

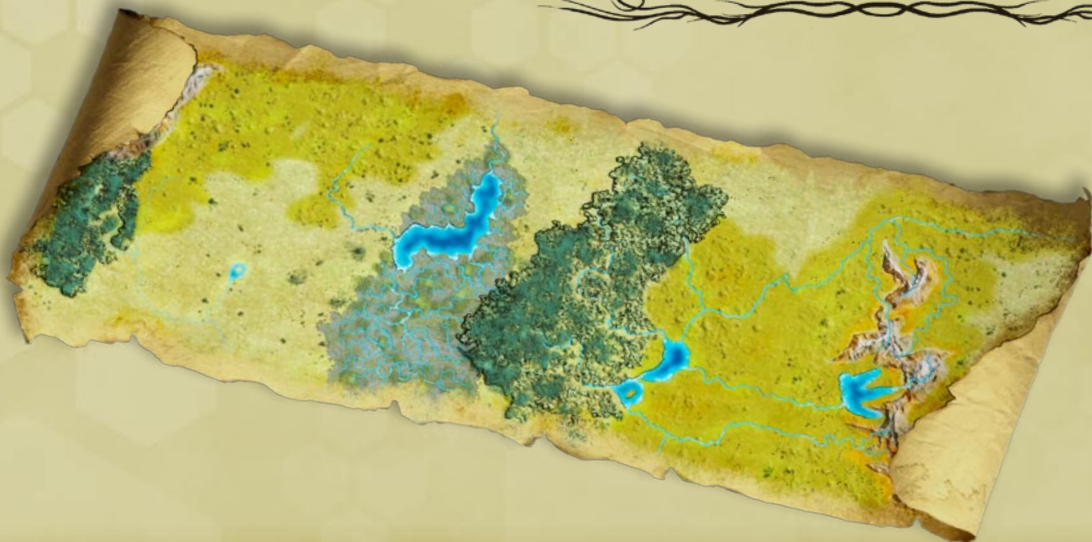
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ADVENTURE PATH



Kingmaker

PLAYER'S GUIDE



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Kingmaker

Player's Guide

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Kingmaker

Player's Guide

Brevoy is a proud land, known throughout Golarion for producing able warriors, regal nobles, and clever rogues. Yet Brevoy's two regions, Issia and Rostland, have long held one another in contempt and now stand on the verge of civil war. Both Issia and Rostland were independent nations until Choral the Conqueror's barbarian armies and red dragon servitors united the regions into a single kingdom two centuries ago. Until recently, the iron rule of House Rogarvia maintained a fragile peace between the two regions. But a decade ago, House Rogarvia mysteriously disappeared, and the conniving leaders of Issia's House Surtova supplanted them as Brevoy's rulers. Now a labyrinthine political landscape plagues the nation, full of secret alliances, provincial loyalties, and nefarious plots; civil war seems inevitable. In Rostland to the south, the swordlords see in many of Issia's recent political moves the swift approach of such a war. They rightly fear such an event, for Rostland is smaller than Issia, it has fewer armies, and its rolling hills and grasslands offer very little in the way of natural defenses. Worse, unlike Issia, whose northern border stretches along the Lake of Mists and Veils, which offers some defense, Rostland's southern border lies along a stretch of wilderness infested with bandits and monsters. If Brevoy falls into civil war, it won't be long at all before the violent, opportunistic vultures to the south move to take advantage of Rostland's problems.

This southern region of wilderness is called the Stolen Lands. While these lands are technically a part of the River Kingdoms, several of which have advanced claims in the past, Rostland has long viewed them as "stolen" from it by bandits and monsters. Many attempts have been made to settle the Stolen Lands, but to date, none have succeeded, making these 33,000 square miles of unclaimed wilderness the largest swath of unclaimed land in the entire River Kingdoms. As tensions mount in Brevoy, some of Rostland's swordlords hope to change that fact; they have issued charters to several groups of adventurers, sending them south into the Stolen Lands. These initial charters are simple enough: re-open the old trade routes along the rivers and scatter or defeat the bandits who have made them too dangerous to use. Beyond that, it seems apparent that Rostland wants to encourage new nations to grow in this region—and believes that by supporting these nascent kingdoms as allies, it'll gain loyal support in any coming conflict with Issia. It's a bold and brilliant political move—for if Rostland turned its own resources to the task, not only would such a move weaken its defenses against the north, but the blatant power grab would certainly force Issia's hand. By sending

free agents south, the swordlords of Rostland hope to create new allies without sacrificing their own position of power in Brevoy.

Yet as with most complex and brilliant plans, there are plenty of opportunities for disaster.

THE KINGMAKER PCs

Your group of characters begins the Kingmaker Adventure Path as one of four groups sent south into the Stolen Lands to defeat bandits and, hopefully, to establish one of four new nations in the River Kingdoms. It certainly won't be an easy task. Before any such settlement can even begin, the bandits and monsters must be dealt with—and once that initial task is done, the danger will only increase. As you struggle to foster a fledgling kingdom, build up its cities, and expand its farmlands, your group is destined to face rival warlords, ferocious beasts, strange cults, invading barbarian hordes, and even the mysterious fey denizens of the near-mythical First World. Can you tame the Stolen Lands and forge a lasting settlement amid such opposition? Who will survive to rule your kingdom? Who among you possesses the makings of a king?

The *Kingmaker Player's Guide* is intended to provide context for creating characters from the nation of Brevoy or surrounding regions who wish to play a role in the Stolen Lands' transformation. In this campaign, your characters will explore vast wildernesses and settle them, build cities and nations, and even fight wars against opposing kingdoms. Many of these unusual campaign elements are supported by additional rules that appear in other volumes of the Kingmaker Adventure Path—your GM can provide you with the information you need to explore, build, conquer, and war as the need arises in each adventure. As a special preview, some of these elements are presented at the end of this guide so you have all of the blank forms and hex paper you need to track your adventures and achievements in the Stolen Lands.

