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ROLEPLAYING GAME COMPATIBLE

ULTIMATE PLUG-INS





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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the **Pathfinder Reference Document**, the official online compendium of game rules, as well as the **d2opfsrd.com**. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, teambased approach to bring you the best in imaginative play, from brand-new creative games to fantastic expansion material for your favorite role-playing games. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE ULTIMATE FACTIONS

THE SULTAN'S GRAND VIZIER IS SECRETLY PLOTTING AGAINST HIM WITH OTHER MEMBERS OF THE court. The guilds are trying to bully small businesses. The neighboring country have spies in the palace. The city guard in the capital are under the pay of the thieves' guild. The local druid circle aren't happy about all the farms being built, or the woodcutting in the forest, and want the kingdom's Councilor to help them persuade the king to put a stop to it.

All of these are themes from fantasy stories, but the core kingdom building rules introduced in *Pathfinder Roleplaying Game Ultimate Campaign* and expanded in *Ultimate Rulership* from Legendary Games focus primarily on your heroes and the decisions they make as the ruling council of their own kingdom. With *Ultimate Factions*, we provide you with detailed rules for different political factions, religious sects, and any number of influential power brokers and wealthy elites devoted to rising up and seizing whatever they can hold. Your heroes may play off their rivals against one another and use their wits to consolidate their own power and secure their throne from threats that can't be defeated by sword or spell. In the great game of houses and thrones, your heroes must triumph!

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

INTRODUCTION

Ultimate Factions is a toolbox for the GM and players to create interesting story ideas that might not otherwise occur during normal kingdom play. It presents a comprehensive set of rules governing any number of factions within a kingdom. They might work together, vie against each other, or even just ignore each other, in parallel with the normal kingdom turn. There is also a simplified set of rules which condense many of the mechanics into a handful of dice rolls to determine how the activity of the various factions affects the kingdom as a whole.

Some GMs are entirely capable of planning out campaigns where different groups interact in complex ways and the player characters see small pieces of those interactions as they progress through their adventures. Other GMs *want* to have complex interactions happening in the background, but don't feel confident enough in their storytelling to do the idea justice. And other GMs want background interactions to happen, but don't want to plan them, and don't want them to be complex. Ultimate Factions is intended to give any GM running a kingdom building campaign the tools they need to have large groups of NPCs affect the kingdom outside the control of the PCs.

In addition, these rules present a bridge between normal campaign play and the kingdom rules for large organizations. PCs can use the Organization Influence rules from *Pathfinder Roleplaying Game Ultimate Intrigue* to affect factions, and the factions can then affect the whole kingdom at the kingdom scale. In this way it's possible for an individual PC to have an effect on the kingdom as a whole, even outside the scope of the normal kingdom rules.

GLOSSARY

Ultimate Factions uses the following terms in specific ways to define factions in play and how they interact with each other, with individual characters, and with the kingdom as a whole.

Alignment

All factions have an alignment, similar to a character, which represents the faction's attitude towards its members, non-members, and the kingdom. Lawful factions gain a +2 bonus to resources, Chaotic factions gain a +2 bonus to power. Good factions gain a +2 bonus to reputation, Evil factions gain a +2 bonus to power. Neutral factions gain a +1 bonus to resources and reputation. Factions which are neutral with respect to both Good-Evil and Law-Chaos apply the bonus twice.

FACTION

A faction is an organization or group within a kingdom which is attempting to assert political, economic, or social control over the entire kingdom, or some part of it. A kingdom may have any number of factions of each type, however if the combined size of all factions in the kingdom exceeds 10 times the kingdom size, then the kingdom gains +1 Unrest during Step 4 of the Upkeep phase of the kingdom turn. Not every type of faction will be represented within a kingdom, but all kingdoms should start with at least one Civil faction representing the citizens, and one Judicial faction representing the kingdom's rulers.

GOAL

A goal is something that the faction is attempting to achieve through use of its resources and manpower. See <u>Goals</u> on p. 9.

OPERATION

An operation is a task that the faction chooses to attempt during the faction turn. The number of operations that a faction can perform is determined by the faction's size.

Power

Power represents the faction's ability to make things happen as they wish, through persuasion, guile, threats, or other means.

REPUTATION

How the faction is viewed by people outside it. This attribute is commonly used when the perception of the faction matters.

RESOURCES

This attribute represents the productivity of the faction's members when they are working towards the faction's agenda. It measures the faction's ability to obtain goods and property, as well as use its wealth effectively when working towards the faction's agenda.

SIZE

A faction's size is an indicator of how many members the faction has, as well as the breadth of its impact. Faction size may change during play. Each point of size represents roughly 25 members of the faction (a group with 15 or fewer members should not normally use the faction rules, but may do so at the GM's discretion, and should be treated as having a size of zero). This number is purely to give an idea of the number of members of a particular faction – since people can be members of more than one faction, it's possible for the total membership of all factions to exceed the population of the kingdom. A faction receives a size modifier to faction checks equal to the 1/10 of the faction's size, rounded down.

FACTION SIZE AND ULTIMATE

RULERSHIP

If using the settlement size and population rules from *Ultimate Rulership*, the faction membership should be calculated at 10 members per point of size.

TENSION

Tension measures the level of dissatisfaction the members of the faction have with the direction and leadership of the faction. Tension applies a penalty to all faction checks equal to -1 for every 10 points of tension the faction has. Certain operations and events can raise and lower the amount of tension the faction has. If the amount of tension reduces any faction check modifier below zero, the faction splinters.

TYPE

A faction's type describes the members of the faction and may give a broad idea of the aspects of the kingdom which are of greatest interest to the faction. See <u>Types</u> on p. 8.

WEALTH POINTS

A faction's treasury is measured in Wealth Points (WP). Each WP is worth approximately 400gp, making 10 WP equal to 1 BP in the Kingdom rules. WP may be purchased by members for 400gp each, during the Income Phase of the Faction Turn.

CREATING A FACTION

A new faction may be created by any like-minded group of individuals within a kingdom. Factions do not start with any WP, and the members must find a way to pay for one month's worth of WP as part of the faction creation process. If a faction is created composed entirely of NPCs with no PC influence to start with, it begins with 10 WP.

