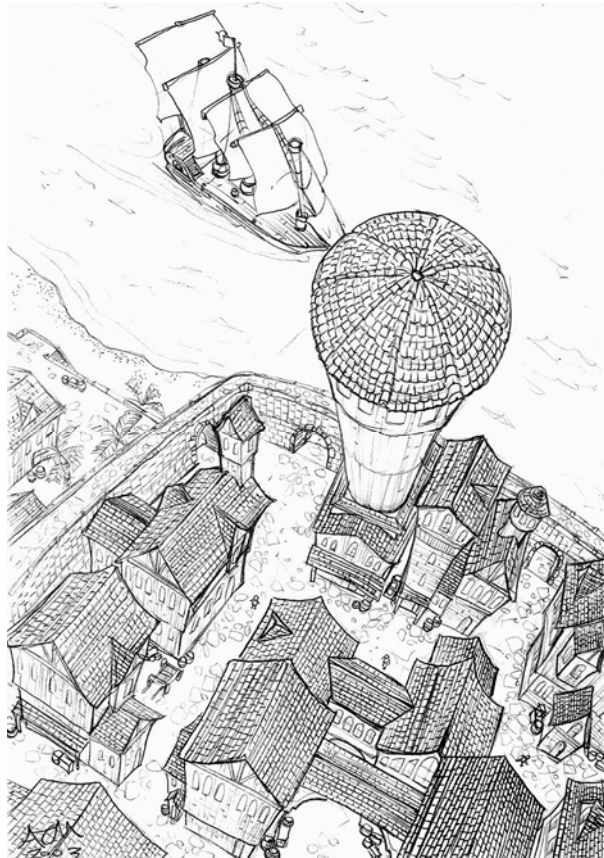
Magic Shop (68 BP; must be adjacent to 2 houses): A shop that specializes in magic items, scrolls and spells. **City base value +2,000 gp; 4 minor items, 2 medium items, 1 major item; Economy +1.**

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, farm produce, and bargains. **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 (8 BP): A monument can be a statue of a city founder, a bell tower, a large tomb, or a public display of art. **Loyalty +2; Unrest -1.**

Noble Villa (24 BP; 1 x 2 city blocks): A sprawling manor with luxurious grounds that houses a noble family. **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 Marshal and headquarters of the city guard. **Loyalty +1, Stability +1; Unrest -1.**

Park (6 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, Shrine, and Monument, in same city; 2 minor items; Loyalty +2, Stability +2; Unrest -2.**

Tenement (1 BP): 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 Commons (4 BP): A public venue for edicts, gallows, gossip, town criers, wanted posters and flee markets. **+1 Loyalty.**

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 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, defense 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 cottage workshop for a witch. **2 minor items, 2 medium items; Economy +1, Unrest +1.**

Castle Additions

No two castles are identical. Most rulers prefer to customize their home for prestige or safety to their heart's content. The following are a number of additions a castle may possess with their costs and benefits. Each castle addition counts against the building limit in Step 3 of the Improvement Phase.

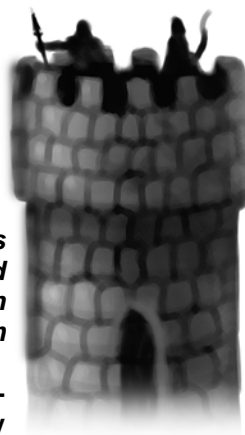
Anti-Scrying Room (24 BP; academy must be in the city): A single room is protected by powerful magic making scrying and similar forms of detection into this room difficult. **All Will saves to resist scrying attempts gain a +10 enchantment bonus in this room.**


Art Collection (6 BP; exotic craftsmen must be in the city): The halls and gardens of the castle display magnificent works of art from your people. **Leaders gain a +4 equipment bonus to all Bluff and Diplomacy checks with foreign nobility when in the castle.**

Crenellated Wall (6 BP): Battlements along the castle's outer wall, giving archers and other ranged defenders cover. **Defense +1 during the Ranged Phase.**

Garden (6 BP; 1 x 1 city block, must be adjacent to the castle): A place to cultivate beautiful plants, trees and vistas. **Leaders gains a +4 equipment bonus to all Bluff and Diplomacy checks with citizens of the kingdom when in the castle.**

Moat (28 BP; Castle + Moat require 3 x 3 city





blocks; no other additions requiring city blocks can be made to the castle; must be in a city district that borders water): Water surrounding the castle makes attacking the castle more difficult. **Stability +2, Defense +6 (unless attacking army possesses the Ships resource or Mobility Advantage special ability).**

Murder Holes (6 BP): A series of holes above the castle's entrances allowing for boiling oil to be dumped onto attackers. **Defense +1 during the Melee Phase.**

Torture Chamber (6 BP; smith must be in the city): A room used to extract information out of prisoners. **Leaders gain a +6 equipment bonus to Bluff and Intimidate checks to any prisoners. All tortured prisoners are considered hostile.**

Wards (10 BP; must choose a creature type from the Favored Enemy list; maximum 1 per creature type): Magic protects a single entrance to the castle that hinders certain creatures from entering. **Repels all creatures of the designated type that fail a DC 25 Will Save; such creatures need to make the save upon entering. Defense +2 against Melee attacks from armies of designated type.**

Develop Open Spaces

While the majority of a kingdom's development is focused on cities, a ruler may also find it valuable to build throughout the countryside. Land development provides a strong presence of the crown and promotes security for the more remote regions. Each development built in a single month counts against the Open Spaces limit. (See the Open Space column in Table 2-1.) Unless it is otherwise stated, the development must be the only thing in the hex. Hexes containing cities cannot possess an open space development.

Apiary (6 BP): A beekeeper and hive system to make honey and pollinate the local farms. This can be built in the same hex as a farm. **Economy +1, Loyalty +1. Reduces Consumption by an additional 1 BP if in the same hex as a farm.**

Aqueduct (3 BP): Wood or stone structure providing freshwater to farms and cities away from rivers and lakes. This building can be in the same hex as any other development. **Unrest -1; cities connected to a river via an aqueduct receive a +2 bonus to Stability against Plague events.**

Camp (8 BP): A home base for workers gathering natural resources in the area-such as logging in a forest, fishing at a lake, or clay in a swamp. **Economy +1, Stability +1. This is doubled if the hex contains a "resource" like rare lumber, herbs, or fish: Economy +2, Stability +2.**

Farms (2 BP in grassland hexes, 4 BP in hill

hexes): Grow produce for the people of your kingdom. Farms can only be built in grassland and hill hexes. **Reduce Consumption by 2 BP.**

Fort (12 BP, cost is halved if built over an existing Lair or Cave): A small protected structure for country folk to retreat to in times of emergency. If later incorporated into a city, it counts as a watchtower. It can be in a hex with any other open space development. **Stability +1, Unrest -1. If the hex is attacked, Defense +2.**

Herbal Cultivar (15 BP): Some herbs cannot be moved from where they grow naturally. In this case, the herbalist must live near the rare herb. **Economy +2, Loyalty +1, Stability +1.**

Mine (6 BP): A series of tunnels following the load vane (salt, gems, metal, mineral). It may also contain a miners camp, dump sites for the excess rock and a small refinery to make the ore or metal easier to transport. This development can only be built in hill and mountain hexes. **Economy +1, Stability +1. This is doubled if the hex contains a resource like gold or iron ore; Economy +2, Stability +2.**

Reservoir (6 BP): You declare a natural lake or other body of water in a hex to be a kingdom's water source and order its protection. An aqueduct can be built from the reservoir. **Loyalty +1, Unrest -1.**

Royal Reserve (10 BP): An area of land set aside by the ruler preventing hunting by all but those invited by the ruler. This nature preserve can be used for food during poor growing season, a royal vacation spot, or a private warden training ground. **Stability +2, Reduce Consumption by 1 BP.**

Signal Tower (4 BP): Tall structure bearing a bright fire, alerting the kingdom of an emergency. It can be in the same hex as other developments. It cannot be built in a forest **+1 Stability.**

Winery (10 BP in grassland hexes, 8 BP in hill hexes): A vineyard, processing and storage area. Wineries help to improve the nation's morale by keeping the people in spirits and limits the need to import. **Loyalty +1, Unrest -1. Reduce Consumption by 1 BP.**

Edicts

Edicts (taxes, promotions, and festivals) increase your kingdom's Economy, Stability, and Loyalty scores during Step 6 of the Improvement Phase. 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.

Taxes are payments gathered from a kingdom's citizens to help pay for roads, buildings, festivals, and other types of Consumption. Select a Taxation Level from Table 2-2 and adjust

Table 2-2 Kingdom Edicts

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

Economy and Loyalty accordingly.

Promotions are how you make your citizens feel good about living in your kingdom. Promotions may comprise hiring minstrels to wander among your cities and sing songs that make your people happy, allowing entertainers to perform in local markets, propaganda campaigns and religious missionaries. Select a Taxation Level from Table 2-2 and adjust Stability and Consumption accordingly.

Festivals are activities that help the people of your kingdom to become more devoted to their nation. These range from carnivals and parades to high profile public executions and ceremonies to rewarding notable citizens. Festivals per year listed in Table 2-2 are the number of major festivals your kingdom enacts each year. The monthly BP paid helps to spread the cost of the major festivals over an entire year and sponsors additional smaller festivals, which is reflected in monthly Loyalty and Consumption.

Kingdom Events

Listed below are events that can occur during an Event phase. (See Table 2-3 for which category each event belongs.)

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). "Continuous" events have their effects continue through every Event phase until the events are resolved by making the appropriate check during an Event phase.

Accident: A random hex that contains a resource providing your kingdom with a bonus to

your Economy (such as a mine or lumber camp) suffers an accident involving the death of numerous workers. The hex does not provide any benefit this month while the works are mourned and new workers are being trained.

Adventurers Pass Through: An adventuring party passes through your kingdom. 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 minor magic item by 2 (determined randomly).

Animal Crime Lord Activity (continuous): A large awakened animal (such as a horse) has set itself up as a crime lord in a random city district. Make a Stability check. If you succeed, the animal is caught and 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, play out the attempt, using an assassin of a CR equal to the targeted PC's level + 1. If the target is an NPC, make a Stability check to negate the attempt. If the leader is assassinated, the nation gains 1d6 Unrest points and immediately suffers vacancy penalties until the role is filled during a subsequent Improvement phase.

Bad Weather: Snow, rainstorms, thunderstorms or torrential winds persist for several days, slowing down the productivity of businesses and keeping potential customers locked safely inside their homes. Gain a -2 penalty to all Economy checks until your next Event phase. Increase Unrest by 1 as your 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. If you fail, the bandits reduce your kingdom's Treasury total by 1d6 BP. For every 6 rolled, reroll and add the result to the total.

Child Bandits Caught: A small group of bandits have been harassing some local farms. Your Warden lays a trap and catches the bandits, discovering they are a group of runaway kids. They are returned home and punished with community service for a month. Reduce Consumption by 1 BP (minimum 0) until your next Event phase. Treat this Event as continuous, if the role of Warden 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





Table 2-3 Kingdom Events

1d4 List

- 1 Bad Event
- 2 Adventurer Event
- 3 Leadership Event
- 4 Good Event

1d12 Good Event

- 1 Economic Boom
- 2 Eureka
- 3 Food Surplus
- 4 Good Weather
- 5 Honored Citizen Passes
- 6 Natural Blessing
- 7 New Vassals
- 8 Outstanding Success
- 9 Political Calm
- 10 Song or Tale
- 11 Trendsetter
- 12 Visiting Celebrity

1d4 Adventurer Event

- 1 Adventurers Pass Through
- 2 Monster Nuisance
- 3 Monster Retribution
- 4 Rowdy Adventurers

1d12 Leadership Event

- 1 Assassination Attempt
- 2 Child Bandits Caught
- 3 Feud
- 4 Heavy Tax Burden
- 5 Increased Efficiency
- 6 Magical Performances
- 7 Military Drill
- 8 Public Execution
- 9 Public Scandal
- 10 Spy Discovered
- 11 Time of Faithfulness
- 12 Trade Agreement

1d12 Bad Event

- 1 Accident
- 2 Animal Crime Lord Activity
- 3 Bad Weather
- 4 Bandit Activity
- 5 Disaster
- 6 Food Shortage
- 7 Monster Attack
- 8 Pest Swarms
- 9 Plague
- 10 Religious Apathy
- 11 Sensational Crime
- 12 Undead Uprising

Stability check for each affected city block. Every failure results in that city block's destruction. This check represents your kingdom's ability to prepare for and react to 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. For every 6 rolled, reroll 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 successful Loyalty check, the feud increases Unrest by 1d6.

Food Shortage: Spoilage, treachery, or simple bad luck has resulted in a food shortage. A failed Stability check doubles Consumption during the next Upkeep phase.

Food Surplus: Farmers produce an unexpected windfall. Consumption is halved during the next Upkeep phase. This event does not occur if no farms are present in your kingdom.

Good Weather: Good weather raises spirits and productivity. 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 checks until the next Event phase. A failed check means that the citizens continue to be disgruntled, giving the nation a -1 penalty to all Loyalty checks until the next Event phase. This Event is a continuous failure if the Councilor role is vacant. If the current Taxation Level is None, this event does not occur.

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: The Magister displays magical prowess as a highlight to your festival. Your people are more interested in hiring the services of a spellcaster over the next month. Gain a +4 to all Economy checks until your next Event phase. This Event does not occur if the Magister role is vacant or Festivals per Year is None.

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 or the Promotion Level is None.

Monster Attack (continuous): A monster (or group of monsters) attacks the kingdom. The GM picks a kingdom hex in which the monster is active and determines the type of monster by rolling on a wandering monster table of CR 7 or higher. Either the PCs choose to set out to defeat the monster or a Stability check is made representing local garrison action. If the monster is not defeated, Unrest increases by 4. If your kingdom's Unrest is 5 or higher, the monster's hex becomes unclaimed. (See Losing A Hex on page 18.)