The following pages outline qualities of typical members of all seven core races and 11 core classes; they should allow you to create any combination thereof within the framework of the Kingmaker Adventure Path. Characters of all alignments, religions, and nations of origin have a place in Brevoy and the River Kingdoms, and the following suggestions should serve to spark a concept or background for your would-be nation builder. You'll also find several new traits specific to the Kingmaker Adventure Path to better customize your character and link her to the campaign's setting and plot.

Stolen Land Explorers

Your group is but one of four groups chartered by the swordlords to explore and settle the Stolen Land. Here's what you know about the four regions in the Stolen Lands and who Brevo sent to explore them. If you wish to learn more, your characters will need to ask around once the campaign begins.

The Greenbelt: Dominated by the woodland known as the Narlmarches and the rolling hills of the Kamelands, this region is the one your group has been chartered to explore. Bandits are particularly rife in this area, and the rumors that they've organized under the banner of a bandit warlord who calls himself the Stag Lord are particularly troubling. You are to explore as much of the northern half of the Greenbelt as you can and, if possible, to find out more about this "Stag Lord" and remove the bandit threat from the region. Other rumored problems in the region include a tribe of mites, a tribe of kobolds, mischievous fey, and numerous dangerous monsters and wildlife.

Glenebon Uplands: The swordlords sent a relatively experienced band of adventurers into the westernmost reach of the Stolen Lands—an area that is supposedly under the rule of the bandit kingdom of Pitax (although that River Kingdom has done very little to prove its claims over this area).

The Slough: The East Sellen River runs through the swamps known as Hooktongue Slough. Rumor holds that the swordlords sent actual Brevic government agents into this swampy area.

Nomen Heights: The easternmost reaches of the Stolen Lands contain a low mountain range and border the long-ruined realm of Iobaria. The swordlords sent a band of mercenaries into this region, rumors hold.

DWARVES

Though typically rare in northeastern Avistan, dwarves exist in small numbers in almost every community in Brevo. Many serve as town blacksmiths, masons, militia quartermasters, or pawnbrokers. The small mining village of Brunderton in eastern Rostland has an overwhelming dwarven citizenry—most dwarves in the region can claim at least one relative or acquaintance that calls the hamlet home—and gem and ore traders from Brunderton travel throughout the area peddling their wares. Rumors of untapped or unclaimed mines hidden throughout the Stolen Lands are enough to get most dwarves interested in exploring the wilderness.

ELVES

Full-blooded elves are rare in Brevo, generally preferring to live in Kyonin further to the south. A fair number of rebellious elves, however, emigrate from their homeland up the Sellen River to Brevo. Often, Forlorn elves pass through Brevo on their way south to Kyonin to live among their people, and some find the region so amenable that they never complete their journey—although lately, others have chosen to stay after the direct route down the river through the Stolen Lands was closed because of hostility from bandits and indigenous tribes of boggards, lizardfolk, and even trolls. The Brevic city of Restov boasts one of the largest concentrations of elves in the region. Long ago, the elves maintained a stronger presence in this region, and rumors of surviving elven ruins scattered throughout the most remote reaches of the Stolen Lands have long intrigued elven scholars and historians.

GNOMES

The boundaries between Golarion and the First World are not constant; in some places, like in the Sellen River basin, these barriers are unusually thin. The barriers thin yet further, rumors hold, in the Stolen Lands—and certainly fey are a powerful force in the region. Many believe that the influence of the First World over the Stolen Lands is the primary reason none have managed to tame the wilderness. Regions like these have long drawn gnomes to their proximity, and tales of gnome expeditions to explore the Stolen Lands are quite common—as are tales of expeditions that become lost and are never heard from again. Optimistic gnomes cling to these vanishings as proof that the Stolen Lands hide pathways into the First World. Gnomes have a strong presence in the River Kingdoms and have established communities there, such as Thom and Artume. Enclaves of less civilized gnomes exist in Echo Wood near the Numerian border, Embeth Forest, and Brevo's Gronzi Forest, though these shamanistic sects tend to keep

RACES

Amid the constant threat of civil war, the inhabitants of Brevo have more pressing concerns than their neighbors' race, and few judge a person by race alone. Brevoans value custom and loyalty regardless of race; thus, anyone who adheres to local traditions enjoys a high degree of tolerance and acceptance. As such, the region boasts a diverse population comprised of nearly every race and ethnicity on Golarion.

Note that you don't have to be from Brevo to play in the Kingmaker Adventure Path, but since the campaign begins with your characters chartered by the swordlords of Restov and your initial approach into the Stolen Lands is from Brevo, you should still take into account how members of your race and class function in this northern kingdom.

mostly to themselves. Full of interesting sights and new experiences, the region presents a perfect spectacle for gnomes who enjoy the variety of people and places that can be found there.

HALF-ELVES

Often the victims of unfounded stigmatization in communities of primarily human or elven populations, half-elves typically find Brevoyn a welcoming land. The Chelish and Taldan upper classes have long exiled their embarrassing—if common—illegitimate half-elf progeny to the unruly River Kingdoms, and as a result, many of the region's half-elves claim some noble heritage (even if such claims aren't formally recognized). Other half-elven settlers in the region are the result of trysts between locals and elves from nearby Kyonin. Regardless of their origins, half-elves find their adaptable nature well suited to Brevoyn life, especially those settlements in which adherence to local custom is of paramount concern. Many half-elves rise to positions of power thanks to their ability to roll with political changes and bypass unexpected social impediments.