CALCULATING INITIAL SIZE

Factions begin with a size of zero (which indicates that they do not exist, or are too small to have any impact on the kingdom). Certain buildings within the kingdom can increase the maximum initial size of the faction. The Building Effect on Maximum Starting Faction Size table shows how buildings from *Pathfinder*



Roleplaying Game Ultimate Campaign and Ultimate Rulership can affect the size of each faction type. A faction of at least size 1 it can launch Operations, earn income, and increase its size. Factions may not wish to start at the maximum possible size, and are not required to do so. If a faction starts a faction turn with size 0, the only operation it may perform that turn is a recruitment operation.

Calculating Faction Attributes

The individual faction attributes receive bonuses based upon the type of the faction (see Types), the alignment of the faction (see Alignment), the size of the faction (+1 bonus per 10 faction size, rounded down)

FACTION CHECK

Factions have three attributes: Power; Resources; and Reputation. Many actions a faction performs require

TABLE 1: BUILDING EFFECTS ON STARTING FACTION SIZE

	Academic	Civil	Foreign	JUDICIAL	Legal	Military	Religious	Social	Trade
Academy	+2	-	-	+2	-	-	-	-	-
Aerie	-	-	+1	-	-	-	-	+1	-
Alchemist	+1	-	-	-	-	-	-	-	+1
Arena	-	+4	-	-	-	-	-	+4	-
Assembly	+2	+2	+2	+2	+2	+2	+2	+2	+2
Bank	-	-	-	-	-	-	-	-	+2
Bardic College	-	+2	-	-	-	-	-	+2	-
Barracks	-	-	-	-	+1	+1	-	-	-
Baths	-	-	-	-	-	-	-	+1	+1
Black Market	-	-	-	-	+2	-	-	-	-
Brewery	-	+1	-	-	-	-	-	+1	-
Bordello	-	-	-	-	+1	-	-	+1	-
Bureau	-	-	-	+2	+2	-	-	-	-
Caster's Tower	+1	-	-	-	-	-	-	-	+1
Castle	-	-	-	+4	-	+4	-	-	-
Cathedral	-	-	-	-	-	-	+4	+4	-
Courthouse	-	-	-	+1	+1	-	-	-	-
Dance Hall	-	-	-	-	-	-	-	+2	-
Exotic Artisan	-	-	-	-	-	-	-	-	+2
Foreign Quarter	-	-	+4	-	-	-	-	+4	-
Gambling Den	-	-	-	-	+1	-	-	-	+1
Garrison	-	-	-	-	+2	+2	-	-	-
Guild Hall	-	-	-	-	-	-	-	+2	+2
	-	-	-	-	-	-	+1	+1	-
Graveyard	+4	-	-	-	-	-	-	+4	-
Hanging Gardens	-	+1	-	-	-	-	-	-	+1
Herbalist	-	+2	-	-	-	-	-	+2	-
Hospital	-	-	-	-	-	-	-	+2 +1	+1
Inn	-	-	-	+1	+1	-	-	-	-
Jail	+1	+1	-	-	-	-	-	-	-
Library	-	-	+1	-	-	-	-	-	+1
Lighthouse	-	-	-	-	-	-	-	-	+2
Luxury Store	-	-	-	-	-	-	-	-	+2 +2
Magic Shop	+2	-	-	-	-	-	-	-	+2
Magical Academy	-	+2	-	-	-	-	-	-	+2
Market	+2	-	-	-	-	+2	-	-	-
Military Academy	-	-	-	-	-	-	-	-	+2
Mint	+2	-	-	-	-	-	+2	-	-
Monastery	+2	- +2	-	-	-	-	-	-	-
Museum	+2	-	-	-	-	-	-	-	+1
Observatory	-	+1	-	-	-	-	-	+1	-
Orphanage									
Palace	-	-	+4 +1	+4	-	-	-	-	- +1
Pier	-	-	+1	-	-	-	-+1	- +1	+1
Sacred Grove	-	-	-	-	+2	-	-	-	-
Sewer System	-	-+1	-	-	+2	-	-	-	- +1
Shop	-	-	-	-	-	-			+1
Shrine	-	-	-	-	-	-	+1	+1	
Smithy	-		-	-	-	-	-		+1
Tavern	-	+1	-	-	-	-		+1	-
Temple			-	-	-	-	+2	+2	-
Theatre	+2	-					-	+2	
Town Hall	-	-	-	+2	+2	-	-	-	-
Trade Shop	-	-	-	-	-	-	-	-	+2
Tunnels	-	-	-	-	+2	-	-	-	-
University	+4	-	-	-	-	-	-	-	+4
Warehouse	-	-	-	-	-	-	-	-	+4
Watchtower	-	-	-	+1	+1	-	-	-	-
Waterfront	-	-	+4	-	-	-	-	-	+4

a faction check using one of these attributes. It is not possible to take 10 or take 20 on a faction check. Unless otherwise noted, the base DC of a faction check is 15. A faction check automatically fails on a natural 1, and automatically succeeds on a natural 20.

Faction Checks are made by rolling 1d20 and adding the faction attribute, plus the faction's size modifier.

Types of Factions

There are numerous types of faction.

Academic: Academic factions are generally college or university boards, in control of the education of the general populace. Academic factions gain a +1 bonus on Reputation checks and a +1 bonus on Resources checks.

Civil: Civil factions are typically public bodies made up of common citizens of the Kingdom. They usually represent groups of citizens who work towards a common goal. Civil factions gain a +2 bonus on Reputation checks.

Foreign: Foreign factions represent organizations from other kingdoms. These are usually foreign diplomatic entities, but can represent almost any other type of faction (trade, religious, and military are the most common). Foreign factions gain a +2 bonus on Power checks.

Judicial: Judicial factions represent groups who are working to affect the overall legal structure of the kingdom. Examples include the current rulers, the judges, as well as groups trying to overthrow the current rulers, or trying to create new laws. Judicial factions gain a +1 bonus on Power checks and Reputation checks.

Legal: Legal factions are groups with an interest in maintaining or breaking the law. This includes police forces, city watchmen, border patrols, and thieves' guilds. Legal factions gain a +1 bonus on Power checks and a +1 bonus on Resources checks.

Military: Military factions are directly involved in the application of power through armies. They are typically the high command of the military (Kingdoms with multiple branches of armed forces may have more than one Military faction). Military factions gain a +2 bonus on Power checks.

Religious: Religious factions are concerned with the spiritual wellbeing of the citizens of the Kingdom. They typically represent a specific faith worshipped in the Kingdom. Heretical groups within a faith are separate factions. Religious factions gain a +1 bonus on Power checks and Resources checks.