Monster Nuisance: Some kobolds, goblins, orcs or other low CR monsters attack 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 kingdom. Angered, the remaining monsters attack a city at random. 2 random buildings in the city are damaged and are unusable until repaired. 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. Gain a +4 bonus on Stability checks until your next Event phase.

New Vassals: A small group of indigenous creatures submits to your rule. Reduce Unrest by 2 and gain 1d6 BP. For every 6 rolled, reroll and add the result to the total. Roll 1d20 to randomly determine race.

- | | |
|-------------|---------------------|
| 1. Elf | 11. Harpy |
| 2. Dwarf | 12. Hobgoblin |
| 3. Gnome | 13. Lizardfolk |
| 4. Halfling | 14. Boggard/Grippli |
| 5. Orc | 15. Troll |
| 6. Goblin | 16. Brownies |
| 7. Kobold | 17. Fairy Dragon |
| 8. Centaur | 18. Red Caps |
| 9. Minotaur | 19. Ogre |
| 10. Giant | 20. Pixie |

Outstanding Success: One of your kingdom's citizens creates an artistic masterpiece, constructs a particularly impressive building, or otherwise brings fame to your kingdom. 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 affected hex to determine if they were able to protect the crops and fend off the invading pests. Success on the Stability check halves the Consumption benefit of the farm (from 2 to 1); failure means that the farm provides no Consumption benefit for the month.

Plague (continuous): A deadly contagion strikes a city in your kingdom. If you control no cities, this event does not occur. Otherwise, make a Stability check to curtail the plague's spread. Failure increases Unrest by 1d6 and reduces your treasury by 1d6 BP. A plague-stricken city cannot build new structures. Cities along rivers or connected to a river via an aqueduct receive a +2 bonus to the Stability check.

Political Calm: The 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. A failed Loyalty check increases Unrest by 2 and a -4 penalty is suffered on all Loyalty checks until your next Event phase.

Religious Apathy: A "act of a god" event such as a drought or tornado causes some restlessness in the kingdom. Suffer a -2 penalty to all Stability checks until your next Event phase.

Rowdy Adventurers: An adventuring party gets drunk and causes a major fight in a tavern, inn or brewery, trashing the place. The building is damaged and needs repair 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). If no such buildings are present in your kingdom, randomly choose a building that is damaged. Adventurers can get drunk anywhere.

Sensational Crime (continuous): A serial killer, arsonist, flamboyant cat burglar, or daring bandit plagues your kingdom. Make a Stability check to catch the criminal. Failure increases 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, inns and tavern everywhere. Gain a +2 bonus on Economy checks until your next Event phase if you have at least one such building. Reduce Unrest by 2, regardless.

Spy Discovered: A spy causing trouble in your kingdom has been discovered. Assassinate her and increase Unrest by 2 or hold a public trial, costing the kingdom's Treasury 1 BP.

Time of Faithfulness: The High Priest calls 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 peaceful neighboring kingdom. A successful Economy check adds 1d4 BP to your kingdom's Treasury. Failure adds 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. Tradesmen pass through your kingdom to learn how to copy the style, increasing your Treasury by 1d6 BP.

Undead Uprising (continuous): Zombies rise up and attack a city. The PCs may set out to defeat the zombies or a Stability check is made for the local clergy. The DC of the check is increased by 1 for every graveyard the city possesses beyond the first. Failure to defeat the horde increases Unrest by 1d6 and reduces your Treasury by 1d6 BP. A zombie riddled city cannot





build new structures.

Visiting Celebrity: A notable personage from elsewhere visits your kingdom, causing a sudden influx of visitors and spending. Increase the Treasury by 2d6 BP. For every 6 rolled, reroll and add the result to the total.

Gaining Experience

As their kingdom grows, the party gains experience points. Use the following guidelines to determine when and how much party XP should be awarded. These XP awards should only be awarded to the party 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 4-block square with buildings: 1,600 XP
Filling 3 city squares with buildings: 4,800 XP
Filling an entire city grid with buildings: 12,800 XP

Losing a Hex

When a hex is lost, the rulers no longer gain the benefit provided by the hex (and any cities or other buildings inside the hex) nor do you have to pay the upkeep for the hex. A hex may be lost by:

- Willingly giving up control of the hex,
- Failing to pay the hex's upkeep,
- Having the kingdom's Unrest reach 11 or above, or
- Siege from a monster or an invading army. The sieging monster or army must remain in the borders of the hex for a full month. If the monster or army is not defeated within the month, the kingdom's Unrest increases by 4. If your kingdom's Unrest is 5 or higher, the hex the monster or army occupies is lost. (Note: an additional hex may also be lost during Upkeep due to this high Unrest-see above rule).

Reclaiming a lost hex requires that it be claimed like a new hex (see page 6).

Game Mastering Notes

These rules should be considered a guide and not the final rule-this is always in the hands of the GM. While these rules have been playtested, they have not had the seasoning born by classes and spells. You, with the help of your players, should adjust the rules as you see fit for your own game. If your players are exploiting aspects of the rules beyond reasonable balance or game flavor, you should first talk to them. If they understand their

actions, they may change their course of play. As helpful solutions, the following suggestions may be employed to alleviate common situations your players may cause:

1) Consider placing reasonable limits on the number of certain types of building or actions. This can be limited on a per district, per city or per kingdom basis.

2) Award Unrest if the player's actions are grossly different than the kingdom's alignment. For example: if the characters choose to take an available magic item instead of paying for it and the kingdom is aligned Lawful Good, the characters' actions would spread far and wide causing the people to become more resentful. In a circumstance such as this, the kingdom should gain 1 Unrest, even though there are no rules saying Unrest should be gained in such a manner.

3) Choose a particular Kingdom Event List (or even a specific Kingdom Event) if one list is randomly rolled too frequently or if it fits the story. For example: if the players randomly roll events from the Good Kingdom Events List too frequently, substitute the Bad Event list to even out play. Alternatively if one of the character's has a back story of being on the run or wanted by someone of an opposing authority, feel free to send in the assassins, lawmen or bounty hunters.

4) Advise the players with helpful suggestions to rule their kingdom. It is quite likely that you have spent considerably more time with these rules than your players and you are aware of certain strategies that will insure a more stable nation. These suggestions may be delivered through the various NPC leadership roles.

All of the above options are best used sparingly. The players should be learn the art of kingdom building at the same time as their characters. They should be allowed the freedom to make what you may consider mistakes freely. As you rewards what you feel are their good choices, make their mistakes have equal consequences. Balance these fairly.

Chapter 3: Mass Combat

The following rules present a fast-play method to resolve large-scale combats involving the clashing of armies. They are not intended to accurately represent complex wars or provide a highly-tactical simulation of the same—but they are intended to be fun! Nations go to war for a number of reasons: to gain valuable resources, to capture wealthy cities or trade routes, to assert their dominance over another nation. When fighting a war, the PC's nation will need an army at their command. These rules will help you and your players to quickly and easily simulate such a mass scale conflicts.

The Army Stat Block

Like NPCs, Monsters and Kingdoms, Armies have their own stat block. Here are the various part of the stat block and what they mean.

Name and CR: The army's name is presented first, along with its Challenge Rating (CR). To determine an army's CR, simply adjust the CR of an individual member of that group by the appropriate modifier depending on the army's size, as shown on the Army Sizes table on page 2. If, after modifiers apply, the group's CR is lower than 1, it does not count as an army—add more troops until you reach a CR of 1. If an army is mounted, the army's CR is set by the combined rider's and mount's CR score.

XP: This lists the XP awarded for defeating the army.



Alignment, Size, and Type: An army's alignment has no effect on its statistics and is essentially just a convenient way to summarize its attitude with two letters. The army's size determines not only how many individual units exist in the army, but also the army's Challenge Rating. The army's type is defined by the nature of its individual soldiers. An army must be made up of identical creatures.

hp: An army's hit points equal its CR \times the average hp from the HD type of the army's units (3.5 for d6 HD, 4.5 for d8, 5.5 for d10, and 6.5 for d12). If an army is composed of units with multiple HD (such as the case of multiclassed characters, monsters with class levels, or mounted armies), use the lowest HD type. Drop any fractions from the final total. Note that only damage from other armies can reduce an army's hp—treat individual creatures who attack an army as a fine-sized army.

Defense and Offense: These entries list an army's Defense Value (this is always a static number used to resist an attack) and its Offense Modifier (this is always a modifier that's applied to a d20 roll during an attack). If the group has ranged capability, it is indicated here. The army's Defense Value (DV) is equal to its CR + 10 + any additional modifiers (such as resources, see below) + 1 per 5 ranks of Profession (soldier) of the army's commander. The army's Offense Modifier (OM) is equal to its CR + any additional modifiers (such as resources, see below) + 1 per 5 ranks of Profession (soldier) of the army's commander.

Tactics and Resources: Armies learn tactics and gain resources as they grow more seasoned from battles.

Special Abilities: Any special abilities the army possesses.

Speed: This number indicates how many 12-mile hexes the army traverses in a day's march. Marching through difficult terrain halves the army's speed. The speed is equal to 12 divided by the number of hours an individual member of the army would require to travel across a grassland hex (see page 3).

Morale: An army's morale is a modifier ranging from -4 (the minimum) to $+4$ (the maximum). Morale can be further modified by the army's leader or other factors. A new army's starting morale is $+0$.

Consumption: Consumption lists how many Build Points an army consumes each week, representing the cost to feed, hydrate, arm, train, care for, and pay the soldiers. An army's



Army Size

Army Size	Number of Soldiers	Army's CR
Fine	1	CR of individual creatures -8
Diminutive	10	CR of individual creatures -6
Tiny	25	CR of individual creatures -4
Small	50	CR of individual creatures -2
Medium	100	CR of individual creatures
Large	200	CR of individual creatures +2
Huge	500	CR of individual creatures +4
Gargantuan	1,000	CR of individual creatures +6
Colossal	2,000	CR of individual creatures +8

Build Points

Build Points (BP) represents the wealth of nations (See Chapter 2 for more details on BP). All mass combat armies have their cost in BP. If you are not using the Kingdom Building system, multiply the listed Consumption by 500 to determine the army's weekly upkeep cost in gp.

The point of armies having a cost is to make the players weigh the benefits of prolonging a war against the cost of maintaining the armies. GMs should feel free to adjust the cost of armies up or down (depending on how rich or poor the PC's nation is).

consumption is equal to its CR divided by 2 (minimum of 1; consumption can be further modified by tactics and resources). You must pay the army's consumption value at the start of each week it is active. Each week you fail to pay an army's consumption, reduce its morale by 2 points. If this penalty causes an army's morale to drop to -5 or lower, the army disbands. Each army that disbands in this fashion causes the kingdom's Unrest to increase by +1.

Leader: This line lists the army's leader and her Charisma modifier.

Tactics

Each time an army wins a battle, you can attempt a Loyalty check against your nation's Control DC. If you succeed, your army learns a new tactic. An army can know a number of tactics equal to half its CR. When a battle begins, the army must select one tactic to use for that battle.

Cautious Combat: Your army fights cautiously in order to maintain morale. -2 OM, +2 on all Morale checks.

Cavalry Experts: The army must have the mount resource to use this tactic. +2 OM against armies that are not mounted.

Close Quarters: The army is use to fighting in tight spaces, be it narrow terrain, inside ships or in underground tunnels. The army gains a +2 DV when in such narrow terrain.

Defensive Wall: The army fights defensively, taking actions to protect their fellow soldiers as needed. -2 OM, +2 DV.

Dirty Fighters: An army that fights dirty uses trickery and unfair tactics to gain an advantage at the start of a battle. +6 OM on first round of the melee phase.

Expert Flankers: The army is skilled at surrounding the foe and distracting them, at the cost of spreading out too much and increasing its vulnerability. +2 OM, -2 DV.

False Retreat: Once per battle, your army can make a false retreat, luring the enemy deeper into your territory. On the round you make a false retreat, you cannot make an Offense check. On the round after a False Retreat, you gain +6 OM and +6 DV.

Hold the Line: Your army focuses on total defense of the battlefield. +4 DV, -4 OM.

Relentless Brutality: You throw caution to the wind and attack with savage and gory vigor. +4 OM, -4 DV.

Siegebreaker: You target the enemy's siege engines in an attempt to destroy them. Each time you damage an enemy army in melee, you may make a second Offense check. If this second check is successful, you destroy one of the enemy army's siege engines. This tactic has no effect on armies without siege engines.

Sniper Support: An army must have ranged capability to use this tactic. Each round you successfully damage an army with an Offense check, you inflict an additional 2 points of damage from archers held in reserve.

Spellbreaker: You adopt tactics to disrupt spellcasting. Against an army with the spellcasting ability, you gain a +4 OM. You must possess Spell Defense to take this tactic.

Spell Defense: You know the way spellcasters fight and know how to defend against them. Against armies with spellcasting ability, you gain +4 DV.

Taunt: You are skilled at taunting the enemy, provoking stupid mistakes and overconfidence in battle. The enemy must make a Morale check (DC = 10 + your army's CR) at the start of each round to avoid taking a -2 penalty to DV and OM for the round. Once the enemy makes two consecutive Morale checks against your taunt, it is immune to this tactic for the remainder of the battle.

Resources

Resources are various upgrades an army can possess. The BP cost listed increases the army's Consumption. This cost must be paid for before an army can be outfitted with the resource. Resources can only be made in cities that are capable of making the resource. As such, resources can only be added to an army in cities



that possess the prerequisites. Resources can be added to an army after its initial training. If the cost of a resource is not paid weekly, the army loses the benefit the resource provided. The army can only regain a resource that was previously dropped by going to a city that can produce the resource and paying the BP cost.