HALF-ORCS

Throughout the civilized world, half-orcs suffer ostracism and prejudice, yet many find Brevoyn not merely tolerant of their kind, but in fact refreshingly accepting. Brevoyns don't view half-orcs with the same disdain that the half-breeds receive in other parts of the world, and any half-orc who adheres to the strict, provincial customs of the land achieves the same level of acceptance that a similarly compliant full-blooded human would. Half-orcs blessed with less overtly bestial features might attempt to pass for human, keeping the unseemly conditions of their birth a closely guarded secret and leaving their past behind as they start again with a clean slate in Brevoyn or the wild River Kingdoms. Some embrace their heritage, however, and are rewarded; warlords among feuding city-states often recruit half-orcs to serve as elite soldiers, officers, and law enforcement, valuing their blend of strength and cunning.

HALFLINGS

Brevoyn halflings tend toward transient lifestyles that shuffle them through Brevoyn and the neighboring River Kingdoms every few years. The Fifth River Freedom denounces slavery as an abomination, and inhabitants uphold this tenet of the land as earnestly as they do any other. As a result, the River Kingdoms have become a haven for escaped or freed slaves—especially Chelish halflings—attempting to start a new life without the fear of bondage. A strong halfling liberation movement has taken root in the region, and freedom fighters from

across Avistan often congregate in the northern River Kingdoms and southern Brevoyn, consolidating their power and plotting emancipation raids throughout the Inner Sea. Non-crusading halflings often work as street performers, pickpockets, or legitimate shop or tavern owners; their natural penchant for stealth and showmanship makes them valuable assets to both the ruling elite and underground criminal organizations. The opportunity to help shape a kingdom from the ground up, to build a civilization where halflings can be a significant part of the leadership, could well be a draw to any ambitious halfling.

HUMANS

Humans constitute the most populous race in and around Brevoyn, as they do throughout Golarion. Ethnic Taldans make up well over half the region's human population; many trace their lineage back to the explorers and soldiers who first tamed the wild countryside ages ago. Descendants of Choral's conquering army possess strong Kellid bloodlines, as do the barbaric hordes of nearby Numeria. Spring and autumn bring fleets of Varisian flatboats to the Sellen's waterways as the nomadic people make their seasonal migration between the banks of Lake Encarthan and the Lake of Mists and Veils. Because of the region's penchant for attracting outsiders from around the world, Chelish, Keleshite, Tian, and Ulfen visitors commonly pass through or make new homes in the River Kingdoms' many outcast sanctuaries.

CLASSES

People from all walks of life call Brevoyn home, and the region's population consists of members of every class. While some classes are more prevalent than others, characters of all sorts can find a niche within the eclectic society. As the expedition to reclaim the Stolen Lands prepares to embark, PCs with any set of skills and abilities have the potential to play an important role in the region.

BARBARIANS

Most of Brevoyn's barbarians hail from the nearby nation of Numeria, where primitive Kellid tribes bow to the will and power of the mysterious Technic League. Numerians often hold strong superstitions about both magic and technology, and many barbarians in the region share this wariness, even those from the wild lands of Iobaria to the east. Many Brevoyn communities adhere to strict customs and cultural mores and don't permit variation from these traditions. As such, barbarians are rarely fully accepted in more parochial settlements. They

Leadership Roles

Once your party begins building a nation in Kingmaker, each PC can take on the role of a leader in that nation. As a leader, you'll be able to apply one of your character's ability score modifiers to the kingdom's Economy, Loyalty, or Stability, increasing the kingdom's statistics and helping its chances for success. Most leadership roles allow you to choose one of two ability scores to apply, so if you're particularly interested in having your character play a specific role among the kingdom's leadership, consider focusing on an appropriate ability score. The 11 leadership roles and their associated ability scores are listed below.

Ruler: Charisma

Councilor: Wisdom or Charisma

General: Strength or Charisma

Grand Diplomat: Intelligence or Charisma

High Priest: Wisdom or Charisma

Magister: Intelligence or Charisma

Marshal: Dexterity or Wisdom

Royal Assassin: Strength or Dexterity

Spymaster: Dexterity or Intelligence

Treasurer: Intelligence or Wisdom

Warden: Strength or Constitution

often find employment as bouncers, mercenaries, and toughs for the region's shadier factions, though in rare instances they may hold prominent positions among city watches or standing armies. Their generally wild nature makes the class well suited for exploration and guerilla warfare in the less-tamed River Kingdoms to Brevo's south. The primary barbarian tribe within the Stolen Lands themselves is known as the Tiger Lords—it's a violent tribe, though, and unsuitable for a PC barbarian to hail from.

Recommendations: Wilderness exploration plays a major role in Kingmaker, so skills like Acrobatics, Climb, Handle Animal, Perception, Survival, and Swim will be used quite often.

BARDS

In a nation balanced on the edge of civil war, diplomats, spies, and political strategists are a vital part of Brevic society. A person skilled in the art of flattery, embellishment, and subtlety has near limitless opportunities, and bards frequently serve as rulers' trusted advisors, envoys, and moles. King Noleski Surtova employs an army of bards who fight his battles not with sharpened blades but with golden words and poisoned lies among the taverns, barracks, and throne rooms of House Surtova's enemies and allies alike. This emphasis on verbal combat doesn't mean that bards in the region lack competence in physical combat, however; many

members of the class receive training in the exclusive dueling schools of the Aldori swordlords in Rostland. Whether bards earn their way by weaving through the upper echelons of power or singing for their dinner in shady dockside taverns, they rarely lack stories to tell or secrets to keep in Brevo.

Recommendations: Diplomatic interactions between tribes, nations, and other groups, as well as the ability to lead armies and nations effectively, play a significant role in Kingmaker. Skills like Bluff, Diplomacy, Intimidate, and Sense Motive should be helpful quite often. All Knowledge skills will be useful at different points during the Adventure Path, but those having to do with the wilderness, fey and the First World, and the intricacies of running kingdoms will be most useful (typically geography, local, nature, nobility, and planes).