Social: Social factions are typically groups of citizens who have joined together because of a shared culture, economic standing, or recreational

activity. Generally these groups are formed so that the members can feel as though they are part of something special and unique. Social Factions get a +2 bonus to one type of faction check, a +1 bonus to a second, but a -1 penalty to the third.

Trade: Trade factions are business or trade organizations involved in the manufacture, buying and selling of goods. Examples include guilds, coalitions of shopkeepers, and merchant companies. Trade factions gain a +2 bonus on Resources checks.

Other faction types: The GM is free to create any other type of faction, if they have one that does not fit within the above types. The bonuses to checks for new faction types should not exceed a total of +2.

Secrecy

A faction can have one of three Secrecy states: Open, Covert, or Disguised.

Open

An Open faction is one that is publicly known. Any citizen may have heard of them, and it is easy to locate the faction. Knowledge checks to learn things about the faction have their DC decreased by 2.





COVERT

A Covert faction is hidden from the public eye. People might be aware of the existence of a Covert faction (such as a thieves guild or secret police), but won't know anything about its members, structure, or base of operations. The DC for Knowledge checks or Diplomacy checks to gather information about Covert factions is increased by 5.

DISGUISED

A disguised faction is a group or organization which publicly claims to be one thing, while in secret is something else entirely. A network of black market merchants appears to be a Trade faction, but is actually a Legal faction. A disguised faction gains bonuses on checks based on its actual faction type, not the public one. The DC to learn information about the public faction type is decreased by 5 (since the faction is putting effort into making that information available), while the DC to learn information about the actual faction type is increased by 10.

GOALS

All factions have one or more goals (which may change over time). When a faction is first created, it must set one goal which is known as the Major Goal. This is the primary outcome the faction is striving to achieve. For example, the merchant's guild looking to

control all trade in the kingdom, a rebellious group of bandits hoping to overthrow the king, or the thieves' guild looking to control all theft in a city. Other, less important goals, known as Minor Goals, represent the day-to-day goings on for the faction, and can be almost anything, from the merchant's guild reducing the effectiveness of a settlement's tax collectors, the group of bandits trying to make a bribed official more liked by other citizens, or the thieves' guild trying to make the city watch ineffective. Minor goals can be short- or long-term, depending on the faction's needs at the time.

A new goal is set for the faction with an Operation. Goals may be public or secret, and each goal consists of an Aim, a Scale, and a Subject.

AIM

CONTROL

The faction is exerting control over the subject of the goal. This may be simply using the faction's power of persuasion to get the subject to do what it wants, but also extends to direct threats and intimidation, or even the use of money to buy the subject.

BOOST

The faction is increasing the subject's impact on the kingdom. For example, a Trade faction may be trying to promote a particular business. When a successful

goal, the subject gains a +2 bonus to any kingdom or faction checks made before the end of the next kingdom turn.

REDUCE

The faction is reducing the subject's impact on the kingdom. A common example would be a Legal faction (representing the local police force) trying to reduce crime. When a successful Advance Goal Operation is completed for a Reduce goal, the subject suffers a permanent -1 penalty to a single type of kingdom or faction check.

ELIMINATE

The faction is removing the subject completely from having any impact on the kingdom. It does not necessarily mean that the subject is destroyed or killed. Eliminate aims are extremely powerful, but also very difficult to achieve.

SCALE

The scale of a goal represents the amount of impact caused by influencing the goal's subject. The ultimate decision about the scale of a particular goal is up to the GM. For goals whose subject is a place, the size of the area affected by the place determines the scale. For goals with a subject that is a person, or group of people, the scale depends on the size of the group. However, if a subject has a higher level of influence

Advance Goal Operation is completed for a Boost within the kingdom than the scale would normally indicate, the GM should increase the scale of the goal. For example, a kingdom's leaders should always be considered to be Kingdom Scale, as a group and individually. Likewise, the head of a guild might qualify as a district in scale (or even a faction), rather than an individual. When unsure, use the highest suitable Scale.

TABLE 2: FACTION SCALE

SCALE	EXAMPLES			
Individual	A single merchant; a temple			
District	All merchants in a settlement district; all churches in a settlement district; a respected elder			
Faction	Caction Merchants' Guild; A church hierarchy for a single religion within a settlement; a city councilor			
Settlement	Settlement All traders in a city; all religious institutions i a city; the town mayor			
Kingdom	All trade in the kingdom; all religious institutions in the kingdom; a kingdom leader			

SUBJECT

The subject of a goal is whatever person, place, or item at which the goal is targeted. This can be almost anything the faction wants, except for abstract concepts (which may be allowed at the GM's discretion). So, a faction could set a goal to "Control the Kingdom Treasury", but could not set a goal to "Control the King's Honor". The



subject may not be the faction itself, but can be another faction.

PRIVACY

A goal may be set as either Public or Secret when it is created by the faction. A public goal is something that the faction has made available to all faction members. If the faction is Open, then public goals can also be determined by an appropriate Knowledge check. If the faction is Covert, then public goals are not typically known outside the faction. Secret goals are things that the faction is trying to achieve, generally known only to the faction's senior members.

GOAL DC

Goals have a Difficulty Class (DC) indicating the difficulty to achieve that goal. Unless otherwise noted, the base DC to accomplish any goal is 15. Use the following table to calculate modifiers to that DC.

TABLE 3: FACTION GOAL DC					
AIM	DC MODIFIER				
Control	+2				
Boost	+0				
Reduce	+0				
Eliminate	+5				
SCALE	DC MODIFIER				
Individual	+0				
Faction	+1				
District	+2				
Settlement	+3				
Kingdom	+5				
PRIVACT	DC MODIFIER				
Public Goal	-1				
Secret Goal	+3				

THE FACTION TURN

Faction turns take place during the kingdom turn sequence. They should be inserted after the Edict phase of the Kingdom turn, and any alterations which occur as a result of the faction turn should take effect before the Income phase of the Kingdom turn begins. All factions in a kingdom should perform each phase of the faction turn before moving on to the next phase. The order in which the factions act in each phase should be determined by each faction making a Power check (this check has no DC), and they act in reverse order of the checks. In the event of a tie, the faction with the smaller size goes first. If factions are still tied, roll Power checks again until the tie is broken.