Fortification Builders (2 BP): This resource represents each member possessing shovels, hand axes and similar basic tools to dig trenches and plant wooden spikes. As long as a unit does not use its full movement in a single day, the unit can build quick fortifications, increasing their DV by +2. This resource requires a smith to be in the city this resource is added.

Improved Weapons (5 BP/50 BP): For 5 BP, the army is armed with masterwork weapons (increase OM by +1). For 50 BP, you can instead outfit the army with magic weapons (increase OM by +2). Masterwork weapons require a smith in the city this resource is added. Magic weapons require a smith and a caster's tower in the city.

Improved Armor (3 BP/15 BP): For 3 BP, the army is armed with masterwork armor (increase DV by +1). For 15 BP, you can instead outfit the army with magic armor (increase DV by +2). Masterwork armor requires a smith in the city this resource is added. Magic armor requires a smith and a caster's tower in the city.

Healing Potions (10 BP): Each soldier is equipped with several healing potions. At any point during a battle (but no more than twice per battle), you can order your soldiers to drink their potions—they cannot make an Offense check this round, but they regain hit points equal to twice their CR. This resource requires shrine, temple, or cathedral to be in the city this resource is added.

Mounts (BP = Special): The army is mounted on horses or other war-trained animals. Increase DV and OM by +2. If the combined soldier and mount CR is greater than the CR of the soldiers themselves, your army's CR (and all derived scores, including Consumption) will increase. If the mount can fly, the army gains the mobility advantage (flying) special ability. For land

mounts, this resource requires a stable to be in the city this resource is added. For aerial mounts, this resource requires an aviary to be in the city this resource is added.

Poison (6 BP): When a poison-using army damages an enemy army, the enemy army takes an automatic 1d6 points of damage on the round immediately following any round it took damage from the army with poison. This resource requires an herbalist to be in the city this resource is added. If the poison is natural, poison is listed as a special ability, costs nothing and has no prerequisite.

Ranged Weapons (2 BP): Your soldiers are equipped with ranged weapons (such as crossbows or bows). Your army gains ranged capability. This resource requires a Fletcher to be in the city this resource is added.

Shields (1 BP): This army possesses shields help guard against ranged attacks. Units equipped with shields gain a +2 DV against ranged weapons. This resource requires a mill to be in the city this resource is added.

Ships (10 BP per 100 soldiers): This army is capable of moving over water through a single body of water (and connected bodies that a ship could reasonable reach) at a rate equal to their normal speed +1. The army receives +4 DV and – 4 OM if on the water and battling an army on land. Having ranged weapons negates the penalty to OM. This resource requires a waterfront to be in the city this resource is added.

Siege Engines (15 BP per engine): Your army includes catapults, trebuchets, ballistae, rams, and other siege engines designed to break down fortifications. Increase OM by +2 (regardless of the total number of siege engines you control); each round of the melee phase, reduce the enemy's bonus to DV from fortifications by 1d4 points per siege engine your army controls. This resource requires a carpenter to be in the city this resource is added.

Special Abilities

Most armies also possess special abilities that they can use during a battle, or that provide constant bonuses. Special abilities do not increase an army's Consumption (unless specifically stated). You can use the following special abilities as inspirations to generate additional army abilities of your own.

Bleed: When a bleed damage-dealing army successfully attacks an enemy army, the enemy army takes an automatic 1d4 points of damage on the round immediately following any round it took damage from the army with this special ability.





Breath Weapon: The army gains ranged capability and inflicts +1d4 points of damage on every successful hit against an enemy army.

Construct/Plant/Undead: These armies always make Morale checks, but can never change their strategy from normal.

Crusader: Whether a legion of holy warriors or a band of freedom fighters, this army is particularly dedicated to its cause. Its Consumption is reduced by -1 (to a minimum of 0).

Energy Drain: An army that can energy drain reduces its enemy's OV and DV by 1 each time it damages them. This reduction vanishes after 24 hours.

Fast Healing/Regeneration: Fast healing and regeneration allow an army's hit points to recover in the same way that they restore hit points for individual creatures. The fast healing/regenerating army regains the listed number of hit points per phase to a maximum of their normal total. A regenerating army that is reduced to 0 hit points is still considered defeated, assuming the victors can move among the defeated creatures and finish them off.

Fear: An army that uses a fear attack forces the enemy army to make a Morale check (DC = 10 + attacking army's CR) or be unable to make an Offense check in the next round. If an army fails a Morale check from fear in a round when it cannot make an Offense check due to fear, the army flees.

Mercenary: This army fights for the highest bidder. Its weekly consumption points can be paid in either Build Points or gold. A mercenary army can be overpaid to increase its morale. For every additional Build Point (or its worth in gold) paid in addition to its normal consumption, the army gains +1 Morale for that week (to a maximum Morale bonus equal to half the army's CR). Paying a mercenary army in gold requires 1000gp x the army's CR for every 1 BP of Consumption the army requires.

Mobility Advantage: If the creatures in an army have unusual mobility (such as flight, swimming, climbing, burrowing, teleportation, and so on) that actually gives an advantage in the battle, increase that army's DV by +1. If all armies possess the same mobility options, this advantage does not apply.

Paralysis: If an army can paralyze foes, each time it damages an enemy the army's DV is reduced by 1. This reduction vanishes at the end of a battle.

Rock Throwing: An army that can throw large rocks or similar objects gains the ranged capability (at no additional Consumption) and inflicts +4 damage during the Ranged phase.

Significant Defense: If an army's component creatures possess a significant defense (such as powerful damage reduction, incorporeal, or numerous immunities and/or resistances), increase its DV by +10, but only when it fights against an army that would have a significantly difficult time overcoming the army's significant defense. In some cases, you might even wish to rule that an army is simply undefeatable by an enemy army because of its defenses—but you should never pit the PCs against such an army.

Spell Resistance: If an army's units have spell resistance, they gain a +6 bonus to their DV against armies that have the Spellcasting ability.

Spellcasting: If an army's units can use magic (either from spell-like abilities or actual spellcasting), it gains a bonus to its DV and OM equal to the level of the highest level spell its individual units can cast. In addition, if any of its offensive spells have a range of greater than touch, the army gains ranged capability (at no additional Consumption) and can attack during the Ranged phase. Spellcasting units that can choose their own spells (not races that gain spell-like abilities), may cast spells with the Mass Combat descriptor instead of a damage spell. The unit may cast 2 non-damage dealing spells from any spell level that is lower than their highest level of spell level available to them. All other available spells are reserved for damage dealing spells. The spellcasting unit must meet the minimum size requirement to cast the spell. See

Training Armies

The kingdom can train 1 army at a time per barracks, temple, or caster's tower and 2 per garrison, cathedral, or academy in any given city. Barracks and garrisons can train any martial unit. Temples and cathedrals train divine spellcaster. Caster's towers and academies train arcane spellcasters. The army begins play in the city in which it was trained.

Training time varies depending on the level of army being trained. These times include:

- 1 week per level of NPC class the army possesses (except commoner),
- 2 weeks per level of PC class the army possesses,
- 1 week per 2 resources the army possesses.

The maximum size army a kingdom can get train is limited by the kingdom's size and the buildings in a city. These maximum sizes are found Table 3 -1. A mounted unit's maximum size is always 1 smaller than the normal type of unit the kingdom can produce.

Vassal Armies

Whether the vassal community joins your kingdom through normal game play or from the New Vassals Kingdom Event (see page 16), you can draw upon them to produce an army. Vassal armies begin play where the vassal community is located in your nation. You are limited to 1 Large army per vassal community. Unless the players have taken a direct hand in how the vassal community has developed, the communities are assumed to possess all the necessary building prerequisites to produce the armies listed in the Sample Armies section starting on page 25. The

Why Such Large Vassal Armies?

Vassals can produce armies of disproportionate size compared to the quantity of land controlled. A kobold vassal community that spans 3 hexes, for example, can produce a Colossal mounted army. However, this vassal community can only produce a single army. The characters have the ability to train unlimited armies of the dominant race within their kingdom (provided they have sufficient BP).

While many humanoid races teach their young math, business, art, a trade and magic, the monstrous races learn how to fight and use weaponry. So most monstrous races are of a warrior or barbaric tradition. A much larger percentage of this vassal community are called to the fight.

Table 3-1. Maximum Army Size

Kingdom Min. Size	Marshal Units	Divine Casters	Arcane Casters
1 Hex	Medium	Tiny	Diminutive
21 Hexes	Huge	Medium	Small
81 Hexes	Gargantuan	Large	Medium
151 Hexes	Colossal	Huge	Large
201 Hexes	Colossal	Gargantuan	Huge

PC's nation is still required to fund the vassal army's Consumption.

All vassal armies are limited to a maximum size of Large except as following races: goblins, kobolds and mites. Goblins and kobolds are limited to Gargantuan size, and mites are limited to Huge size. All vassal mounted armies are limited to 1 size smaller than the race's normal maximum. Vassals that occupy 3 or more adjoining hexes can produce a single army of 2 sizes larger than their normal. These armies require no training time.

Running Mass Combat

Since an army's strength is represented by a CR score, you can balance armies against each other using the guidelines for CR in the Pathfinder RPG Core Rulebook. For example, two CR 9 armies should make for a relatively even battle, but so would a CR 9 army against three CR 6 armies.

The Battlefield

In most mass combats, the battlefield should not impact either army. But sometimes a battlefield can decide the outcome of a war.

Advantageous Terrain: Generally, if one army occupies a position of superiority (such as being atop a hill, wedged in a narrow canyon, or protected by a deep river along one flank), the defending army gains a +2 bonus to its DV.

Ambush: In order to attempt to ambush an army, the entire ambushing army must have concealment. The ambusher makes an Offense check against the army's DV—if successful, the battle begins but the defending army does not get to act during the tactics phase. Otherwise, the battle proceeds normally.

Battlefield Advantage: If an army is particularly familiar with a battlefield, it gains a +2 bonus to both DV and OM.

Fortifications: An army located in a fortification adds the fortification's Defense score to its DV. A city's Defense is determined by the types of buildings it contains, as detailed in Building Types





Mass Combat Summary

Order of Mass Combat

1. Tactics Phase
2. Ranged Phase
3. Melee Phase

Rolls Summary

Offense Check = $d20 + OM$

Damage = Offense check result – defending army's DV

Morale Check = $d20 + \text{leader's Cha mod} + \text{morale score} + 1$ (if the Leader has the Leadership feat)

DV/OM Modifiers

Tactics
Resources
Special Abilities
Battlefield
Strategy

section on page 11. If you are not using these rules, a typical fortification increases DV by +8.

Battle Phases

Mass combat generally takes place over the course of three battle phases—the Tactics Phase, the Ranged Phase, and the Melee Phase. Ranged and Melee Phases are 1 minute in length. The Tactics Phase can be as short as 5 minutes or as long as 30 minutes. The GM should determine the amount of time a Tactics Phase lasts (longer for larger armies and a greater number of armies, shorter for smaller armies and a fewer number of armies).

Tactics Phase: During the Tactics phase, each army selects which of its tactics it will use during the battle. Once decided, this cannot be changed for the rest of combat.

Ranged Phase: The Ranged phase typically lasts for 1 round, although the battlefield's shape and other conditions can extend this duration. During this phase, any army with Ranged capability makes an attack against an enemy army. Armies without Ranged capability cannot attack during this phase.

Melee Phase: The Melee phase begins as the armies involved finally clash—this phase continues until one army is defeated. An army with the ranged capability not engaged in melee combat can continue to make ranged attacks during this phase. However, if the targeted army is engaged in melee combat, the ranged army must target all armies their target is attacking and are being attacked by.

Strategy Track

Each round during the melee phase, an army's commander must select a strategy from one of

Table 3-2. Strategy Track

Strategy	DV mod.	OM mod.	Damage mod.
Defensive	+4	–4	–6
Cautious	+2	–2	–3
Standard	+0	+0	+0
Aggressive	–2	+2	+3
Reckless	–4	+4	+6

five options on the strategy track. Strategies adjust the army's DV, OM, and damage modifier. Adjusting an army's strategy one step in either direction is automatic; if the leader wants to adjust strategy more than that in 1 phase, he must make a DC 20 Morale check. If he succeeds, the army's strategy changes to the desired level, but if he fails, the army's current strategy does not change at all.

Attacking and Taking Damage

In mass combat, it does not matter who goes first, since in the game it's assumed that all attacks happen simultaneously. Each army makes an Offense check by rolling 1d20 and adding its total OM. This result is then compared to the target army's DV.

Attacker's Offense check equal to or less than defender's DV: Attacker fails to damage the defending army.

Attacker's Offense check greater than defender's DV: The attacking army inflicts damage on the defending army equal to the result of the attacking army's Offense check minus the defending army's DV.

Natural 20: If you roll a natural 20 on your Offense check, you automatically deal damage to the army, even if the result of the roll is lower than the enemy army's DV. If the Offense check is still lower than the enemy army's DV, the enemy army sustains 1 hp of damage.

Natural 1: If you roll a natural 1 on your Offense check, your army cannot make an Offense Check during the following round.



Rout

If at any point an army's hit points are reduced to a number equal to or less than its CR, it immediately flees unless its commander can make a DC 15 Morale check. If this check fails, the army scatters and retreats from battle. When an army flees thusly, the enemy can make one final melee Offense check to get a parting shot before the army escapes. The routed unit is no longer considered to be in melee combat and can be freely attacked by ranged armies for 1 additional phase before they are considered to be too scattered to be targeted.

Multiple Armies

These rules can also serve in battles where multiple armies clash. In such battles, when you make your Offense check, you choose which enemy armies you're attacking and apply damage appropriately—you can change targets each round as you wish—these rules do not take into account complexities such as movement or location, after all!

Victory and Defeat

An army is victorious once all of its enemy armies are destroyed or flee the battlefield.