CLERICS

The faiths represented in Brevo are as varied as the eclectic population that calls the region home. Each faith places an emphasis on the clergy teaching its followers diligently and leading by example. The nation's war-torn past—as far back as Choral's conquest of the land—has provided Gorum with a strong following, especially among the Iobarian descendants of House Rogarvia. The lawless nature of the northern region of Issia supports freedom-loving churches such as those of Calistria, Cayden Cailean, and Desna, while the region's more nefarious factions often venerate Norgorber for his influence over subterfuge and thievery. Travelers on the treacherous waters of the Sellen River frequently encounter priests or shrines dedicated to Hanspur, the god of rivers and river travel, while the wild landscape of southern Rostland draws clerics of both Erastil and Gozreh who wish to help civilization thrive in the threatening environment. In fact, worship of Erastil was once quite common among the Taldans who attempted to settle the Stolen lands, and ruins and lost temples dedicated to Erastil are said to lie hidden in the wilderness there.

Recommendations: Erastil and Gorum are the two deities with the strongest presence in the Kingmaker Adventure Path, but all of the deities listed above make excellent choices for clerics to worship.

DRUIDS

Many Brevan communities on the border of the untamed Stolen Lands employ druids in roles traditionally held by clerics. Especially in small, rural villages on the edge of civilization, citizens consider a druid's mastery over nature incredibly valuable. Unlike the fertile farmland of northern Rostland, the waterlogged wilderness of the Stolen Lands and the barren hills of Issia provide little in the way of arable fields, creating a high demand for

anyone who can keep the encroaching wasteland under control around what few crops do exist. Many druids in the region venerate Hanspur or Gozreh, focusing more on the latter's affiliation with water than on other aspects of nature, though adherents to the more general Green Faith are not uncommon. Brevan druids conventionally possess a natural affinity with plants, animals, water, or weather, though those who travel with an animal companion tend to bond with creatures at home both on land and in the region's rivers.

Recommendations: The following animals are logical choices for druids operating in the Stolen Lands: badger (wolverine), bear, bird, boar, cat (big or small), blood caiman (crocodile), dog, horse, pony, snake (viper), and wolf. From the Bestiary, the following additional choices are logical: dire bat, dire rat, giant frog, mastodon (elephant), and narlmarch mugger (monitor lizard). Finally, two new animals are introduced in *Pathfinder Adventure Path* #31—the elk and the thylacine (also known in this world as the Tasmanian tiger). If you're interested in taking either of these as animal companions, use the following statistics.

ELK/MEGALOCEROS COMPANIONS

Starting Statistics: Size Medium; Speed 50 ft.; AC +1 natural armor; Attack gore (1d6); Ability Scores Str 12, Dex 17, Con 14, Int 2, Wis 15, Cha 5; Special Qualities lowlight vision.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack gore (1d8) or 2 hooves (1d6); Ability Scores Str +8, Dex -2, Con +4; Special Qualities powerful charge.

THYLACINE COMPANIONS

Starting Statistics: Size Small; Speed 30 ft.; Attack bite (1d4); Ability Scores Str 12, Dex 15, Con 16, Int 2, Wis 13, Cha 7; Special Qualities low-light vision, powerful jaws (a thylacine's muscular jaws threaten a critical hit on a natural roll of 19 or 20).

4th-Level Advancement: Size Medium; AC +2 natural armor; Attack bite (1d6); Ability Scores Str +4, Dex -2, Con +4.

FIGHTERS

The esteemed and exclusive schools of the Aldori swordlords train many of Brevoy's numerous fighters, especially in the southern region of Rostland. These proud duelists long resisted the authority of House Rogarvia, and they have earned a globe-spanning reputation for their martial prowess. As such, ambitious swordsmen from distant lands make their way to Restov with the hopes of joining the Aldori's illustrious ranks. Similarly eager warriors often work as mercenaries, bodyguards, or muscle for those wishing to earn or maintain influence in a land where wealth and power are only secure if well defended. Alternatively, expeditions to tame the wilderness and establish new outposts

of civilization benefit greatly from skilled military tacticians, particularly with the threat of war ever looming on the horizon. That said, the harsh landscape of the Stolen Lands gives no quarter to heavily armored or mounted warriors; those few who exist hold fearsome reputations for their prowess and effectiveness on the battlefield.

Recommendations: All manner of weapons and armor exist in the Stolen Lands, but specific legends speak of certain types of powerful magic weapons being hidden in the region, particularly axes, bows, and swords.



MONKS

The sometimes lawless and mercurial land of Brevoyn does not lend itself to the disciplined, meditative lives of most monks, and few call the region home. Occasional ascetic vagabonds make their way through the region, bound for far-flung monasteries or shrines. These wanderers sometimes pause for weeks or months at a time to rest their weary feet, find brief employment to fund the next leg of their journey, or isolate themselves in hidden forest hermitages. In almost every case, though, the transients move on to other, more welcoming parts of Golarion.



The rare monk who resides in the region permanently might dedicate her life to maintaining order in the more anarchic cities of Issia, perhaps even going undercover among a thieves' or assassins' guild.

Recommendations: While there are no significant monk orders or monasteries in the Stolen Lands (yet!), a monk's ability to be self-sufficient should be quite helpful in the campaign. See the Barbarian and Bard recommendations for skill selection choices.

PALADINS

Holy warriors are relatively uncommon in the generally lawless and wild reaches of Brevoyn and the River Kingdoms, though they are not completely absent in the region. Most common in central Breven settlements, paladins of Abadar continually work to maintain peace and trade between Issia and Rostland despite the growing threat of civil war. The verdant landscape of the south attracts Erastil's faithful, who often dedicate their lives to aiding smaller communities in need of protection or guidance, acting as sheriffs, mayors, or even religious leaders. As Brevoyn prepares its expeditions into the Stolen Lands to establish a stable settlement there, paladins of both faiths flock to Restov to be part of the undertaking to push back the wilderness and make a civilized foothold in the otherwise uninhabited region. Alternatively, more than a few Iomedean crusaders hear an unexpected calling as they traverse the Sellen River on their way to Mendev and the Worldwound and end up staying in Brevoyn to combat evil there instead of on the battlefields to the north.