UPKEEP PHASE

The faction must pay its upkeep and maintain control and stability of itself before it does anything else.

Step 1: Check tension. If the tension of the faction has reduced any of the faction's attributes below o, then the faction has a chance of splintering. Make a Special Tension Check, which is a 1d20 roll +1 for every 10 points of tension (rounded down). The DC for this roll is 10 plus the faction's size modifier (+1 per 10 size, rounded down). If the tension check exceeds the DC, the faction splinters. See <u>Splintering Factions</u> on p. 15.

Step 2: Pay costs. A faction costs WP equal to its Size each turn. If it is unable to pay (due to insufficient WP), it loses all remaining WP, and gains tension equal to the amount not paid. This penalty may be reduced or removed in future faction turns by use of the Reduce Tension operation.

OPERATIONS PHASE

The faction may undertake a number of Operations based on the Faction's size, as detailed in <u>Table 4</u>: Faction <u>Operations by Size</u>. For each Operation launched, the Faction pays the cost of the Operation, and makes any checks required. The faction may launch Operations in any order. All effects for a single Operation are resolved before the next Operation is launched.

Based on its activities, size, and patronage by PCs or NPCs that support it, a faction brings in money and other resources each faction turn.

Step 1: Add Wealth. Any character may choose to add wealth to a faction. Every 400 gp added to the faction's treasury adds 1 WP.

Step 2: Determine Income. The Faction makes a Resources check. This check has no DC, add the result as WP to the faction's treasury.

OPERATIONS

Each faction may undertake a number of Operations in a given faction turn. These operations either boost their own power, or limit the power of other factions within the kingdom. The number of operations a faction may perform per turn is determined by faction size and set at the beginning of the Operations Phase. Size increases occurring during that turn do not affect the number of operations a faction may perform.

There are two types of operation, Maintenance and Active. Maintenance operations are activities that the faction performs where the result is a change to the faction itself, while Active operations alter the kingdom or other factions. Maintenance operations may be performed more than once per faction turn, but only one of each type of Active operation may be performed in a given turn.

Several operations apply modifiers to kingdom and faction attributes, with larger modifiers costing more WP. A faction can always choose to use a modifier lower than the maximum result generated by their faction check.

Sometimes an attribute from the kingdom (or a modifier to a kingdom attribute) is used for faction checks. Unless

TABLE 4: FACTION OPERATIONS BY SIZE

FACTION SIZE	OPERATIONS PER TURN
0	1*
1-10	1
11-25	2
26-50	3
51-100	4
101-200	5
201+	7

*: Factions with size o may only make Recruitment operations.

otherwise stated, this is in addition to the existing faction

bonus. Use the following table to determine which faction attribute is modified by bonuses and penalties to which kingdom attribute.

TABLE 5: FACTION AND KINGDOM ATTRIBUTE EQUIVALENCIES

FACTION ATTRIBUTE	KINGDOM ATTRIBUTE
Power	Stability
Reputation	Loyalty
Resources	Economy

Abandon Goal (Active)

The faction no longer wishes to pursue this goal. The faction makes a Reputation check against the Goal DC+10. If successful, the goal is abandoned and may be removed from the faction's goals.

Advance Goal (Active)

The faction works to advance one of its existing goals. Choose one existing goal for the faction and make a Resources check against the Goal DC. If successful for a boost or reduce goal, the faction may do one of the following, depending on the subject of the goal:



A successful check for a control goal allows the faction to immediately affect the goal's subject. The effect of advancing a control goal lasts until the next faction turn, unless otherwise noted. Because of the nature of controlling the subject, it isn't possible to provide a comprehensive list of effects and costs. This will vary depending on the subject, the goal, and the controlling faction's intentions. It is left to the GM's discretion to determine reasonable costs and impact for advancing these goals.

Some examples might include an order of paladins controlling a single merchant's shop for a time, to help him avoid going out of business, costing them 2 WP.

The merchant's guild controlling the kingdom's Treasurer and setting the tax edict to suit their needs. This could cost 15-20 WP per change in edict level.

The thieves' guild controlling the city watch's recruitment practices so that the watchmen are a little less competent, costing 8 WP.

TABLE 6: ADVANCING BOOST AND REDUCE GOALS	5
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SCALE	EXAMPLE IMPACTS	COST (WP_
Individual	Give the subject gold, or prevent the subject receiving an income for a single kingdom turn	1 per 400 gp given or prevented
District	Alter a single building's settlement and kingdom attributes by 50% (up or down) for one turn	1 per 2 BP cost of the building
Faction	Alter one of the faction's attributes permanently by +/-1	5
Settlement	Alter one of the settlement attributes permanently by +/-1	15
Kingdom	Alter one kingdom attribute permanently by +/-1	20

AID, FACTION (ACTIVE)

The faction attempts to support the work of another faction. Make a Power check. If successful, you may choose to either remove a point of tension from the target faction, or apply a +1 modifier to one of the target faction's attributes. For every 5 points by which the check succeeds, you may remove another point of tension or add another +1. The benefit of this operation does not have to apply to the same attribute from a single operation. Each point of tension removed or attribute bonus applied costs 3 WP. Bonuses to attributes last until the start of the next faction turn.

AID, KINGDOM (ACTIVE)

The faction tries to help one of the leaders of the kingdom. The faction chooses one of the kingdom's leaders and makes a Reputation check. If successful, the faction applies a +1 bonus to the target leader's kingdom attribute modifier, increasing by +1 for every 5 points by which the check exceeds the DC. Multiple Aid operations do not stack – only the highest modifier applies. Each point of bonus costs 5 WP, unless the leader affected is

the Ruler, in which case it costs 7 WP. The cost must be paid at the time the bonus is applied. This bonus applies until the start of the next faction turn.