Victory: A victorious army's hit points remain at the level they were at when the battle ended (minimum value equal to the army's CR). Make a Loyalty check against your kingdom's Control DC—if you are successful, your army gains a new Tactic. Every time an army gains a new Tactic, its morale goes up by 1 (maximum of +4).

Rout: The army's hit points reset to a number equal to the army's CR, and its morale decreases by 1. Before this army can fight again, you must make a successful Loyalty check against your nation's Control DC during your nation's Upkeep phase.

Defeated Army: Although there are certainly a few survivors if an army is reduced to 0 hit points, those few survivors are so demoralized and wounded that the army cannot recover. It must be replaced with a new army. Every time an army is defeated, reduce the kingdom's Stability, Economy, and Loyalty by 2.

Recovery

An inactive army heals back to its full hit points after a single month, but often, you'll need to restore your army to full fighting potential much more quickly. Each day that an army spends at rest (no movement and no battle), it heals hit points equal to its CR. Once per day you can also restore an additional amount of hit points to an army by making a successful Loyalty Check against your nation's Command DC. With a

successful check, your army heals an additional amount of hit points equal to its CR.

Player Characters in Battles

As an option, you can have the PCs face battles of their own just before or even during a battle in which one of their armies clashes with the enemy. For example, the PCs might attack an evil necromancer and fight their way through his tower to confront and defeat him while their army battles the undead horde outside. Alternatively, the PCs could use a few potent spells (such as control water, earthquake, cloudkill, and so on) to adjust the battlefield condition to their favor. These possibilities allow the PCs to use their characters to directly affect the outcome of a battle without actually forcing the characters to "sit out" on an adventure opportunity by personally commanding an army.

If the PCs win their battle or dramatically affect the battlefield with magic, increase their army's DV and OM by +4. If the PCs lose their battle, penalize their army's DV and all OM rolls by -4. At your discretion, the PCs' failure or victory can have other effects on their army as well, such as granting temporary bonus tactics or starting the war with adjustments to one side's hit points.

Sample Armies

The availability of armies for conscription by the PCs depends upon their acts and successes in their adventures in the River Nations to this point. You can also allow your players to customize their own armies, using the rules above to build whatever type of army they want (subject to GM approval, of course!). None of these armies have a starting morale listed. All armies have a starting morale of +0. Leaders can (and should) be replaced with anyone the PC choose (preferably one of the PCs).

BARONY MILITIA	CR 1
Medium army of humans (warrior 3)	
COMBAT	
hp 5; DV 11; OM +1	
LOGISTICS	
Speed 2; Consumption 1	
Leader Lieutenant Roe (Cha +2)	
Prerequisite Kingdom size 1 or larger	
DUCHY MILITIA	CR 5
Huge army of humans (warrior 3)	
COMBAT	
hp 27; DV 15; OM +5	
LOGISTICS	



Speed 2; Consumption 2
Leader Captain Sisk (Cha +1)
Prerequisite kingdom size 21 or larger

KINGDOM MILITIA CR 7

LG gargantuan army of humans (warrior 3)

COMBAT

hp 38; DV 17; OM +7

LOGISTICS

Speed 2; Consumption 3
Leader Major Welsch (Cha +3)
Prerequisite kingdom size 81 or larger

REGULAR KINGDOM MILITIA CR 9

Colossal army of humans (warrior 3)

COMBAT

hp 49; DV 19; OM +9

LOGISTICS

Speed 2; Consumption 4
Leader General Behapps (Cha +2)
Prerequisite kingdom size 151 or larger

REGULAR ARMY CR 8

Gargantuan army of humans (fighter 3)

COMBAT

hp 44; DV 20; OM +10

LOGISTICS

Speed 2; Consumption 4
Leader General Kendon (Cha +5, Profession (soldier) 10 ranks)
Prerequisite kingdom size 81 or larger

ROYAL GUARD CR 3

LG Small army of humans (paladin 5)

COMBAT

hp 13; DV 15; OM +5

Tactics Cavalry Experts; **Resources** mounts (heavy horse)

LOGISTICS

Speed 4; Consumption 3



Leader Sir Bromsworth (Cha +5)
Prerequisite stable, kingdom size 1 or larger

ROYAL CAVALRY CR 5

LG Medium army of humans (paladin 5)

COMBAT

hp 22; DV 17; OM +7

Tactics Cavalry Experts; **Resources** mounts (heavy horse)

LOGISTICS

Speed 4; Consumption 4
Leader Dame Wren (Cha +6)
Prerequisite stable, kingdom size 21 or larger

TALON GUARD CR 9

LG Huge army of humans (fighter 4)

COMBAT

hp 49; DV 23; OM +12
Tactics Cavalry Experts; **Resources** mounts (giant eagle), ranged
Special Abilities mobility advantage (flight)

LOGISTICS

Speed 6; Consumption 7
Leader Captain Strazer (Cha +3, Profession (soldier) 7 ranks)
Prerequisite aviary, fletcher, kingdom size 81 or larger

HEALER'S BRIGADE CR 3

Medium army of humans (adept 5)

COMBAT

hp 10; DV 15; OM +5
Tactics Defensive Wall
Special Abilities spellcasting (*cure light wounds*)

LOGISTICS

Speed 2; Consumption 1
Leader Acolyte Jameson (Cha +1)
Prerequisite temple, kingdom size 21 or larger

ARCANE ARMY CR 4

Medium army of humans (wizard 5)

COMBAT

hp 14; DV 17; OM +7; ranged
Tactics Defensive Wall
Special Abilities spellcasting (*summon army II*)

LOGISTICS

Speed 2; Consumption 2
Leader Wizard Colin (Cha +0)
Prerequisite caster's tower, kingdom size 81 or larger



ELVEN ARCHERS CR 4

CG Medium army of elves (ranger 5)

COMBAT

hp 22; DV 14; OM +4

Tactics Sniper Support, Taunt; **Resources** ranged weapons

LOGISTICS

Speed 2; **Consumption** 4

Leader Ranger Captain Bluebrook (Cha +3)

Prerequisite treaty with elven nation or elven vassals in kingdom, fletcher

FUR AND FANG GNOME BRIGADE CR 1

CN Small army of gnome (warriors 5)

COMBAT

hp 5; DV 14; OM +3

Tactics Calvary Expert; **Resources** mounted (wolverine)

Special Abilities mobility advantage (burrow/climb)

LOGISTICS

Speed 2; **Consumption** 3

Leader Bard Captain Neblin (Cha +5)

Prerequisite Treaty with a gnome nation or gnome vassals in kingdom, smith

KOBOLD ARMADA CR 4

LE Gargantuan army of kobolds (warrior 1)

COMBAT

hp 22; DV 14; OM +4

Tactics Dirty Fighters

LOGISTICS

Speed 2; **Consumption** 2

Leader Kobold King (Cha +3)

Prerequisite Kobold vassals in kingdom or treaty with kobold nation

CENTAUR SKIRMISHERS CR 3

N Medium army of centaurs (HD 4)

COMBAT

hp 16; DV 13; OM +3, ranged

Tactics Cavalry Experts; **Resources** ranged weapons

Special Abilities always considered mounted

LOGISTICS

Speed 3; **Consumption** 4

Leader Advanced Centaur (Cha +3)

Prerequisite Centaur vassals in kingdom

ORC RAIDING PARTY CR 1

LE Small army of orcs (barbarian 4)

COMBAT

hp 6; DV 11; OM +1

Tactics Relentless Brutality, Siegebreaker

LOGISTICS

Speed 2; **Consumption** 1

Leader Chief Fangbite (Cha +2)

Prerequisite Orc vassals in kingdom or treaty with an orc nation or hire as mercenaries

ORC INVADING ARMY CR 5

LE Gargantuan army of orcs (warrior 2)

COMBAT

hp 27; DV 15; OM +5

LOGISTICS

Speed 2; **Consumption** 2

Leader General Bloodaxe (Cha +4)

Prerequisite Treaty with an orc nation or hire as mercenaries

ZOMBIE HORDE CR 7

NE Colossal army of human zombies (HD 2)

COMBAT

hp 31; DV 17; OM +7

Special Abilities undead

LOGISTICS

Speed 2; **Consumption** 3

Leader necromancer (Cha -1)

Prerequisite Ability to create undead





Game Mastering Notes

Preparing a mass combat encounter is similar to preparing a personal combat encounter. The mass combat CR system is based on the same concept as that for personal combat. When building a mass combat encounter, look to the Pathfinder Core Rulebook and the GameMastery Guide as sources for advice for developing encounters and apply that information to mass combat.

Playtesting reveals that interspersing personal combat with mass combat strikes a good balance in game play. Most battles are fought during daylight making mass combat a logical choice. Nights in between battles may see assassinations attempts or a group of player characters out scouting or on guard and encountering a monster, allowing for personal combat to occur. Inform your players that personal combat encounters will still be part of the adventure along side mass combat. Deal-brokering to make the game enjoyable to all is an important responsibility of game mastering.

Easing your players into trying mass combat encounters by and large is your hardest task. Many players love imagining themselves as the commander of a thousand strong army, leading a charge into battle. Others, however, will not be as interested in the abstract nature of mass combat. Still others will decry the backseat their characters seem to take in the new battle scene or feel the mass combat system is to unrealistic.

The newness of the rules maybe met with apprehension or contention. Allow your players the chance to express their concerns while running them through a sample combat or two until they get use to the rules. Once the ease of the rules is understood, your players may be willing to use them in the course of play.

Mass combat focuses on the outcome of armies instead of the actions of a few individuals. While an army might succeed or it might fail, it says nothing of individual acts of heroism inside the battlefield. That lack of connectivity to any individual character in the mileux might be difficult for some players. A possible solution is to role play interaction between the player character and members of their army. Create names and personalities. Encourage players to describe the acts of these NPCs on the front line. Focusing on what is happening at a personal level will help these types of players to connect with their army.

The perceived loss of abilities in which players have invested time and effort to perfect their characters may make this new type of combat seem uninviting. At first glance, mass combat seems to lack the options that makes role playing enjoyable. Should a player approach mass combat with this lackluster attitude, you might suggest the player command a vassal army with some special abilities. The player will have the freedom

to wield powers beyond that of humanoid units, alleviating potential boredom and empowering the role player.

Despite all your efforts and enthusiasm, it is possible that the majority of your players may not agree to use these new rules. While they are denying themselves a new experience, it is their choice to do so. Respect it and set the mass combat rules aside, but keep the army construction rules handy. Raising an army requires BP from the kingdom's treasury and thus is an important part of its economy and citizens' disposition. Players cannot simply engage in an unending war. Winning at all costs, well...um, costs. Rulers must weigh their goals against how continued war will affect their kingdom. Negotiating a quicker, less costly end may be more prudent once army construction and maintenance are carried through.

As for the actual combat, create a series of 2-5 consecutive personal combat encounters with progressively higher CRs. For example, an opposing army of 100 trolls (or a medium army in mass combat terms) can be represented by 3 consecutive personal combats. The first group of trolls should equal a CR 2 below the players. The second should equal the players' CR. Finally, the players should face off against the leader (see mass combat) plus enough trolls to equal the players' CR + 2 or 3. Should you wish to represent multiple types of armies, switch the combatants' makeup from combat to combat. Explain that these combats are representations of the larger battle in which the players are participating and hold key roles in its outcome.

To determine the final battle, use the armies raised by the player as the army construction rules describe and those you have created to oppose them. The opposing sides roll a d20 for each army they control and add each army's CR to its individual roll. Each side sums their modified rolls and the side with the higher result wins. This method keeps the spotlight on the characters while allowing for the randomness of war. (Experience should be awarded for the personal combats only.)

Should there be incredulity among the players at a battle loss (especially in the face of personal combat wins), remind them that no army (or party) is invincible to attacks from copious foes. Even if the blows are delivered by much lower level enemies, a natural 20 always succeeds – that's 5% of all attacks. So, warriors will deal small amounts of damage but lots of it, eventually wearing down opposing forces. Literature and cinema are littered with incredible battle wins carried out by a few great individuals but nearly all also contain crushing defeats when the odds are overwhelming, luck fails, or contrived or chance circumstances are not countered in time.

Chapter 4: Feats

New Feats

While most feats used in the River Nations are similar to those throughout the world and the planes, the region gives rise to specialized feats used more commonly here than elsewhere.

New Feat Types

Several of the feats described below enhance the rules presented in Chapter 2: Kingdom Building and Chapter 3: Mass Combat.

Kingdom Feats

Kingdom feats either modify the effects of or grant additional benefits to a kingdom leadership role.

Mass Combat Feats

Mass combat feats enhance the leader of the mass combat unit. Should characters with mass combat feats be a member of an army but not the leader, the mass combat feats do not grant any bonuses to the battle. Mass Combat feats are considered Combat feats for purposes of Fighter bonus feats.

Aid Another Leader (Kingdom)

You help another leader to the detriment of your own office.

Prerequisites: Leadership Role Focus

Benefit: You grant half your ability score bonus (rounded down) to another leader in your kingdom to assist that leader with duties. This bonus is for all checks for the month. During that month, your own office suffers half of the normal Vacancy Penalty to Economy, Loyalty and Stability while you are away from your post. If the Vacancy Penalty calls for Unrest to increase, Unrest does not increase. All other Vacancy Penalties are as normal.

Special: Rulers may not be assisted by this feat.

Armored Swimmer

You have practiced swimming in armor.

Prerequisites: Athletic, Swim 5 ranks.

Benefit: You can swim in light or medium armor without taking an armor check penalty.

Normal: You take an armor check penalty when swimming in any armor heavier than leather.

Expert Swimmer

You swim exceptionally fast.

Prerequisites: Improved Swimmer, Swim 10 ranks.

Benefit: You swim at your normal speed as a move action or double your normal speed as a full-round action.