Recommendations: Erastil is the best choice for a divine patron for a paladin, for his presence and influence is strong in the Stolen Lands. See the Bard recommendations for suggested social skill choices. Given the focus on wilderness exploration (and the possibility late in the game for jousting and similar competitions), focusing on mounted combat is not a bad choice for a paladin. There are still some dungeons involved, but most of the dungeon locations in Kingmaker are relatively small—you won't have to worry too much about leaving your mount behind for an entire adventure!

RANGERS

In the feral Stolen Lands and surrounding wilderness, travel depends on daring trailblazers unafraid to lead armies, dignitaries, and merchants from one kingdom to the next, either on the treacherous waterways of the Sellen River or on harsh overland routes. Dense woods and fetid swamps necessitate less regimented armies, and rangers tend to function as efficient guerilla soldiers and scouts. As such, many communities in southern Brevoyn

and the River Kingdoms employ rangers as the backbone of both their offensive and defensive military strategies, retaining them as protectors against barbarian raids, fey ambushes, and unscrupulous bandits. The region also attracts countless bounty hunters, who seldom lack clients, local or foreign, eager to recruit their services.

Recommendations: See the Barbarian recommendations for good choices for wilderness-themed skills. The ability to track well is particularly valuable in numerous Kingmaker encounters. See the Druid recommendations for logical animal companion choices.

A ranger's best choices for favored enemies in Kingmaker include the following: animal, dragon, fey, humanoid (boggard, human, giant, or reptilian), magical beast, monstrous humanoid, plant, undead, and vermin. Good favored terrain choices include forest, mountain, plains, swamp, and water.

ROGUES

Rogues are prominent in northern Brevo, where House Surtova has long controlled powerful thieves' guilds, organized crime syndicates, and spy networks out of Port Ice. Since the disappearance of House Rogarvia in 4699 AR, they have dispatched discreet agents throughout both Issia and Rostland to consolidate their power in the absence of the traditional ruling family, and the family feel that their scion Noleski Surtova's rule legitimizes its shameless methods. Even in the more stable region of Rostland, rogues are plentiful, often migrating north from the River Kingdoms, where pirate bands and roadside brigands give credence to the idiom "as thick as thieves." In many cases, rogues find themselves in the River Kingdoms after ending up on the wrong side of the law in their homelands, and the region's inhabitants frequently take new names and invent elaborate back stories upon arriving in the Sellen valley, a tradition that carries into Brevo as well.

Recommendations: Kingmaker includes traps, although they're not as overwhelmingly prevalent as are hazards, ambushes, and social situations where rogues can excel. A rogue talented at stealth and scouting, particularly in wilderness areas, should do well. See the Barbarian and Bard recommendations for good skill selection choices.

SORCERERS

Sorcerers, with their untrained mastery of arcane mysteries, have long found the wilds of northeastern Avistan alluring. Often viewed as uncontrolled compared to wizards, many sorcerers emigrate to Brevo and the River Kingdoms to obtain some semblance of acceptance or anonymity. The realm of the First World touches the Material Plane in strange ways in the Stolen Lands along the southern

Brevic border, resulting in many native sorcerers drawing their powers from fey bloodlines. Brevo's history with red dragons has led to the prominence of draconic bloodline sorcerers. Members of the ambitious Brevic nobility often belong to destined bloodlines and find that fate frequently intervenes on their behalf as they rise in power and influence. While these three bloodlines appear most often in Brevo and the River Kingdoms, all bloodlines exist in the region.

Recommendations: In Kingmaker, the following bloodlines fit best thematically (although all bloodlines should be equally useful in combat situations): destined, draconic, elemental, fey. See the Wizard recommendations for familiar choices if you play an arcane bloodline sorcerer.

WIZARDS

Scholars of the arcane might find themselves in Brevo for countless reasons. Illusionists and enchanters, for example, often travel to the region to study the mysterious First World, the fey realm that touches Golarion in enigmatic and unexplained ways in the untamed wilderness on the nation's southern border. The city of Skywatch in eastern Brevo also attracts throngs of wizards who hope to unlock its arcane secrets and break through the impenetrable seal that has isolated the settlement from the outside world for the last decade. Wizards skilled in the art of evocation generally find employment as battlefield artillery in the armies of the region's various feuding kingdoms. Other arcanists make their way to Brevo and the River Kingdoms out of necessity when their experiments and studies get them into trouble in their homelands (most often those mages who tamper with the very forces of life and death).

Recommendations: See the Bard recommendations for good Knowledge skill choices. All of the arcane schools should be equally useful throughout Kingmaker.

While any sort of bonded object works well in Kingmaker, wizards who opt instead to take on a familiar might wish to choose creatures that make sense for the region in which the Adventure Path takes place. Logical choices for familiars based on the region's climate include all of the basic familiars from the *Pathfinder RPG Core Rulebook* except for monkeys. Good choices of improved familiars (again, based on Kingmaker's themes) include celestial or fiendish animals, dire rats, mephits, and pseudodragons. Legendary, shy creatures known as carbuncles are also available as improved familiars as well—these creatures are detailed in *Pathfinder Adventure Path* #31, so ask your GM for details if you're interested in taking one of these somewhat comical creatures as a familiar.

KINGMAKER CAMPAIGN TRAITS

The people of Brevoiy are a diverse people, and those from many walks of life have answered the call to reclaim the Stolen Lands. The traits presented in this guide and in the Pathfinder Character Traits Web Enhancement—recently updated to Pathfinder RPG Rules and available at paizo.com—are designed to help you customize your character, allowing you to further distinguish him from your standard class, as well as to provide a means to help flesh out his history. Presented here are a number of Campaign Traits that are particularly suitable for characters playing in the Kingmaker Adventure Path.