Alliance (Active)

The faction joins forces with another faction. The two factions must have a Goal subject in common (though the Aim and Scale of the Goal do not have to be the same) and agree to the alliance. Each Faction makes a Reputation check. The Faction which gets the highest result is the dominant partner, and can choose whether the alliance is balanced or unbalanced. If the alliance is balanced, both Factions gain a bonus to all Faction attributes equal to 50% of the bonus the other faction has. If the alliance is unbalanced, the dominant partner gains a bonus equal to 75% of the bonus the other Faction has, while the other partner gains 25%. These bonuses are lost if the alliance with each other, either of them can attempt

> to absorb the other Faction. This requires another Alliance Operation. The allied Factions make opposed Power checks. The winning faction permanently gains Power, Resources and Reputation equal to half the losing Faction's attributes. Add together the Size of the two Factions to determine the new Faction's size. The winning Faction may make a Reputation check to remove any of the losing Faction's Goals (one check may be made per Goal). Success means that the goal is removed entirely. Failing the check by less than 5 means that the Faction may reduce the Scale of the Goal by 1 step

(for example from Kingdom to Settlement). Failure by 5 or more means that the Goal is added to the winning Faction's Goals in full. Since a faction cannot have itself as the subject of a goal, all goals from either faction with the other faction as a subject are automatically removed. An alliance costs each faction 10 WP, plus 2 WP per turn thereafter. Merging factions which are already allied costs 10 WP.

EARN WEALTH (MAINTENANCE)

The faction's members work to obtain money for the faction's coffers. The faction makes a Power check. If successful, the faction gains +2 on the determine income roll during the income phase. For every 5 points by which the check succeeds, the faction gains an additional +1 to the determine income roll.

FACTION CONFLICT (ACTIVE)

The faction mobilizes its members to compete with an opposing faction. This is not necessarily a violent altercation, but can be resolved either using a modified version of the mass combat rules, or the normal Pathfinder Roleplaying Game combat rules (GM's in that leadership role is providing, as described in Table choice).

The number of members of each faction involved in the contest is equal to the size of the faction. If using the mass combat rules, create an army of 1st level warriors based on that size (rounded down to the nearest army size). Damage done is solely used to determine the success or failure of the faction in the contest, though a faction can choose to deal lethal damage during a contest if it wishes. The winning faction gains +2 Reputation until the start of the next edict phase, and the losing faction suffers a permanent -1 Reputation. If the faction has an organized militant force (created using the downtime system Organization rules, see optional rules), then the army may be created using the appropriate levels presented in those rules. This costs WP equal to the army's recruitment cost.

LOBBYING (MAINTENANCE)

The Faction chooses one leadership role (except Ruler) in the Kingdom, and makes a Reputation check. If successful, they may apply a bonus to one single appropriate faction check equal to the bonus the leader



5: Faction and Kingdom Attribute Equivalencies. Each point of bonus costs 1 WP.

NEW GOAL (ACTIVE)

The faction creates a new goal for itself. Make a Reputation check against the Goal DC. If the check is successful, then the new Goal is added to the Faction's list of Goals.

PUBLICITY (MAINTENANCE)

The members of the faction spend their time making speeches and kissing babies. Make a Reputation check. If successful, the Faction may apply the Ruler's kingdom attribute bonus to one of their Faction attributes until the start of the next Edict phase. Publicity costs the faction 2 WP per point of bonus applied.

REDUCE UPKEEP (MAINTENANCE)

The faction invest funds in a variety of properties and

businesses within the kingdom, for the benefit of their members. This results in them being able to maintain the faction at a lower cost than normal. The upkeep cost for the faction is permanently reduced by 1. The upkeep cost may never be reduced below zero. This operation costs 10 WP.

RECRUITMENT (MAINTENANCE)

The Faction works to recruit new members and increase its Size. Make a Resources check. If successful, the Size of the Faction increases by 1, and may be increased an additional 1 for every 5 points by which the check beat the DC. Recruitment operations cost 2 WP per point of size increased.

Relieve Tension (MAINTENANCE)

The faction takes some time to demonstrate to the members that they are progressing towards their goals, and makes its members feel valued and useful. The faction makes a Reputation check. If successful, the faction may reduce its current tension by 1. For every 5 points by which the check beats the DC, an additional 1 tension may be removed. Each point of tension removed costs 1 WP.

Spying (Active)

The faction attempts to learn information about a known target faction. Make a Resources check. If successful, the faction learns information about one Goal of the target faction. Choose one of Aim, Scale, or Subject. For every 5 points by which the check beats the DC, the faction may learn one more piece of information about the goal, or may learn one piece of information about another goal of the same faction. Alternatively, the faction may choose to learn the Power or Resources attribute of the target Faction. Each piece of information obtained costs 3 WP.

Spying can also be used to learn of the existence of covert factions. Make an opposed Power check, if successful, your faction learns of the existence of a single covert faction operating in the kingdom, but learning any further information requires another Spying operation. This use of Spying costs 3 WP.

Subversion, Faction (Active)

The faction attempts to undermine the work of another faction. Make an opposed Power check. If successful, add 1 point of tension to the target faction. For every 5 points by which the check beat the target faction's



check, add an additional point of tension. Each point of tension caused costs 2 WP.

If the opposed check fails, add 1 point of tension to the initiating faction. For every 5 points by which the check failed to beat the target faction's check, add another point of tension.

Subversion, Kingdom (Active)

The faction works to undermine one of the leaders of the Kingdom. The faction chooses one of the kingdom's leaders, and makes a Reputation check. If successful, the faction applies a -1 penalty to the target leader's kingdom attribute modifier, increasing by -1 for every 5 point by which the check exceeded the DC. Multiple Subversions do not stack – only the worst penalty applies. Each point of penalty costs 5 WP, unless the leader affected is the Ruler, in which case it costs 7 WP. The cost must be paid at the time the penalty is applied. This penalty lasts until the start of the next faction turn.

FACTIONS AND CHARACTERS

Individual PCs interact with factions using the Organization Influence rules presented in Pathfinder Roleplaying Game Ultimate Intrigue. The faction's stat block should be converted to an Organization

stat block using the <u>Factions and Intrigue</u> rules on p. 18.

Splintering Factions

Sometimes the tension within a faction causes the faction to fall apart from internal pressures. If splintering occurs, immediately increase the kingdom's unrest by 1. Then make one faction check of each type against DC10. If all three succeed, the faction splits into two equal size factions. Share the original faction's current goals and tension evenly between the two, and recalculate all other faction attributes. If one check fails, one of the resulting factions is $\frac{3}{4}$ the size of the original, and the other is the remaining $\frac{1}{4}$, and the goals should be shared in those proportions (if the original faction didn't have enough goals to share in these proportions, the smaller faction must take at least one goal of the original faction). If two checks fail, the faction splits into three equal parts (with goals and tension shared evenly). If all three checks fail, the faction dissolves entirely, adding a further point of unrest to the kingdom.