Improved Swimmer

You swim faster than most.

Prerequisites: Athletic, Swim 5 ranks.

Benefit: You swim at half of your speed as a move action or your normal speed as a full-round action.

Normal: You swim at quarter of your speed as a move action or half your speed as a full-round action.

Inspiring General (Mass Combat)

A particular race is a trusted ally in battle and responds well to your command. When you take this feat, choose one race.

Prerequisites: Leadership, Base attack bonus +10

Benefit: You gain a +1 Bonus to all Morale checks when you are in command of your chosen race.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new race. For mounted units, the selected race must be the rider, not the mount.

Inspiring Ruler (Kingdom)

As the ruler of your land, you inspire those in other leadership positions to do their job better.

Prerequisites: Diplomacy 10 ranks, Cha 15, Leadership, must be a ruler of a nation

Benefit: You grant a +2 morale bonus to the relevant ability scores of all the kingdom's Leadership positions while they are conducting the kingdom's business. This feat cannot be taken multiple times and this feat does not stack with other morale bonuses (including those of a co-ruler, if the co-ruler possesses this feat as well). If you cease to be the ruler of a nation, you no longer grant this bonus to the leaders of the kingdom. When not in the kingdom phases (such as exploration or combat), this bonus does not apply.

Leadership Role Focus (Kingdom)

You are a good leader. When you take this feat, choose one Leadership Role.

Prerequisites: Must occupy one of the leadership roles of a kingdom

Benefit: When you occupy your chosen Leadership Role, you grant an additional +1 bonus to the role's listed Benefit. This bonus is in addition to your ability modifier.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new Leadership Role.





Table 4-1. Feat Summary

Feat	Prerequisite	Benefit
Aid Another Leader	Leadership Role Focus	Grant a bonus to another Leadership Role while taking a penalty to your own Role
Armored Swimmer	Athletic, Swim 5 ranks	You can swim in light or medium armor
Expert Swimmer	Improved Swimmer, Swim 10 ranks	Swim at your normal movement speed
Improved Swimmer	Athletic, Swim 5 Ranks	Swim at half of your normal movement speed
Inspiring General *	Leadership, base attack	Gain a +1 bonus to Morale checks when you command a mass combat unit with one race.
Inspiring Ruler	Cha 15, Leadership, Diplomacy 10 ranks, must be a ruler of a nation	Grant a +2 morale bonus to all the kingdom's leaders when conducting the kingdom's business
Leadership Role Focus	Must fill a leadership roles of a kingdom	+1 bonus to the Benefit with one Leadership Role
Mass Combat Focus *	Base attack bonus +5	+1 bonus to OM rolls with one race
Mass Combat Focus, Greater *	Mass Combat Focus, base attack bonus +10	+1 bonus to OM rolls with one race
Mountain Strike *	Dex 13, Point Blank Shot, Far Shot	+1 bonus on damage rolls for every 10 ft. your target is below you
Perceptive Explorer	Knowledge (geography) 3 ranks, Survival 3 ranks	Reduce the amount of time required to explore a hex
Sickening Strike *	Str 13, Power Attack, Improved Dirty Trick, base attack bonus +6	Make a free Dirty Trick check after attacking with a bludgeoning weapon
Studied Strike *	Perception 5 ranks, base attack bonus +5	+1 insight bonus on creatures you attempt to hit more than once
Survivalist	Knowledge (geography) 1 rank	+2 bonus to Knowledge (geography) and Survival checks
Tumble Strike *	Acrobatic, Acrobatics 5 ranks	Gain a +2 to an attack after moving through an opponent's square
Tumble Strike, Greater *	Tumble Strike, Acrobatics 10 ranks	Targets that you attack with your Tumble Strike are flat-footed
Turn Animals	Channel energy class feature, Animal domain	Panic animals and vermin within 30 ft.

Mass Combat Focus (Mass Combat)

You are good at commanding a particular race to attack. When you take this feat, choose one race.

Prerequisites: Base attack bonus +5

Benefit: You gain a +1 bonus to your army's OM when leading your chosen race.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new race. For mounted units, the selected race must be the rider, not the mount.

Mass Combat Focus, Greater (Mass Combat)

You are an exceptional commander of a chosen race. When you take this feat, choose one race

from those chosen for Mass Combat Focus. You are a master at leading this race into battle.

Prerequisites: Mass Combat Focus with selected race, base attack bonus +10

Benefit: You gain a +1 bonus to your army's OM when leading your chosen race. This bonus stacks with other bonuses on OM, including those from Mass Combat Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new race. For mounted units, the selected race must be the rider, not the mount.

Mountain Strike (Combat)

You deal extra damage from high above your enemies.



Prerequisites: Dex 13, Point Blank Shot, Far Shot

Benefit: You gain a +1 bonus to all damage rolls for every 10 ft. your target is below you when you make a ranged attack with a weapon.

Perceptive Explorer

You know how to find the best vantage points and expert at reading the lay of the land, allowing you to speed up your exploration.

Prerequisites: Knowledge (geography) 3 ranks, Survival 3 ranks

Benefit: You reduce the time required to explore a hex by 1/4 for every day your exploration speed would otherwise require, to a minimum of 1 full day.

Special: The effect of this feat can be gained only once, even if multiple characters in the party possess this feat.

Sickening Strike (Combat)

You attack your enemies with such fury they are sickened.

Prerequisites: Str 13, Power Attack, Improved Dirty Trick, base attack bonus +6

Benefit: After making a successful attack with a bludgeoning melee weapon and using Power Attack, you may make a free Dirty Trick check to sicken your opponent for 1 round. You gain the additional damage you dealt from the Power Attack as a bonus to your CMB.

Studied Strike (Combat)

Once you strike your opponent, you know how to hit them again.

Prerequisites: Perception 5 ranks, base attack

bonus +5.

Benefit: When you successfully attack a creature, you gain a +1 insight bonus to attack rolls against that creature the following round.

Survivalist

You know your way around the land.

Prerequisites: Knowledge (geography) 1 rank

Benefit: You gain a +2 bonus to Knowledge (geography) and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Tumble Strike (Combat)

After avoiding your opponent, you strike with greater precision.

Prerequisites: Acrobatic, Acrobatics 5 ranks

Benefit: If you successfully pass an Acrobatics check to move through an opponent's square, you gain a +2 to your next attack this turn against that opponent.

Tumble Strike, Greater (Combat)

You are a master at striking nearby opponents who don't expect it.

Prerequisites: Tumble Strike, Acrobatics 10 ranks

Benefit: Any opponent hit by your Tumble Strike is also considered flat-footed against your next attack.

Turn Animals

Your faith grants you protection from the animals of the world.

Prerequisites: Channel positive or negative energy class feature, Animal Domain

Benefit: As a standard action, you can call upon the powers of your deity to make all animals and vermin within 30 ft. of you flee as if panicked. Animals and vermin receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. All animals and vermin that fail their save flee for 1 minute. Animals and vermin with an intelligence greater than 2 receive a new saving throw each round to end the effect. Any Handle Animal or Ride checks made to control the fleeing animals receive a -6 penalty. Magically summoned animals are immune to this ability. Using channel energy in this way does not heal or harm nearby creatures.



Chapter 5: Spells

Spells in Mass Combat

All spells can be cast by a mass combat army. While most damage dealing spells such as *fireball* and protection spells such as *mage armor* are already factored into the mass combat system, some can have slightly different effects. The effects of these spells are as follows:

Banishment/dismissal: If a targeted extraplanar army fails the Morale save, the army returns to their plane. Targeted army must be of equal or smaller size.

Control weather: All armies take a -1 penalty per 2 caster levels to melee attacks and -2 penalty per caster level to ranged attacks.

Control winds: Targeted army cannot use ranged attacks with missile weapons.

Cure critical wounds: Targeted army heals 4x the casting army's CR in hit points.

Cure light wounds: Targeted army heals the casting army's CR in hit points.

Cure moderate wounds: Targeted army heals 2x the casting army's CR in hit points.

Cure serious wounds: Targeted army heals 3x the casting army's CR in hit points.

Hallucinatory Terrain: If a targeted army fails its Morale check, it loses its Battlefield Advantage bonus. Targeted army can be up to 2 size categories larger.

Magic fang/weapon: Targeted army possesses the magic weapon resource. Targeted army must be of equal or smaller size.

Protection from chaos/evil/good/law: Targeted army receives a +2 bonus to its DV against appropriately aligned armies and is immune to attacks from appropriately aligned outsider armies.

Waves of exhaustion: If a targeted army fails its Morale check, its DV and OM are reduced by 3 and its speed by half. Targeted army can be up to 1 size category larger.

Waves of fatigue: If a targeted army fails its Morale check, its DV and OM are reduced by 1. Targeted army can be up to 1 size category larger.

New Spells

River Nations spellcasters in the service of its armies and elsewhere are a breed apart.

New Descriptor

Mass Combat: The mass combat descriptor is placed on spells that must be cast by a mass

combat spellcasting unit casting simultaneously. The spell may require a minimum army size (listed as Army Size). The DC of any Morale checks listed is 10 + the level of the spell cast.

ARMY OVERLAND TRAVEL

School transmutation [mass combat]; **Level** bard 2, cleric 2, sorcerer/wizard 2; **Army Size** Diminutive

Casting Time 10 minutes

Components V, S

Range medium (100 ft. + 10 ft / level)

Target one army

Duration 1 day (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target army increases its speed by 1. The army targeted by this spell must be of equal size or smaller than the casting army.

BATTLE SONG

School enchantment (charm) [mind-affecting, mass combat]; **Level** bard 1, sorcerer/wizard 1;

Army Size Diminutive

Casting Time 1 minute

Components V

Range medium (100 ft. + 10 ft / level)

Target one army

Duration 1 day

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target army is filled with hope for the coming battle. For the rest of the day, the army gains a +1 morale bonus to all Morale checks. The army targeted by this spell must be of equal size or smaller than the casting army.

BATTLE SONG, GREATER

School enchantment (charm) [mind-affecting, mass combat]; **Level** bard 3, sorcerer/wizard 4;

Army Size Diminutive

Casting Time 1 minute

Components V

Using Magic to Increase a Kingdom's Statistics

Magic can be used to increase a kingdom's statistics. A leader can wear a magic item that increases the ability score contributing to one of the office's benefits. A spellcaster may also can cast a buff spell such as *bull's strength* or *owl's wisdom* on a leader once per day every day for the week the leader is in the capital. If the leader does not receive the benefit of the spell at least once everyday, the leader does not gain the bonus for that month.

Range medium (100 ft. + 10 ft / level)

Target one army

Duration 1 day

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target army is filled with hope for the coming battle. For the rest of the day, the army gains a +1 morale bonus per three caster levels to all Morale checks. The army targeted by this spell can be up to two size categories larger than the casting army.

COVER SCENT

School abjuration; **Level** bard 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S, M (three pine needles)

Range touch

Target one touched creature

Duration 10 minutes (D)

Saving Throw Fort negates (harmless) or Fort partial (see text); **Spell Resistance** yes

The natural scent of the touched creature is mildly masked, making it difficult for creatures with the scent ability to locate this creature. The affected creature can only be detected by the scent ability at half the normal distant. The DC to track a creature affected by this spell using the scent ability is increased by 4.

Additionally, this spell can be cast upon a creature with an odor-based special attack. If the creature fails the Fortitude save, the touched creature receives a -2 penalty to the DC for that special attack.

COVER SCENT, GREATER

School abjuration; **Level** druid 3, ranger 2, sorcerer/wizard 3, summoner 2, witch 3

Casting Time 1 standard action

Components V, S, M (a dried flower)

Range touch

Target one touched creature/level

Duration 10 minutes / level (D)

Saving Throw Fort negates (harmless) or Fort partial (see text); **Spell Resistance** yes

This spell functions like *cover scent* except it renders creatures without an odor-based special attack impossible to detect with the scent ability. Additionally, creatures with an odor-based special attack that fail the Fortitude save have that special attack negated and follow the normal scent rules for the duration of the spell.

MAGIC WALL

School transmutation; **Level** bard 2, cleric 2, paladin 2, sorcerer/wizard 2

Casting Time 1 minute

Range touch

Target one touched wall up to 10 ft./level or touched door

Duration 1 hour per level (D)

You increase the Break DC of the target wall or door by 10 and the Hardness by 5. This counts as an enchantment bonus and does not stack with other enchantment bonuses.

This spell can be made permanent with a *permanency* spell.

MASSIVE ARMY OVERLAND TRAVEL

School transmutation [mass combat]; **Level** bard 4, cleric 4, sorcerer/wizard 4; **Army Size** Diminutive

Casting Time 10 minutes

Components V, S

Range medium (100 ft. + 10 ft / level)

Target one army

Duration 1 day / 2 levels (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target army increases its speed by 1 per every 3 caster levels. The army targeted by this spell can be up to two size categories larger than the casting army.

OVERLAND TRAVEL

School transmutation; **Level** bard 2, sorcerer/wizard 2

Components: V, S

Range touch

Target one creature

Duration 1 hour / 2 levels (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like an *expeditious retreat* spell, except it can be cast on another creature and its speed increase is only 10 ft. When using this spell for long-distance movement, you can hustle without taking nonlethal damage; a forced march still requires Constitution checks.

OVERLAND TRAVEL, MASS

School transmutation; **Level** bard 4, sorcerer/wizard 4

Range close (25 ft. + 5 ft./level)

Target one creature / level

Duration 1 day (D)

This spell functions like an *overland travel* spell, except as noted above.