CAMPAIGN TRAITS

Campaign traits are tailored to a specific Adventure Path and give your character a built-in reason to begin the first adventure in a new campaign. Some campaign traits also grant teamwork benefits if you choose to begin a campaign with a character who has a preexisting relationship with another PC.

Campaign Traits assume a lot more about your character's backstory, but they are meant to help serve as inspiration for a player working to create a detailed and interesting history for her character. You have a certain amount of leeway in adjusting a campaign trait's expected backstory once you've selected which trait is right for you; just be sure to get your GM's approval before you run with a modified history.

All of the following traits revolve around characters making their homes in and around the country of Brevoiy, a country deeply involved in the events that touch off the Kingmaker Adventure Path. You can take a look at these traits to get a general, spoiler-free idea of the types of foes and challenges your character might encounter over the course of the Adventure Path. Knowing that there are going to be elements of exploration, banditry, deception, fey magic, politics, and the like should help you build a character that fits more organically into the campaign you're about to join. These traits all lead your character to become interested in an exploratory effort meant to chart the Stolen Lands, an unclaimed frontier between Brevoiy and the River Kingdoms ruled only by deadly beasts, lurking monsters, capricious fey, brutal bandits, and creatures of legend.

Bastard (limited to human characters): One of your parents was a member of one of the great families of Brevoiy, perhaps even of the line of Rogarvia itself. Yet you have no substantive proof of your nobility, and you've learned that claiming nobility without evidence makes you as good as a liar. While you might own a piece of jewelry, a scrap of once-rich fabric, or an aged confession of love, none of this directly supports your claim. Thus,

you've lived your life in the shadow of nobility, knowing that you deserve the comforts and esteem of the elite, even though the contempt of fate brings you nothing but their scorn. Whether a recent attempt to prove your heritage has brought down the wrath of a noble family's henchmen or you merely seek to prove the worth of the blood in your veins, you've joined an expedition into the Stolen Lands, hoping to make a name all your own. You take a –1 penalty on all Charisma-based skill checks made when dealing with members of Brevic nobility but gain a +1 trait bonus on Will saves as a result of your stubbornness and individuality. (The penalty aspect of this trait is removed if you ever manage to establish yourself as a true noble.)

Brigand: You hail from the River Kingdoms or the more lawless reaches of Brevoiy. Life has been hard for you. Perhaps your parents and siblings were crooks and con artists, or maybe your rough, lonely life lead you to fall in with thieves and worse. You know how to ambush travelers, bully traders, avoid the law, and camp where no one might find you. Recently, you've run into some trouble, either with the law or with other bandits, and you're looking to get away to somewhere no one would ever think to look for you. An expedition into the rugged wilderness seems like a perfect way to lie low until the trouble blows over. You begin the campaign with an extra 100 gp in ill-gotten gains. You also gain a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with brigands, thieves, bandits, and their ilk.

Issian: You were raised northern Brevoiy, a land of misty shores and harsh hill lands, of snowy vistas and violet-hued mountains. You are descended from an able and intelligent people, and you have grand ambitions, a mind alert for opportunity, and the tenacity to fight for your goals no matter the challenge. You care for little more than achieving your aspirations and opportunities to win wealthy and grandeur, for which few costs prove too great. You see yourself as a citizen of Brevoiy through and through. The call for champions willing to help take back your country's rightful holdings in the Stolen Lands has inflamed your dreams of profit and possibilities, so you have joined an expedition to quest south. Your agile mind grants you a +1 trait bonus on all Will saves made to resist mind-affecting effects.

Noble Born: You claim a tangential but legitimate connection to one of Brevoiy's noble families. If you aren't human, you were likely adopted by one of Brevoiy's nobles or were instead a favored servant or even a childhood friend of a noble scion. Whatever the cause, you've had a comfortable life, but one far from the dignity and decadence your distant cousins know. Although you are associated with an esteemed name,



your immediate family is hardly well to do, and you've found your name to be more of a burden to you than a boon in many social situations. You've recently decided to test yourself, to see if you can face the world without the aegis of a name you have little real claim or care for. An expedition into the storied Stolen Lands seems like just the test to see if you really are worth the title "noble." Choose one of the following noble families and associated benefits.

Garess: Your family's long association with the dwarves of the Golushkin Mountains has left its mark. You ignore the movement penalty for the first 5 feet of rocky difficult terrain you move through per round. This applies only to terrain made difficult by rocks or ruins. In addition, you gain a +2 trait bonus on Appraise checks to assess the value of natural stones or metals. Your family motto is "Strong as the Mountains."

Lebeda: Your family's history of trading along the shores of Lake Reykal pervades your blood. As a deft merchant of the region, you gain a bonus language: Dwarven, Elven, Hallit, Gnome, Giant, Halfling, Skald, or Sylvan. Your family motto is "Success through Grace."

Lodovka: Your family has made a living off the coasts of the Lake of Mists and Veils since before Brevoy existed. You gain a +1 trait bonus on Swim checks, and Swim is always treated as a class skill for you. Your family motto is "The Waters, Our Fields."

Medvyed: Your family has long a deep respect for the wilderness and is superstitious about the creatures that dwell therein. You gain a +2 trait bonus on all Diplomacy checks made to deal with fey creatures and a +1 trait bonus on Will saves made against their spells and supernatural abilities. Your family motto is "Endurance Overcomes All."

Orlovsky: Your family has a reputation for avoiding conflicts. You gain a +1 trait bonus on your CMD. In addition, choose Acrobatics, Diplomacy, or Stealth—you gain a +1 trait bonus on this skill. Your family motto is "High Above."

Surtova: Your family is well known for their political agility and scheming natures. You deal +2 damage when attacking a flat-footed opponent while wielding a light or one-handed weapon. Your family motto is "Ours is the Right."