CREATING FACTIONS FOR EXISTING KINGDOMS

The GM may find that they want to create factions for existing kingdoms. The following rules allow for a number of factions to be created which can be assumed to "have always existed" within a kingdom.

NUMBER OF FACTIONS

A kingdom will typically have a number of factions – the larger the kingdom, to more factions there will be. Take the kingdom size and divide by 10 (rounding down), then add the result to 2d6. This is the maximum number of factions the kingdom should have. There is no requirement to create this number, and it is only for guidance – roughly 1/3 of the maximum number will be Major factions, the rest will be Minor factions.

Size

Major factions will have a size equal to the kingdom's size, while minor factions will each be between 10% and 60% of the kingdom's size (roll 1d6 and multiply by the kingdom's size, then divide by 10, rounding down). If you wish to vary these numbers from this base figure, roll 2d6 and add the result to the base size, then roll another 2d6 and subtract from the result.

TREASURY

Roll percentile dice. On a result of 1-25, the faction is Poor, and has WP equal to 3 times the faction's size. On a result of 26-75 the faction is average, and has WP equal to 5 times the faction's size. On a result of 76-00 the faction is wealthy, and has WP equal to 10 times the faction's size.

At this stage, you may reduce the factions upkeep cost by 1 per 10 WP spent. All factions should leave at least their upkeep in the treasury before play starts, to pay the first turn's upkeep.

TYPE

Ideally the GM should choose the type of each faction being introduced, but if that isn't possible, you may randomly determine the type by rolling on the Random Faction Type table.

SECRECY

Roll on the following table for the secrecy of the faction.

TABLE 7: FACTION TYPE

D20 ROLL	FACTION TYPE
1-2	Academic
3-5	Civil
6-7	Foreign
8-9	Judicial
10-12	Legal
13-14	Military
15-16	Religious
17-18	Social
19-20	Trade

TABLE 8: FACTION SECRECY

D20 ROLL	FACTION TYPE
1-11	Open
12-17	Covert
18-20	Disguised*
18-20	Disguised*

*Roll again on the faction type table for the type this faction is disguised as.

GOALS

All factions have one or more goals that they are currently pursuing. Use the following charts as a prompt to help determine some goals – as a rule of thumb, create 1 goal for every 10 size that the faction has.

TABLE 9-1: FACTION GOAL AIM			TABLE 9-2: FACTION GOAL SCAL		
D20 ROLL	AIM		D20 ROLL	SCALE	
1-4	Control		1-6	Individual	
5-10	Boost		7-11	Faction	
11-17	Reduce		12-15	District	
18-20	Eliminate		16-18	Settlement	
1. S. C. N. S.			19-20	Kingdom	

Subject is probably the most complex thing to determine about a goal, since the subject can be almost anything. Below is a list of possible subjects, though this list is by no means complete, and GMs and players are encouraged to come up with their own: Trade, an individual, a guild, a business, a bank, a university, a ruler, a street, a district, a settlement, the kingdom, guards, the secret service, a church, a religion, a family, a clan, a mayor, a sergeant, an army, a general, a school.

FACTIONS AND SKILLS

It sometimes becomes necessary for PCs to learn information about factions. This is most commonly achieved through the use of Knowledge skills and the Gather Information use of the Diplomacy skill. The most common Knowledge skill used is Knowledge (Local), but the GM may decide that other Knowledge skills are suitable for some types of faction, such as Knowledge (Religion) for Religious factions.

To determine the DC of a check, subtract the size modifier of the faction from 15, and modify this result based on the secrecy of the faction (see Faction Secrecy DC table).

TABLE 10: FACTION SECRECY DC

SECRECY	KNOWLEDGE CHECK DC MODIFIER
Open	-2
Covert	+5
Disguised*	-5/+10

* The number before the slash is for checks based on the apparent faction type, the number after the slash is for checks about the actual faction type.

Generally speaking a successful check should result in one piece of information about the faction being learned by the character, with additional information being revealed for every 5 points by which the character beat the check, in the same fashion as the Spying operation. Additional information a character could learn includes size, alignment, and type, with other details at the GM's discretion.

One special situation that needs careful adjudication is disguised factions. The character should make a single knowledge or diplomacy check, and the result of that check is compared to the DC for the apparent faction and also for the disguised faction. The character learns information about each independently.

SIMPLE FACTION RULES

There are many circumstances where it isn't appropriate to use the complete faction rules, but as the GM you wish to still use factions to affect the kingdom. Some examples are where the players aren't interested in taking on the roles of factions; you're using factions secretly; or you have a number of important factions and you believe that the faction turn will take too long.

Below is a shorthand method of running factions which condenses the full rules into a single die roll per faction, and results in a single effect on the kingdom or another faction.

For each faction that you are using, create a simplified faction stat-block, containing the name of the faction, the size of the faction, and a goal that the faction is attempting to achieve.

During the faction turn, each faction should make a check modified only by the size modifier of the faction. Whichever faction gets the highest result may permanently modify any kingdom stat by +/- 1, increase or decrease the kingdom's unrest by 1, adjust any one edict (holiday, promotion, or taxation edicts

from Pathfinder Roleplaying Game Ultimate Campaign, and expansion or recruitment edicts from Ultimate Rulership) by one step, or alter the size modifier for another faction by +/-1. After this modification is made, the kingdom's Ruler selects a single faction and rolls a Loyalty check against the kingdom's Control DC. Success allows the Ruler to modify the size modifier of the selected faction by +/-1. Failure causes +1 Unrest.

Optional Faction Rules

The following rules allow you to tailor the way you use factions in your campaigns at the party level or the kingdom level, especially when integrating the two systems.

DOWNTIME ORGANIZATIONS

Factions can be made up of organizations (Pathfinder Roleplaying Game Ultimate Campaign), which reflect different groups of members that the faction has brought together to help it. To simplify record keeping, each organization generates a bonus to only one type of capital, decided at the time the organization is created. For every 10 full points of bonus that organizations would provide under the downtime rules, it provides a +1 bonus to the relevant faction attribute (see Table 11: Expanded Faction and Kingdom Attribute Equivalencies). The downtime system bonuses from all organizations should be added together before the faction attribute bonus is calculated. WP may be spent to grant the faction 10 point each of Labor, Goods, Influence, and Magic capital (this is considered to be earned capital).