SUMMON ARMY I

School conjuration (summoning) [mass combat]; **Level** bard 1, cleric 1, sorcerer/wizard 1, summoner 1, witch 1; **Army Size** Small

Casting Time 10 minutes

Components V, S, F (several grains of sand)

Range close (25 ft. + 5 ft./2 levels)


Effect one summoned Medium army

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons an army of extraplanar creatures to fight for you. The army appears as soon as the spellcasting ends and acts





immediately on your turn. These creatures comprise a single mass combat unit. The CR and OM of the army is 1 + 1 for every size category the casting army is larger than Small (to a maximum of CR 3). The DV is the summoned army's CR + 10. The summoned army has hit points equal to its CR x 5.5 (rounded down). The alignment of the army is the same as the casting army. The army possesses no Tactics, Resources or Special Abilities. The army's Morale is +0.

SUMMON ARMY II

School conjuration (summoning) [mass combat];
Level bard 2, cleric 2, sorcerer/wizard 2, summoner 2, witch 2; **Army Size** Small

This spell functions as *summon army I*, except the CR and OM of the army is 2 + 1 for every size category the casting army is larger than Small (to a maximum of CR 4). The army possesses 1 Tactic of your choice.

SUMMON ARMY III

School conjuration (summoning) [mass combat];
Level bard 3, cleric 3, sorcerer/wizard 3, witch 3; **Army Size** Small

This spell functions as *summon army I*, except The CR and OM of the army is 3 + 1 for every size category the casting army is larger than Small (to a maximum of CR 6). The army possesses 2 Tactics of your choice.

SUMMON ARMY IV

School conjuration (summoning) [mass combat];
Level bard 4, cleric 4, sorcerer/wizard 4, summoner 3, witch 4; **Army Size** Small

This spell functions as *summon army I*, except the CR and OM of the army is 4 + 1 for every size category the casting army is larger than Small (to a maximum of CR 7). The army possesses 2 Tactics of your choice and the mobility advantage (burrowing or climbing) special ability.

SUMMON ARMY V

School conjuration (summoning) [mass combat];
Level bard 5, cleric 5, sorcerer/wizard 5, summoner 4, witch 5; **Army Size** Small

Effect one summoned Large army

This spell functions as *summon army I*, except the CR and OM of the army is 6 + 1 for every size category the casting army is larger than Small (to a maximum of CR 10). The army possesses 2 Tactics of your choice and either the bleed or the mobility advantage (burrowing, climbing, or flight) special ability. It also has the improved armor (masterwork) resource.

SUMMON ARMY VI

School conjuration (summoning) [mass combat];
Level bard 6, cleric 6, sorcerer/wizard 6, witch 6; **Army Size** Tiny

Effect one summoned Large army

This spell functions as *summon army I*, except the CR and OM of the army is 6 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 11). The army possesses 2 Tactics of your choice and either the bleed or the mobility advantage (burrowing, climbing, or flight) special ability. It also has the improved armor (masterwork) and improved weapons (masterwork) resources.

SUMMON ARMY VII

School conjuration (summoning) [mass combat];
Level cleric 7, sorcerer/wizard 7, summoner 5, witch 7; **Army Size** Tiny

Effect one summoned Large army

This spell functions as *summon army I*, except the CR and OM of the army is 7 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 12). The army possesses 2 Tactics and 2 special abilities (bleed, energy drain, fear, mobility advantage (any), poison, spell resistance, or spellcasting) of your choice. It also has the improved armor (magic) and improved weapons (masterwork) resources.

SUMMON ARMY VIII

School conjuration (summoning) [mass combat];
Level cleric 8, sorcerer/wizard 8, witch 8; **Army Size** Tiny

Effect one summoned Large army

This spell functions as *summon army I*, except the CR and OM of the army is 8 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 13). The army possesses 2 Tactics and 2 special abilities (bleed, energy drain, fear, mobility advantage (any), poison, spell resistance, or spellcasting) of your choice. It also has the improved armor (magic) and improved weapons (magic) resources.

SUMMON ARMY IX

School conjuration (summoning) [mass combat];
Level cleric 9, sorcerer/wizard 9, summoner 6, witch 9; **Army Size** Diminutive

Effect one summoned Huge army

This spell functions as *summon army I*, except the CR and OM of the army is 9 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 16). The army possesses 3 Tactics and 3 special abilities (bleed, energy drain, fear, mobility advantage (any), poison, significant defense, spell resistance, or spellcasting) of your choice. It also has the improved armor (magic) and improved weapons (magic) resources.

SUMMON NATURE'S ARMY I

School conjuration (summoning) [mass combat];
Level druid 1, ranger 1; **Army Size** Small

Casting Time 10 minutes

Components V, S, F (several grains of sand)

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned Medium army

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons an army of animals to fight for you. The army appears as soon as the spellcasting ends and acts immediately on your turn. These creatures comprise a single mass combat unit. The CR and OM of the army is 1 + 1 for every size category the casting army is larger than Small (to a maximum of CR 3). The DV is the summoned army's CR + 10. The summoned army has hit points equal to its CR x 4.5 (rounded down). The alignment of the army is neutral. The army possesses no Tactics, Resources or Special Abilities. The army's Morale is +1.

SUMMON NATURE'S ARMY II

School conjuration (summoning) [mass combat];

Level druid 2, ranger 2; **Army Size** Small

This spell functions as *summon nature's army I*, except the CR and OM of the army is 2 + 1 for every size category the casting army is larger than Small (to a maximum of CR 4). The army possesses 1 Tactic of your choice.

SUMMON NATURE'S ARMY III

School conjuration (summoning) [mass combat];

Level druid 3, ranger 3; **Army Size** Small

This spell functions as *summon nature's army I*, except the CR and OM of the army is 3 + 1 for every size category the casting army is larger than Small (to a maximum of CR 6). The army possesses 2 Tactics of your choice.

SUMMON NATURE'S ARMY IV

School conjuration (summoning) [mass combat];

Level druid 4, ranger 4; **Army Size** Small

This spell functions as *summon nature's army I*, except The CR and OM of the army is 4 + 1 for every size category the casting army is larger than Small (to a maximum of CR 7). The army possesses 2 Tactics of your choice and the mobility advantage (burrowing, climbing, or flight) special ability.

SUMMON NATURE'S ARMY V

School conjuration (summoning) [mass combat];

Level druid 5; **Army Size** Small

Effect one summoned Large army

This spell functions as *summon nature's army I*, except the CR and OM of the army is 6 + 1 for every size category the casting army is larger than Small (to a maximum of CR 10). The army possesses 2 Tactics of your choice and either the bleed or the mobility advantage (burrowing, climbing, or flight) special ability. It also has the improved armor (masterwork) resource.

SUMMON NATURE'S ARMY VI

School conjuration (summoning) [mass combat];

Level druid 6; **Army Size** Tiny

Effect one summoned Large army

This spell functions as *summon nature's army I*, except The CR and OM of the army is 6 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 11). The army possesses 2 Tactics of your choice as well as the bleed and the mobility advantage (burrowing, climbing, or flight) special abilities. It also has the improved armor (masterwork) and improved weapons (masterwork) resources.

SUMMON NATURE'S ARMY VII

School conjuration (summoning) [mass combat];

Level druid 7; **Army Size** Tiny

Effect one summoned Large army

This spell functions as *summon nature's army I*, except the CR and OM of the army is 7 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 12). The army possesses 2 Tactics and 2 special abilities (bleed, mobility advantage (burrowing, climbing, or flight), fast healing 3 or poison) of your choice. It also has the improved armor (magic) and improved weapons (masterwork) resources. The army is always treated as mounted.

SUMMON NATURE'S ARMY VIII

School conjuration (summoning) [mass combat];

Level druid 8; **Army Size** Tiny

Effect one summoned Large army

This spell functions as *summon nature's army I*, except the CR and OM of the army is 8 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 13). The army possesses 2 Tactics and 3 special abilities (bleed, mobility advantage (burrowing, climbing, or flight), fast healing 4 or poison) of your choice. It also has the improved armor (magic) and improved weapons (magic) resources. The army is always treated as mounted.

SUMMON NATURE'S ARMY IX

School conjuration (summoning) [mass combat];

Level druid 9; **Army Size** Diminutive

Effect one summoned Huge army

This spell functions as *summon nature's army I*, except the CR and OM of the army is 9 + 1 for every size category the casting army is larger than Tiny (to a maximum of CR 16). The army possesses 3 Tactics of your choice as well as the bleed, mobility advantage (any), fast healing 5 and poison special abilities. It also has the improved armor (magic) and improved weapons (magic) resource. The army is always treated as mounted.



TERROR TROOPS

School illusion (glamer) [mass combat]; **Level** bard 2, sorcerer/wizard 3, summoner 3, witch 4;

Army Size: Tiny

Casting Time 10 minutes

Components V, S, F (a hideous mask)

Range close (25 ft. + 5 ft./2 levels)

Effect one army appears more terrifying

Duration 1 minute per level (D)

Saving Throw see text; **Spell Resistance** no

This spell makes a single army appear monstrous and terrifying. All armies that engage the targeted army in melee combat must make a Morale check. Armies that fail increase the difficulty of all future Morale checks by +2 while in melee combat with this army. An army that succeeds the initial Morale check is immune to this spell for 24 hours. The army targeted by this spell must be of equal or lesser size than the casting army.

WALL OF TENTACLES

School conjuration (creation); **Level** sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Components V, S, M (three worms twisted together)

Range medium (100 ft. + 10 ft./level)

Effect a 20 ft. high wall of black tentacles up to 10 ft. long/level

Duration 1 round per level (D)

Saving Throw none; **Spell Resistance** no

This spell causes a wall of rubbery black tentacles to appear, burrowing up from the floor and reaching for any enemy near the wall. Every enemy within 10 ft. of the wall is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *wall of tentacles* is cast. Creatures that come within 10 ft. of the wall are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus + your ability modifier used to cast the spell and a +1 size bonus/20 ft. of wall. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6 + (caster's Intelligence or Charisma modifier, whichever is higher) points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. The tentacles receive a +5 bonus on grapple checks made against opponents already grappled, but cannot move or pin foes. Each round the tentacles succeed on a grapple check on an opponent, it deals an additional 1d6 + (caster's Intelligence or Charisma modifier, whichever is higher) points of damage. The CMD of the tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the spell last. Creatures grappled by the *wall of tentacles* or on the opposite side of the wall are granted soft cover (+4 bonus to AC) due to the obscuring tentacles.



Chapter 6: Organizations & Secret Societies

Every kingdom and nation fosters organizations and secret societies that promote special goals and ideals. These groups teach their members a specific set of skills and abilities that are not frequently taught elsewhere. This chapter details some groups and their abilities (taking the form of archetypes and prestige classes) that you can use in your kingdom.

Asterisks (*) indicate feats and archetypes can be found in the Pathfinder® Roleplaying Game: Advanced Player's Guide™.

Devout Healers

Any nation that endured a bloody war, plague or similar period of great distress knows the value of every last healer in the kingdom. Some nations organize their healers into a group that can be called upon when an emergency arises. This group of dedicated spellcasters risk their lives to help others in their time of need, pledging to use their gifts to help all the kingdom's loyal subjects.

Members, known as devout healers, are welcome wherever they go, and given special treatment by the nation's citizens, knowing that their lives may someday rest in their hands. Many devout healers choose to extend their charge to the nation's enemies and the monstrous races, believing it is their calling to preserve all life whether it be friend or foe, humanoid or no.

Role: A devoted healer serves to ensure the safety and survival of their party members, healing them from the damage they take in battle.

Alignment: A devout healer must be of any non-evil alignment. The call to preserve life must be the greatest force in the character's life, save perhaps the devotion to the deity that grants the power to heal.

Hit Dice: d8

Requirements

To qualify to become a devout healer, a character must fulfill all the following criteria.

Alignment: Any non-evil.

Skills: Heal 5 ranks.

Spellcasting: Ability to cast *cure moderate wounds*.

Class Skills

The healer's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (local), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the devout healer prestige class.

Weapon and Armor Proficiency: Healers gain no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a healer gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class. He does not however, gain any other benefits a character of that class gains, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before taking a level in devout healer, he must decide to which class he adds the new level for purposes of determining spells per day.

Exceptional Healer (Su): At 1st level, whenever the healer casts a spell of the healing subschool, he adds his level of healer to the amount of damage healed. 0-level spells (such as *stabilize*) receive no additional points of damage cured. This bonus is doubled at 5th level. This bonus does not apply when damaging undead.

Practiced Healer (Ex): A character's frequent use of the heal skill shows in his work. At 1st level, the healer adds his devout healer level to all heal checks he makes as a competence bonus.

Bonus Feat (Ex): The devout healers have a vested interest in making sure that magic items that can heal are readily available. At 2nd level,

Table 6-1. Devout Healer

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Exceptional Healer, Practiced Healer	+1 level of existing class
2nd	+1	+1	+1	+1	Bonus Feat, Touch of Health	+1 level of existing class
3rd	+2	+1	+1	+2	Heal Paralysis	+1 level of existing class
4th	+3	+1	+1	+2	Heal Disease and Poison	+1 level of existing class
5th	+3	+2	+2	+3	Exceptional Healer x2, Maximize Healing, Paragon Healer	+1 level of existing class

the healer gains an item creation feat as a bonus feat. The healer must still meet all prerequisites for the item creation feat, including minimum caster level.

Touch of Health (Su): The healer can give a creature a better chance to resist diseases and poisons. As a standard action the healer can touch a willing creature, granting it a bonus to all Fortitude saving throws against disease and poisons equal to the devout healer level for one minute.

Heal Paralysis (Ex): The healer learns to heal without spells. At 3rd level, the healer can make a Heal check upon any creature with the paralyzed, staggered, or stunned condition. If the healer takes a standard action to feel the appropriate pressure points of a creature's body, the creature may make another saving throw at the original DC with a +4 circumstance bonus. The healer must be able to touch the affected creature. This action may draw an attack of opportunity.

Heal Disease and Poison (Ex): At 4th level, the healer's ability to heal maladies becomes refined. Upon a successful Heal check to Treat Disease or Poison the healer neutralizes the poison or cures the disease. This action requires as the Heal check otherwise would require.