Pioneer: You have long lived along the southern border of Brevoy, in the shadow of wilderness known

as the Stolen Lands. Life has been hard, but through hunting, trapping, trading, and coaxing crops from the freezing earth, you've learned how to survive on the rugged frontier. With the wilderness ever at your door, you've also learned much about its denizens and the wild creatures that lurk in that unwholesome land. Your family might even claim holdings in the Stolen Lands, with elders telling stories of being driven from or robbed of a lost ancestral homestead, fertile farmlands, bountiful orchards, or a hidden mining claim. Whether because of your personal expertise and familiarity with the borderlands or in order to reclaim your family's land, you've joined the expedition into the Stolen Lands. You begin play with a horse. Also, choose one of the following skills: Climb, Handle Animal, Knowledge (nature), Perception, Ride, Survival, or Swim—you gain a +1 trait bonus on this skill.

Rostlander: You were raised in the south of Brevo, a land of dense forests and rolling plains, of crystalline rivers and endless sapphire skies. You come from hearty stock and were raised with simple sensibilities of hard work winning well-deserved gains, the importance of charity and compassion, and the value of personal and familial honor. Yours is the country of the Aldori

swordlords and the heroes who refused to bend before the armies of a violent conqueror. You care little for matters of politics and nobles or of deception and schemes. As you are thoroughly Brevic, the call for champions willing to expand your land's influence into the Stolen Lands has inflamed your sense of patriotism and honor, and so you have joined an expedition to quest southward. Your hardy nature grants you a +1 trait bonus on all Fortitude saves.

Sword Scion: You have lived all your life in and around the city of Restov, growing up on tales of Baron Sirian Aldori and the exploits of your home city's heroic and legendary swordlords. Perhaps one of your family members was an Aldori swordlord, you have a contact among their members, or you have dreamed since childhood of joining. Regardless, you idolize the heroes, styles, and philosophies of the Aldori and have sought to mimic their vaunted art. Before you can petition to join their ranks, however, you feel that you must test your mettle. Joining an expedition into the Stolen Lands seems like a perfect way to improve your skills and begin a legend comparable to that of Baron Aldori. You begin play with a longsword or Aldori dueling sword and gain a +1 trait bonus on all attacks and combat maneuvers made with such weapons.

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PLAYER RESOURCES

The Kingmaker Adventure Path includes several new rules and subsystems for players interested in taking up the scepter and crown. The resources on the following pages will make tracking the progress of exploration, the growth of kingdoms, and the shape and size of cities you found easier. As the Adventure Path progresses and new possibilities open up, your GM will aid you in making proper use of these resources. Until these points begin in your particular campaign, you can consider these resources curious previews of things to come!

Blank Hex Map: Use copies of these maps to track your progress in exploring the four zones of the Stolen Lands. Each sheet of blank hexes is equal in size to one of the four Stolen Land regions; as you explore, draw in the terrain features, rivers, locations, and other discoveries as you see fit. The box at the bottom of each hex can be used to track which hexes you've thoroughly explored (simply walking through a hex does not count as exploring it—your GM has guidelines on what you need to do to fully explore a hex), which hexes you've claimed and added to your kingdom, and which hexes have been developed as farmland. Put an "E" in the box once you explore a hex, a "K" once you add that hex to your kingdom, and an "F" if you develop that kingdom hex as farmland.

Kingdom Sheet: This will be your kingdom's "character sheet" once you're given the opportunity to claim land and found a nation. Rules for building and maintaining a kingdom appear in *Pathfinder Adventure Path* #32.

Buildings: These represent the various buildings you can construct and add to your kingdom's cities. Rules for building and maintaining a city appear in *Pathfinder Adventure Path* #32.

City Grid: This grid gives you a matrix in which to place the buildings you construct, as well as a handy place to track your cities' statistics and any unusual magic items available for sale in the city. Rules for building and maintaining a city appear in *Pathfinder Adventure Path* #32.



KINGDOM SHEET

KINGDOM NAME _____ CAMPAIGN _____
ALIGNMENT _____ SIZE _____ CONTROL DC _____ POPULATION _____

BONUSES

PENALTIES

	TOTAL	BUILDINGS	EDICTS	EVENTS	LEADERSHIP	RESOURCES	ALIGNMENT	EDICTS	UNREST	VACANCIES	OTHER
ECONOMY											
LOYALTY											
STABILITY											

EDICTS

PROMOTION LEVEL _____
+ _____ STABILITY + _____ BP CONSUMPTION
TAXATION LEVEL _____
+ _____ ECONOMY - _____ LOYALTY
FESTIVALS PER YEAR _____
+ _____ LOYALTY + _____ BP CONSUMPTION