CAPITAL

Factions typically have a store of capital (see Downtime in Pathfinder Roleplaying Game Ultimate Campaign) which they use for creating organizations. Factions earn capital by spending Wealth Points (WP).

CREATE/DISBAND ORGANIZATION (OPERATION)

The faction may create a new organization, or disband an existing one. Creating a new organization involves the faction spending capital (as if using the downtime system). The faction should calculate one of the capital bonuses for that organization, and apply it to the equivalent faction attribute (see Table 11: Expanded Faction & Kingdom Attribute Equivalencies).

TABLE 11: EXPANDED	FACTION & KI	NGDOM ATTRIBUT	E EQUIVALENCIES

FACTION ATTRIBUTE	KINGDOM ATTRIBUTE	CAPITAL TYPE
Power	Stability	Magic
Reputation	Loyalty	Influence
Resources	Economy	Goods, Labor, Gold

New Edicts: Support or Suppress Faction

The rulers of a kingdom may choose to issue an edict to support or suppress particular factions during the Edict Phase of their kingdom turn. Make a Loyalty check against the Control DC. If successful, the kingdom may choose to support or suppress. For every BP spent, the kingdom increases (if supporting) or decreases (if suppressing) a single faction's checks during the Operation phase. For every 5 points by which the kingdom beats the DC, an additional faction may be supported or suppressed. Every faction beyond the first affected this way causes a -1 penalty to Loyalty checks until the start of the next edict phase.

FACTIONS AND INTRIGUE

Pathfinder Roleplaying Game Ultimate Intrigue presents rules for allowing PCs to influence

organizations, and the factions generated in *Ultimate Factions* are tailor-made to be organizations which the PCs may choose to interact with. The following rules allow you to take a faction and generate Organization stat block for use with the Organization Influence rules.

Step 1 - Determine Prominence

Add together the faction's total Power and Reputation modifiers, see the Faction Prominence table, below.

STEP 2 - KEY MEMBERS

If the faction's most important members have already been created as part of the roleplaying experience, then use those, however should the key members need to be determined, do the following: To find the highest level key member, roll 2d6 and add the Prominence

modifier. The next-highest level key member will generally be 2 levels lower than the highest level. Further key members will be 1–2 levels lower than the previously created one. Any number of key members may be created, but 2–5 is usually sufficient.

TABLE 12: FACTION PROMINENCE

POWER + REPUTATION	PROMINENCE	PROMINENCE MODIFIER
Less than +5	Weak	-5*
+6 - +10	Moderate	+0
+11 - +20	Strong	+2
+21 or higher	Preeminent	+5

* May not reduce the level of a key member below 1.



STEP 3 - VALUES

The values of a faction should be determined by consideration of what the faction looks for in a member. This is not easily quantifiable, but virtues (such as loyalty, honesty, or obedience) and ability (skillfulness, demonstrable power) are probably the most common, since they are things that almost any group will appreciate in its members and affiliates. The specific values should ideally be tailored to the group by the GM.

Step 4 - Public and Private Goals

The faction's goals should be its public and private goals (secret goals under Ultimate Factions become private goals for the Organization Influence system).

STEP 5 - Allies

Any alliances that the faction has are automatically considered allies, but other factions may be considered allies at the GM's discretion.

STEP 6 - ENEMIES

Choose 1 or more factions which oppose the main goal of this one. Those factions are the enemies.

Step 7 - Membership Requirements

Every organization's membership requirements will be unique, but the more prominent the organization the more valuable or restrictive the membership requirements will be. For weak organization, an activity with a small value (less than 100 gp), or an occasional commitment of time (a short meeting once per month for six months) is suitable. For a moderate organization, a more valuable activity (between 100 and 500 gp) or a greater commitment of time (a weekly meeting for three months) would be acceptable. Strong organizations need a much greater level of dedication, so a value of up to 2,000 gp or several days of dedicated time to the organization, even at the expense of the character's other activity. Preeminent

organizations demand much greater sacrifice, which should rarely be quantified in monetary terms (unless the organization is particularly interested in money), but instead be a demonstrated willingness to take risks on behalf of the faction, even at the possible expense of the character's life.

Step 8 - Influence Limitations

Most organizations require a formal acknowledgement of membership before they will allow a character to increase their influence rank to 2, and further influence rank increases may require more elaborate demonstrations of allegiance to the organization, with more prominent organizations having more elaborate and frequent requirements (a preeminent organization is likely to have a requirement to increase each influence rank, while a moderate organization may only need something extra to get to rank 4).

STEP 9 - BENEFITS

An organization's benefits are unique to that organization, and GMs are advised to consider unique benefits where possible, but the common benefits can be easily used where necessary.

Use the Table 13: Faction Benefits to determine appropriate common benefits for a faction.

STEP 10 - NEW BENEFITS

New benefits should be chosen to match the theme of the organization, and should be roughly equivalent in worth to the benefits in the table above. The benefits can be as much as one rank better, if they are something the organization is particularly focused on, for example a wizard's guild might allow its members access to the guild library of spells.

FACTIONS IN PLAY

These rules primarily present a way for GMs to add some extra effects to kingdom turns, which would normally suggest that they should be used outside normal play sessions as part of preparation or post-

TABLE 13: FACTION BENEFITE

BENEFIT	RANK 1	RANK 2	RANK 3	RANK 4
Borrow Resources	Resources x20 gp	Resources x100 gp	Resources x500 gp	Resources x1000 gp
Command Team†	-	1-4 HD	3-12 HD	6-30 HD
Gather Information	Reputation +3	Reputation +3	Reputation +3	Reputation +3
Put in a Good Word	Never	Yes	Yes	Yes
Reciprocal Benefits	No	No	Yes	Yes

†: These are for strong or preeminent organizations. For every level of prominence below strong, increase the rank required for a particular team by 1. Military factions may reduce the rank by 1, and add an army of 100 1st level fighters to the available teams at rank 4.



game reconciliation. The GM may, however, wish to include their players in the use of these rules. One of the most effective ways to do this is to give each player a faction to control. This can be a faction related to their character's kingdom leadership role (if any), a faction directly opposed to that leadership role, or just any faction within the kingdom. The key point to drive home is that the factions are largely independent of their characters, and the things factions choose to do should generally be in the faction's best interests, even at the expense of the kingdom and rulers.