Maximize Healing (Su): At 5th level, the healer can spontaneously maximize healing spells. Three times per day, the healer can apply the Maximize Spell feat to any spell of the healing subschool the healer casts without preparing ahead of time. The healer does not require the Maximize Spell feat to use this ability. This ability does not increase the casting time for

spontaneous casters. This ability does not stack with the Maximize Spell feat, the Empower Spell feat or the Healing Domain's Healer's Blessing ability. This ability does not increase the damage dealt to undead.

Paragon Healer (Su): At 5th level, the healer sees his ability to heal become truly exceptional. Whenever the healer casts any spell of the healing subschool that is not maximized with the Maximize Healing ability the healer treats every 1, 2 and 3 rolled as if the healer had rolled a 4 instead. This ability does not apply when damaging undead.

Hidden Sniper

Some Rangers just lie in wait for their prey to come to them. Few see the hidden sniper when he does not want to be seen. He does not interact with others if he does not have to. Instead, he moves through the terrain unseen or unheard waiting for the perfect opportunity.

Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name. At 1st level, the extra damage dealt is 1d6. At 5th level and every five levels thereafter (10th, 15th, and 20th level), the hidden sniper increases this damage by 1d6. If the hidden sniper gets a sneak attack bonus from another source, the bonuses on damage stack. This replaces Favored Enemy.

Aim (Ex): At 2nd level, the hidden sniper may choose to aim at a target as a move action, granting a +2 circumstance bonus to the first attack made against the target before the end of the following round. Additionally, the hidden sniper may choose to take a full round action aiming at the target and looking for vulnerabilities in their defenses. This denies the target its Dex bonus to the first attack made before the end of the hidden sniper's next turn. If the hidden sniper takes any action after aiming except attacking the targeted creature, the bonus is lost. The circumstance bonus increases to +4 at 8th level and to +6 at 16th level. This ability replaces Wild Empathy.

Combat Style Feat (Ex): A hidden sniper may select only from the following combat styles: archery, or crossbow*.

Poison Use (Ex): Hidden snipers are trained in the use of poison and starting at 4th level, cannot accidentally poison themselves when applying poison to a weapon. At 10th level, a hidden sniper can apply a dose of poison to a weapon as a swift action. This ability replaces Hunter's Bond.

King's Eye

The head of any nation needs information to make informed decisions. As a member of the king's eye network, it is your duty to ensure the safety of the nation and the crown. Armed with solid dedication and loyalty, these spies are at the forefront in rooting out dissent and danger.



The most mysterious aspect of the king's eye is that it can be anyone. Whether it be a private in the military, a tavern owner, or an adventurer that travels from nation to nation, that person could potentially be a spy for the crown. These individuals make their ways into all walks of life, ensuring loyalty and stability throughout the land.

To be a part of the king's eye network, first you must be invited and then undergo a loyalty test. Afterwards you must swear the Oath of the King's Eye to the ruler of the nation. In the oath, you swear undying loyalty and to seek out information about activities that may affect their nation. While oaths change between nations, most include conditions of only working as a spy for their nation and no other. More powerful nations or nations ruled by spellcasters typically require these spies to be placed under the *geas* spell or undergo *zone of truth* examinations.

Role: A king's eye is typically a scout or diplomat of an adventuring party. Their honeyed tongue and ability to get past any lock makes him ideal at information gathering.

Alignment: A king's eye comes from all walks of life and can be of any alignment. Whether the king's eye is a law-abiding farm hand or an underworld thief, the crown can use these talents to serve the nation.

Hit Dice: d8

Requirements

To qualify to become a king's eye, a character must fulfill all the following criteria.

Abilities: Cha 15+

Skills: Diplomacy 5 ranks, Perception 5 ranks

Special: Must be invited and have sworn the Oath of the King's Eye to the ruler.

Class Skills

The king's eye class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Slight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the king's eye prestige class.

Weapon and Armor Proficiency: King's eyes are proficient with all simple weapons. They are proficient with light armor, but not with shields.

Spy Training (Ex): The king's eye is trained to be deceptive, observant and stealthy. At 1st level, the king's eye adds his king's eye level to all Bluff, Perception and Stealth checks he makes as a competence bonus.

Spyscript (Ex): All of the king's eyes need a way to communicate with each other without others knowing its meaning. The king's eye gains the language Spyscript. Spyscript is not a language unto itself but is rather a secret code inside any language. It consists of a series of code words to communicate a hidden meaning to another spy. Creatures without the language Spyscript may make a opposed Linguistics check to determine the hidden meaning, if they know there is a hidden meaning to the king's spy's communication. A king's eye may choose to make the Linguistics DC check harder by an amount equal to their king's eye level. Increasing the DC does not require any additional time. Creatures that know Spyscript must still possess at least one other language in common in order to communicate their hidden meaning.

Trusting Face (Ex): Creatures that look at the king's eye can't help but see someone they can confide in. At first level, the king's eye receives a +5 competence bonus to Diplomacy checks to change a creature's attitude. Also the creature's attitude towards the king's eye no longer decreases by 1 step if the king's eye fails the check by 5 or more.

Network (Ex): At 2nd level, the king's eye has built up enough of a network of informants and trusted contacts that he knows are the best sources to gain the desired information. The king's eye can use Diplomacy to gather information, but it only requires them 10 minutes of canvassing the local area for the appropriate contact.

Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name. At 2nd level,

Table 6-2. King's Eye

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+0	+1	+1	Spy Training, Spyscript, Trusting Face
2nd	+1	+1	+1	+1	Network, Sneak Attack +1d6, Unwavering Loyalty +2
3rd	+2	+1	+2	+2	Master Lock Pick, Spell Like Abilities
4th	+3	+1	+2	+2	Knowledgeable Network, Unwavering Loyalty +4
5th	+3	+2	+3	+3	Scrying, Sneak Attack +2d6





M



the extra damage dealt is 1d6. This bonus damage increases to 2d6 at 5th level. If the king's eye gets a sneak attack bonus from another source, the bonuses on damage stack.

Unwavering Loyalty (Ex): The loyalty of the king's eye is one of his greatest assets. At 2nd level he gains a +2 bonus to Will saves against mind-affecting spells and spell-like abilities. This bonus increases to +4 at 4th level.

Master Lock Pick (Ex): The king's eye is highly adept at opening locks. At 3rd level, the king's eye takes no penalty for improvised tools and gains an additional competence bonus equal to his king's eye level when using thieves' tools (masterwork or mundane). Additionally, the king's eye can open a lock or disable a simple device as a swift action while a tricky or difficult device requires a full-round action.

Spell-Like Abilities (Sp): At 3rd level, the king's eye can cast the following spells as a spell-like abilities once per day: *clairaudience*, *clairvoyance*, *comprehend languages*, *detect thoughts*, *locate object*. At 5th level these spell like abilities can be used three times per day. The caster level for these abilities is equal to the king's eye level.

Knowledgeable Network (Ex): At 4th level, a king's eye's network has grown to include highly skilled and knowledgeable individuals. The king's eye can use Diplomacy to gain information normally attainable with a Knowledge check. This check still requires the 10 minutes of canvassing the local area for the appropriate contact.

Scrying: At 5th level, the king's eye can cast *scrying* as a sorcerer spell-like ability once per day. The caster level for this ability is equal to the king eye level.

Monks of the Green Leaf

Every monastery finds enlightenment in different aspects and areas of life. The monks of the Green Leaf Monastery see enlightenment in nature, in the seasons and the plants and animals that exist in harmony with their environment. River Nation governments typically encourage these monasteries to exist within their borders as long as they help patrol the roadways and wild areas within their borders.

A typical monk of the green leaf find cities to be confusing and farms to be out of balance with nature. These monks seek their food from naturally growing plants and bushes wherever they can find them. They use weapons scavenged from fallen trees or animals.

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animals (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Weapon and Armor Proficiency: A monk of the green leaf is proficient with the club, javelin, nunchaku, quarterstaff, siangham, and sling.

Elemental Fist (Su): At 1st level, a monk of the green leaf gains Elemental Fist as a bonus feat, even if he does not meet the prerequisites. At the start of every day, the monk can change the energy type after 8 hours of rest or meditation. A monk of the green leaf may attempt an Elemental Fist attack a number of times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk. Starting at 4th level, a monk may spend 1 point from *ki* pool to make one additional Elemental Fist attack. This ability replaces Stunning Fist.

Bonus Feats: A monk of the green leaf adds the following feats to his list of bonus feats at 6th level: Bloody Assault*, Improved Overrun, and Improved Weapon Mastery

Locate Creature (Sp): A monk of the green leaf feels the force of all life flow from one creature to another. By concentrating on that force, the monk can find creatures a considerable distance away as if using the spell *locate creature*. Using this ability is a standard action that consumes 2 points from his *ki* pool and it lasts as long as the monk of the green leaf takes a standard action every round to continue concentrating. His caster level for this effect is equal to his monk level. This ability replaces Abundant Step.

Chapter 7: Magic Items

BROACH OF KINGLY PROTECTION

Aura moderate abjuration; **CL** 10th
Slot neck; **Price** 220,600 gp; **Weight** 1 lb.

DESCRIPTION

This broach is a cluster of amethysts with a canary diamond in the center. It provides the wearer a +8 armor bonus. The wearer may also speak a command word once per day to have the broach center a *zone of silence* upon the wearer and protect the wearer with spell resistance 25. These two effects last for 1 hour or until dismissed by the wearer.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage armor*, *spell resistance*, *zone of silence*; **Cost** 110,300 gp

CLOAK OF MISDIRECTION

Aura moderate illusion; **CL** 11th
Slot shoulders; **Price** 71,280 gp; **Weight** 1 lb.

DESCRIPTION

This velvet and fur cloak is richly embroidered for the shoulders of any nobleman. Upon command, the wearer disappears and a duplicate image of the wearer appears, as per the spell *mislead*. The cloak can be used three times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *mislead*; **Cost** 35,640 gp

CROWN OF THE DESPOT

Aura faint necromancy; **CL** 3rd
Slot head; **Price** 3,240 gp; **Weight** 3 lbs.

DESCRIPTION

This crown of iron is encrusted with sparkling jewels surrounding a golden holy symbol of a lawful evil deity. 3 times per day, the wearer can cause all creatures within 10 ft. that fail a DC 12 Will save to become shaken from fear for 3 rounds. This is a fear effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *cause fear*; crafter must worship a lawful evil deity; **Cost** 1,620 gp

CROWN OF THE GOLDEN EMPEROR

Aura strong abjuration and transmutation; **CL** 15th
Slot head; **Price** 99,900 gp; **Weight** 10 lbs.

DESCRIPTION

This tall golden crown is encircled with diamonds. Once per day, the wearer may speak a command word to be protected by a *mind blank* spell. Additionally, the wearer may utter another command word and assume the form of a gold dragon, as per the spell *form of the dragon II*, once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *form of the dragon II*, *mind blank*; crafter must be a gold dragon, a gold half dragon or possess a gold dragon bloodline; **Cost** 49,950 gp

CROWN OF THE GOOD RULER

Aura faint enchantment and transmutation; **CL** 3rd
Slot head; **Price** 3,240 gp; **Weight** 3 lbs.

DESCRIPTION

This golden crown is encircled with crenellations and embossed with a silver holy symbol of a lawful good deity. The wearer gains a +1 morale bonus to attacks and saving throws against fear effects for up to 1 minute. These bonuses can be used 3 times per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless*; crafter must worship a lawful good deity; **Cost** 1,620 gp


GAME BOARD OF THE STRATEGIST

Aura faint illusion and transmutation; **CL** 3rd
Slot none; **Price** 15,300 gp; **Weight** 1 lbs.

DESCRIPTION

This 8 inch by 8 inch game board is divided into a total of 64 one-inch squares of ivory and brass. Whenever two creatures sit on opposite sides of the board, illusionary figures appear and move about the board as the creatures direct. As long





as both creatures continue to play for 10 minutes, both creatures grant a +1 enchantment bonus to the OM and DV of any army they command during the next three hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *minor image*; crafter must possess 5 ranks in Profession (soldier); **Cost** 7,650 gp

RING OF THE RESPECTED KING

Aura moderate enchantment; **CL** 7th
Slot ring; **Price** 20,000 gp; **Weight** -

DESCRIPTION

Forged of pure platinum, this ring sports an oval ruby carbuncle. When any living creature (other than the wearer) kisses the ring, the wearer gains a +10 competence bonus to Bluff and Diplomacy checks. This effect lasts for 10 minutes.

CONSTRUCTION

Requirements Forge Ring, *charm monster*; creator must have 5 ranks in Bluff and Diplomacy; **Cost** 10,000 gp

STAFF OF THE DUKE

Aura moderate conjuration, divination, and enchantment; **CL** 9th
Slot none; **Price** 39,600 gp; **Weight** 5 lbs.

DESCRIPTION

This silver staff is inlaid with a golden castle and set with a large opal at its apex. It allows the use of the following spells:

- Charm Person (1 charge)
- Tongues (1 charge)
- Protection from Energy (1 charge)
- Dimension Door (1 charge)
- Detect Scrying (1 charge)
- Hold Monster (2 charges)

CONSTRUCTION

Requirements Craft Staff, *charm person*, *detect scrying*, *dimension door*, *hold monster*, *protection from energy*, *tongues*; **Cost** 19,800 gp

STATUE OF THE CITY GUARDSMAN

Aura strong transmutation; **CL** 12th
Slot special (see below); **Price** 20,000 gp (+1), 80,000 (+2), 180,000 (+3) gp; **Weight** 5,000 lbs.

DESCRIPTION

This bronze statue appears as either an azata, a protean or a demon, repelling invaders from a

city. When placed in a park, it grants the city an enchantment bonus to Loyalty of +1, +2, or +3. This enchantment bonus does not stack with other enchantment bonuses effecting the same city.