UNREST

_____ PENALTY ON ALL CHECKS

CONSUMPTION

_____ BP

SIZE + CITIES + EDICTS - FARMS + OTHER

TREASURY

_____ BP

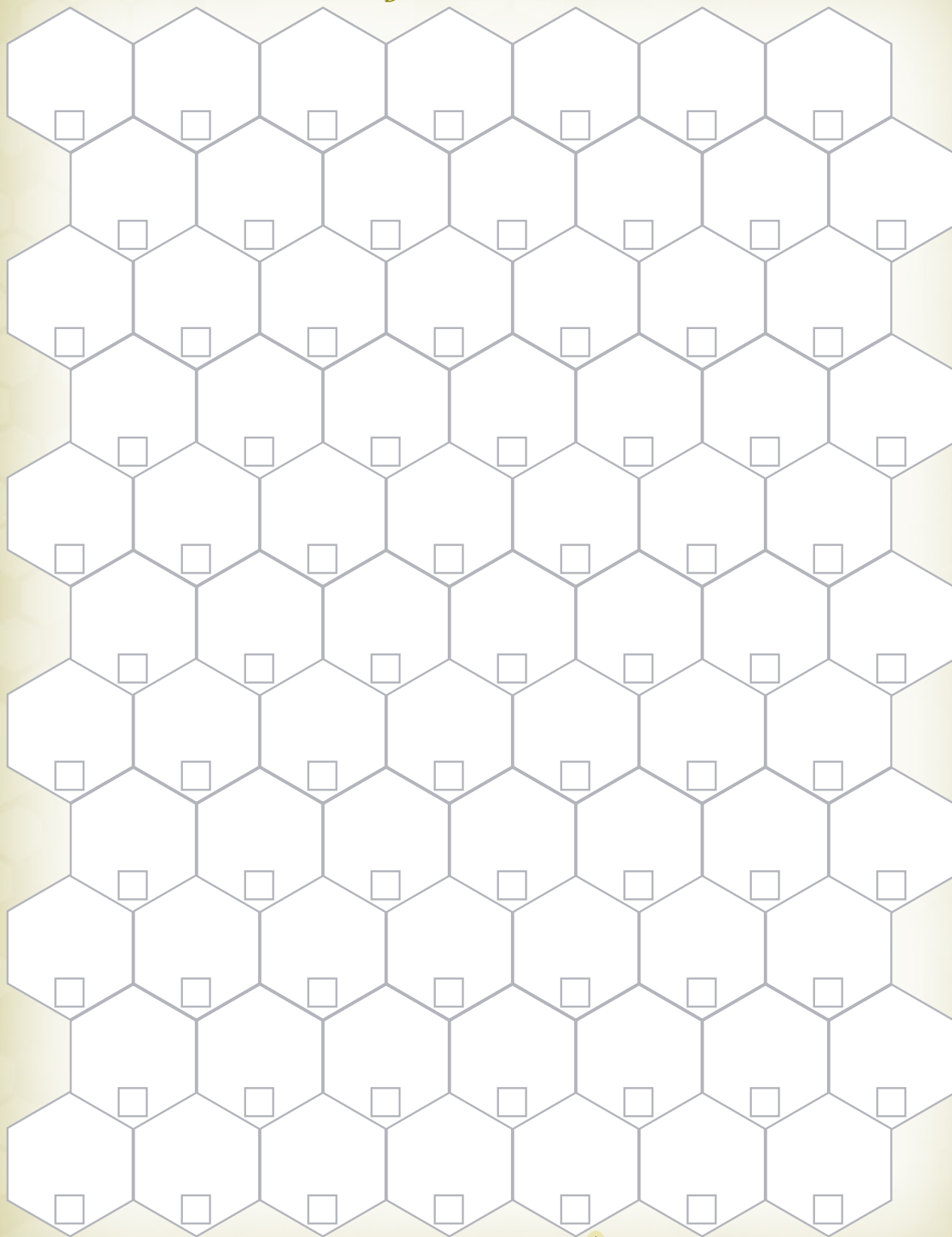
ONGOING EVENTS

LEADERSHIP

RULER	LEADERSHIP ROLE	BONUS	ATTRIBUTE
RULER		+	ECONOMY, LOYALTY, STABILITY
COUNCILOR		+	ECONOMY, LOYALTY, STABILITY
GENERAL		+	LOYALTY
GRAND DIPLOMAT		+	STABILITY
HIGH PRIEST		+	STABILITY
MAGISTER		+	STABILITY
MARSHAL		+	ECONOMY
ROYAL ASSASSIN		+	ECONOMY
SPYMASTER		+	LOYALTY, -1 UNREST/UPKEEP
TREASURER		+	ECONOMY
WARDEN		+	LOYALTY

Kingmaker

REGION





Alchemist



Barracks



Black Market



Brewery



Brothel



Caster's Tower



Dump



Exotic Craftsman



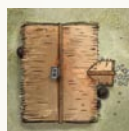
Granary



Graveyard



Herbalist



House



Inn



Jail



Library



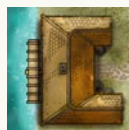
Luxury Store



Magic Shop



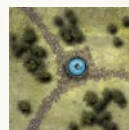
Mansion



Mill



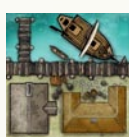
Monument



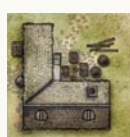
Park



Academy



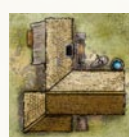
Pier



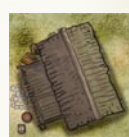
Shop



Shrine



Smith



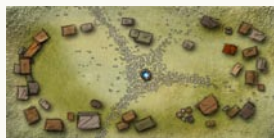
Stable



Garrison



Guildhall



Market



Tannery



Noble Villa



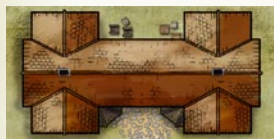
Temple



Tavern



Tradesman



Theater



Town Hall



Tenement



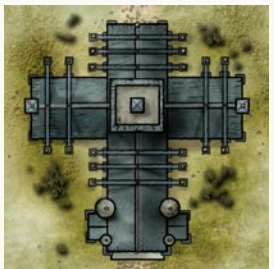
Watchtower



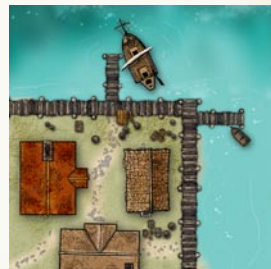
Arena



Castle



Cathedral



Waterfront

☐ Land ☐ Water

☐ Land ☐ Water

☐ Land ☐ Water

☐ Land ☐ Water

City Name _____ Base Value _____ Defense _____ Population _____

ITEMS			
MINOR	MINOR	MEDIUM	MAJOR
☐ _____	☐ _____	☐ _____	☐ _____
☐ _____	☐ _____	☐ _____	☐ _____
☐ _____	☐ _____	☐ _____	☐ _____
☐ _____	☐ _____	☐ _____	☐ _____
☐ _____	☐ _____	☐ _____	☐ _____
☐ _____	☐ _____	☐ _____	☐ _____
☐ _____	☐ _____	☐ _____	☐ _____