For example, David (the GM) has given his players a faction each to manage. Carla, whose PC is the kingdom's Warden has been given the thieves' guild. Carla needs to be careful to make sure that the operations the guild performs are sensible for the thieves' guild, even though it will make her character's job as Warden harder. This has the advantage of letting Carla make decisions for the guild that can drive plotlines for her character, but can remove some control from the GM.

When allowing player-controlled factions, a word of warning to the players – the faction is a group of people in the kingdom that your character has probably never met. Don't get too attached to the faction, or competitive with the other players, even if your factions are opposed. Your factions go to war? Great! Now it's up to the PCs to stop the bloodshed in the streets. Your faction disintegrates due to tension? Excellent! Now you get to run the group that fills the power gap and deal with the fallout. Everything that factions do should be to drive the kingdom's story in interesting directions, and everyone involved, GM's and players, needs to be on the same page.

It is recommended that if *any* of the players in the group are not interested in controlling a faction, the Simple Faction Rules should be used instead, to minimize bookkeeping and time.

Why Factions Matter

The most important thing to remember when using factions in your game is that they are there as a tool to drive stories, to provide story ideas to players and GMs, and to enhance the gaming experience of running a kingdom. These rules attempt to address the question of what the people in the kingdom are trying to do while the rulers are trying to lead the kingdom to growth and success, in a way that creates opportunities for intrigue, but doesn't make running a kingdom significantly more challenging than the original rules.

Not everyone will agree with the rulers, not everyone will want the rulers to succeed at their edicts, and until now, those people haven't had a voice. It is the nature of people to find like-minded individuals, and frequently those groups end up trying to achieve something that is far bigger than any of the individual members. When groups like this start being able to affect segments of society, whether it be the town council's rulings on littering, the king's latest tax brainwave, or guild membership fees, then they become factions. A big and powerful enough faction can be likened to a political party in a modern democratic society – able to influence the entire nation.

SAMPLE FACTIONS

Factions are described in the following format.

Faction Name: This is the name of the faction, usually descriptive of the faction's place in the social structure of the kingdom.

Alignment: The alignment of the faction

Secrecy and Type: Whether the faction is open, covert, or disguised (the actual type is listed in parentheses), and the type of the faction. **Size**: The faction's size. An approximate number of members is listed in parentheses.

Size Modifier: This is the size modifier of a faction of this size. It is already factored into the faction's attributes.

Faction Attributes: The bonus to Power, Resources, and Reputation checks that the faction has. This does not account for any penalty due to tension.

Wealth: The amount of wealth the faction has when it is first used. The operations performed by the faction will drastically alter this figure through play.

Tension: The amount of tension the faction has when it is first introduced. Any penalty associated with this level of tension is listed in parentheses and has not been included in the faction attribute bonuses.

Goals: The faction's major goal, and at least one minor goal are listed, including information regarding the aim, scale, subject, and secrecy. The DC for the goal is also included.

Common Operations: These are the most likely operations this faction will perform if left to its own devices. These are suggestions only, and any operation can be undertaken throughout play.



THIEVES' GUILD

LE Covert Legal Faction Size 8 (200 members) Power +3 Resources +3 Reputation +0 Wealth 40 WP Tension 0

Size Modifier +0

Major Goal Control criminal activity in other settlements within the kingdom. DC 25 **Minor Goal** Control all criminal activity in home settlement. DC 19; Reduce effectiveness of town guards in home settlement. DC 17

Common Operations Earn Wealth; Advance Minor Goal (success used to increase Crime in settlement); Recruitment; Advance Minor Goal (Reduce Town Guards Power)

MAGE'S GUILD

N Open Academic Faction Size 21 (525 members) S Power +2 Resources +5 Reputation +5 Wealth 200 WP Tension 12 (-1 to checks)

Size Modifier +2

Major Goal Control the use of magic within the kingdom, to protect the people. DC 21

Minor Goals Control the distribution of arcane knowledge within the kingdom. DC 25; Eliminate magic users dangerous to the people of the kingdom. DC 28

Common Operations Advance Major Goal (used to either increase kingdom stability, or remove a number of magic items available within settlements. One item per district may be removed.); Advance Minor Goal (One magic using character or creature is unable to affect the kingdom until the start of the next Edict phase, or one magic using faction loses their next Operation); Recruitment; Advance Minor Goal (increase Magister's leadership bonus).

CRIME SYNDICATE

NE Covert Legal Faction **Size** 600 (15,000 members) **Size Modifier** +60 **Power** +63 **Resources** +62 **Reputation** +61

Wealth 2,800 Tension 485 (-48 penalty to checks)

Major Goal Control criminal activity (from petty theft to assassinations) across the kingdom. DC 21 **Minor Goals** Boost kingdom trade. DC 19; Secretly control all trade (legal and illegal) across the kingdom. DC 25; Secretly boost all members' personal wealth. DC 19

Common Operations Recruitment; Advance Minor

Goal (increase Economy from trade); Subversion, kingdom (Warden or Royal Enforcer); Earn Wealth;

NATIONAL MILITARY

LN Open Military Faction Size 720 (18,000 members) Size Modifier +72 Power +74 Resources +75 Reputation +73 Wealth 1500 Tension 200 (-20 to checks)

Major Goal Eliminate external threats to the kingdom's people. DC 24

Common Operations Recruitment; Aid, kingdom (General); Advance Goal (maintain status quo)

MERRY OUTLAWS

CN Open Civil Faction Size 5 (125 members) Power +2 Resources +1 Reputation +3 Wealth 15 WP Tension 6

Size Modifier +0

Major Goal Secretly desire to eliminate kingdom aristocracy. DC 28

Minor Goals Boost wealth of poor in the kingdom. DC 19; Reduce wealth of rich in the kingdom. DC 19

Common Operations Recruitment; Earn Wealth; Subversion, kingdom (Warden); Subversion, faction (Secret Society); Advance Goal (rob from the rich or give to the poor)

Secret Society

NE Disguised Social (Civil) Faction Size 13 (325 members) Size Modifier +1 Power +3 Resources +2 Reputation +4 Wealth 150 WP Tension 0

Major Goal Secretly Control the Kingdom's leaders. DC 25

Minor Goals Secretly Reduce Education in slum districts. DC 20; Secretly place members in positions of power. DC variable; Increase culture within capital with high-class entertainment. DC 17

Common Operations Recruitment; Aid kingdom (Ruler, Councilor, or High Priest); Earn Wealth

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