CONSTRUCTION

Requirements Craft Wondrous Item, *bear's endurance*, *bull's strength*, the crafter must be of any chaotic alignment; **Cost** 10,000 gp (+1), 40,000 (+2), 90,000 (+3) gp

STATUE OF THE LEARNED SCHOLAR

Aura strong transmutation; **CL** 12th
Slot special (see below); **Price** 20,000 gp (+1), 80,000 (+2), 180,000 (+3) gp; **Weight** 5,000 lbs.

DESCRIPTION

This granite statue appears as either an angel, an aeon or a daemon, pouring over piles of books. When placed in a park, it grants the city an enchantment bonus to Stability of +1, +2, or +3. This enchantment bonus does not stack with other enchantment bonuses effecting the same city.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, the crafter must be of neither a lawful or chaotic alignment; **Cost** 10,000 gp (+1), 40,000 (+2), 90,000 (+3) gp

STATUE OF THE PATROLMAN

Aura strong transmutation; **CL** 12th
Slot special (see below); **Price** 20,000 gp (+1), 80,000 (+2), 180,000 (+3) gp; **Weight** 3,000 lbs.

DESCRIPTION

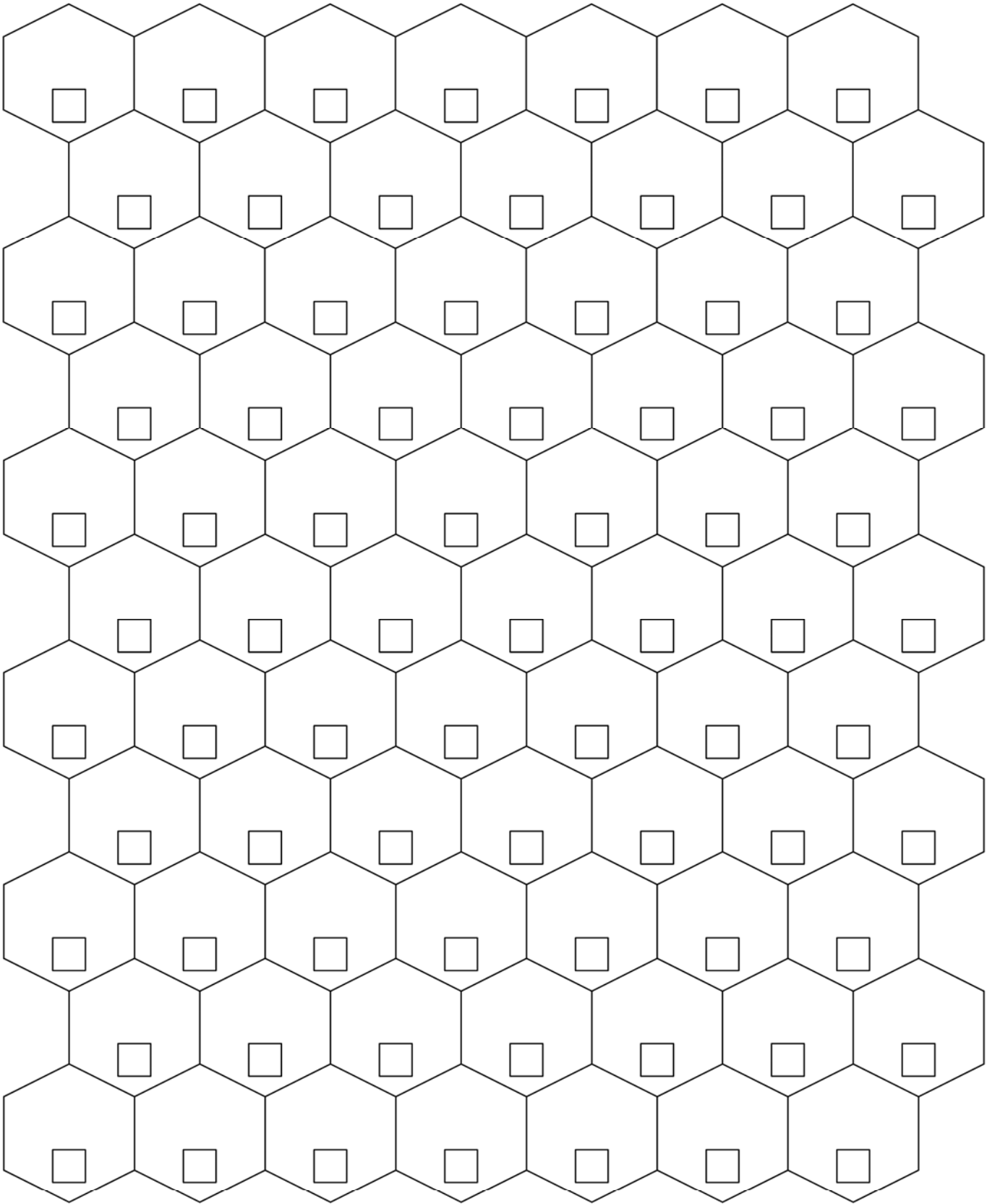
This iron statue appears as either an archon, an inevitable or a devil, subduing a thief. When placed in a park, it grants the city an enchantment bonus to Economy of +1, +2, or +3. This enchantment bonus does not stack with other enchantment bonuses effecting the same city.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*, *owl's wisdom*, the crafter must be of any lawful alignment; **Cost** 10,000 gp (+1), 40,000 (+2), 90,000 (+3) gp

Exploration Map

Region Name _____



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Kingdom Sheet

Kingdom Name _____

Campaign _____

Alignment _____

Size _____

Control DC _____

Population _____

Kingdom Statistics

	Total		Buildings		Leadership		Edicts		Resources		Alignment		Events		Edicts		Unrest		Vacancies		Other
ECONOMY	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	±	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>
LOYALTY	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	±	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>
STABILITY	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	±	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>	-	<input type="text"/>

Leadership Roles

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

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 - Open Space + Other

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City District Sheet

City Name _____ District Name _____

☐ Water ☐ Land ☐ Wall Neighboring District _____

☐ Water ☐ Land ☐ Wall Neighboring District

☐ Water ☐ Land ☐ Wall Neighboring District

☐ 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][illegible][illegible]

Major Items

Base Value _____

Economy Bonus Granted _____

Defense _____ Population _____

Loyalty Bonus Granted _____

Stability Bonus Granted _____

Mass Combat Army Sheet

Army Name _____

Leader and Cha Modifier _____

CR _____

Size / Number of Soldiers _____

Alignment _____

Race _____

Class and Level _____

Army Statistics

Defense Value

Total = CR + Resources + Special Abilities ± Tactics ± Strategy ± Battlefield - Negative Energy - Paralysis

Offensive Modifier

_____ = _____ + _____ + _____ ± _____ ± _____ ± _____ - _____ - _____

hp

Speed

Consumption

Resources

Type

Bonus

Type

Bonus

_____ + _____ DV / OM / Damage

_____ + _____ DV / OM / Damage

_____ + _____ DV / OM / Damage

_____ + _____ DV / OM / Damage

Special Abilities

Type

DV

OM

Damage

Type

DV

OM

Damage

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Mass Combat Army Sheet

Army Name _____

Leader and Cha Modifier _____

CR _____

Size / Number of Soldiers _____

Alignment _____

Race _____

Class and Level _____

Army Statistics

Defense Value

Total = CR + Resources + Special Abilities ± Tactics ± Strategy ± Battlefield - Negative Energy - Paralysis

Offensive Modifier

_____ = _____ + _____ + _____ ± _____ ± _____ ± _____ - _____ - _____

hp

Speed

Consumption

Resources

Type

Bonus

Type

Bonus

_____ + _____ DV / OM / Damage

_____ + _____ DV / OM / Damage

_____ + _____ DV / OM / Damage

_____ + _____ DV / OM / Damage

Special Abilities

Type

DV

OM

Damage

Type

DV

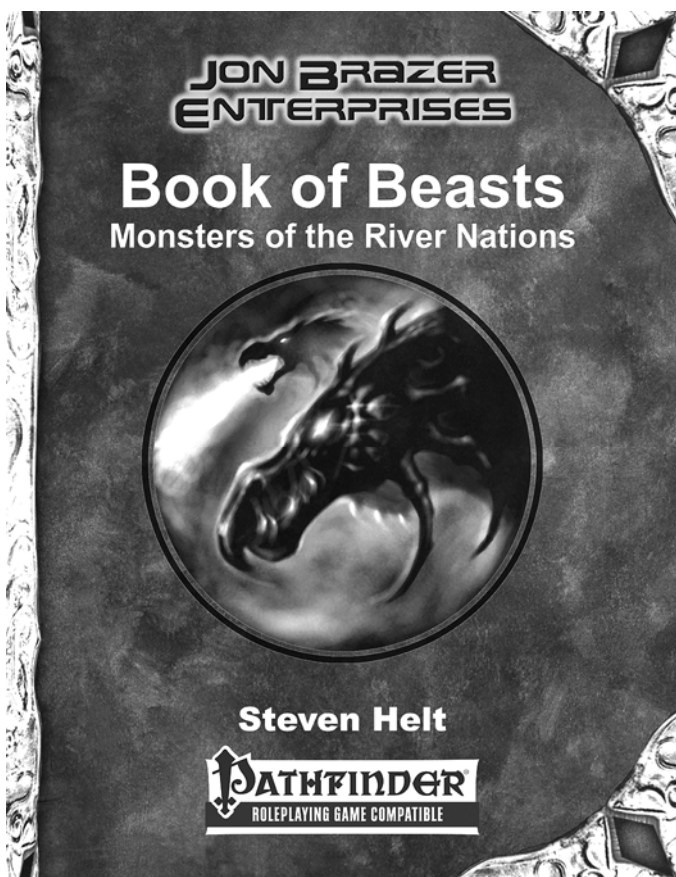
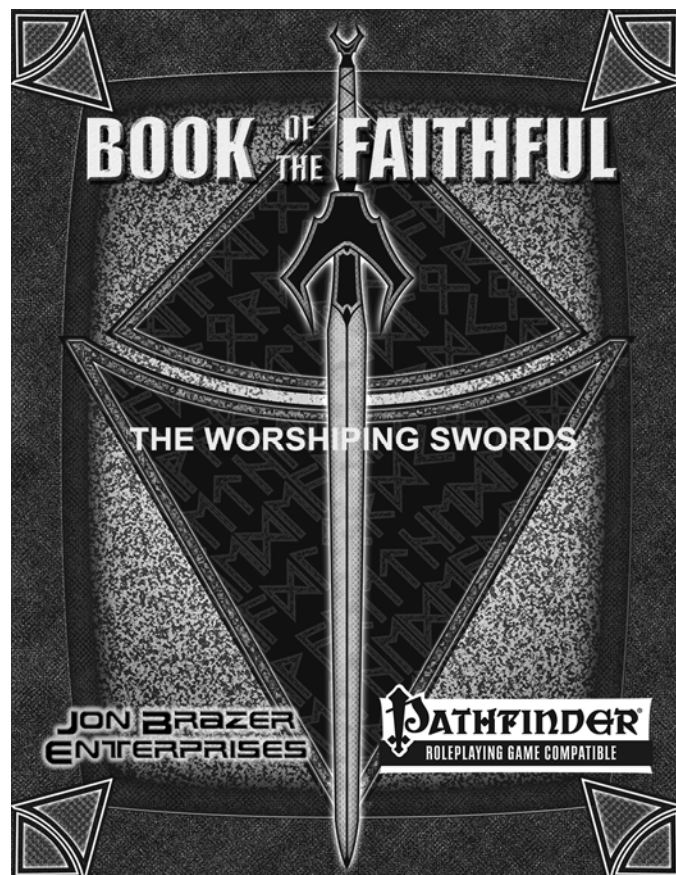
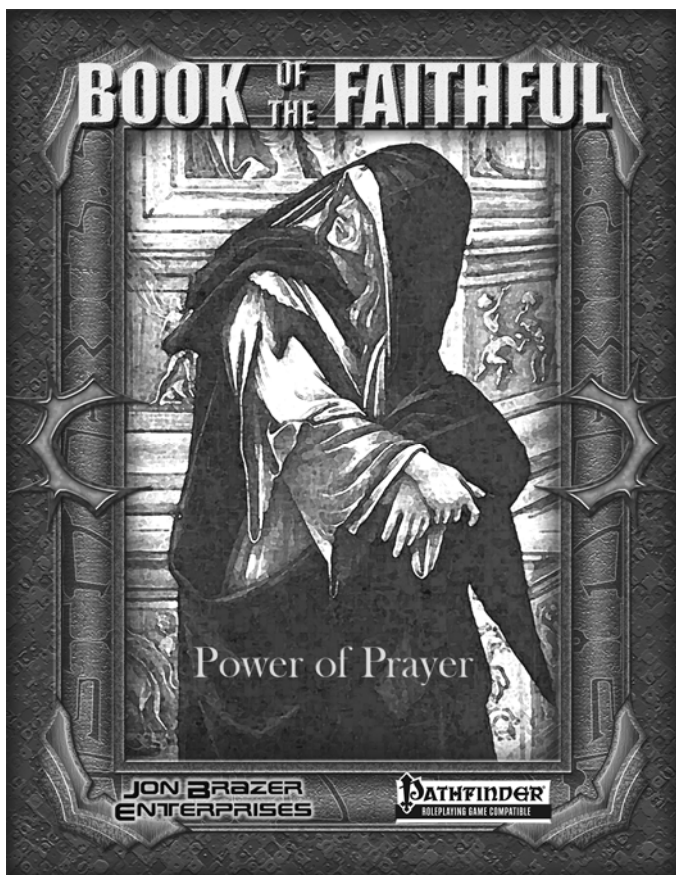
OM

Damage

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