



RANDOM KINGDOM EVENTS	
d% roll	Event
1-3	Archaeological Find
4-5	Assassination Attempt
6-7	Bandit Activity
8-10	Boomtown
11-14	Building Demand
15-17	Crop Failure
18-19	Cult Activity
20-22	Diplomatic Overture
23-25	Discovery
26-27	Drug Den
28	Economic Surge
29-31	Expansion Demand
32-34	Festive Invitation
35-37	Feud
38-39	Food Shortage
40-42	Food Surplus
43-44	Good Weather
45-46	Inquisition
47-49	Justice Prevails
50-51	Land Rush
52-54	Local Disaster
55-57	Monster Activity
58	Natural Disaster
59-61	Nature's Blessing
62-64	New Subjects
65-67	Noblesse Oblige
68-70	Outstanding Success
71-72	Pilgrimage
73-74	Plague
75-78	Political Calm
79-81	Public Scandal
82	Remarkable Treasure
83	Sacrifices
84-85	Sensational Crime
86-90	Squatters
91-92	Undeud Uprising
93-95	Unexpected Find
96-97	Vandals
98-99	Visiting Celebrity
100	Wealthy Immigrant

### KINGDOM ADVANCEMENT

Level	Control DC	Kingdom features
1	14	Charter, government, heartland, initial proficiencies, favored land, settlement construction (village)
2	15	Kingdom feat
3	16	Settlement construction (town), skill increase
4	18	Expansion expert, fine living, Kingdom feat
5	20	Ability boosts, ruin resistance, skill increase
6	22	Kingdom feat
7	23	Skill increase
8	24	Experienced leadership +2, Kingdom feat, ruin resistance
9	26	Expansion expert(Claim Hex 3 times/turn), settlement construction (city), skill increase
10	27	Ability boosts, Kingdom feat, life of luxury
11	28	Ruin resistance, skill increase
12	30	Civic planning, Kingdom feat
13	31	Skill increase
14	32	Kingdom feat, ruin resistance
15	34	Ability boosts, settlement construction (metropolis), skill increase
16	35	Experienced leadership +3, Kingdom feat
17	36	Ruin resistance, skill increase
18	38	Kingdom feat
19	39	Skill increase
20	40	Ability boosts, envy of the world, Kingdom feat, ruin resistance

### KINGDOM MILESTONE XP AWARDS

XP Award	Milestone
40	Claim your first Landmark (page 536)
40	Claim your first Refuge (page 536)
40	Establish your first village (page 511)
40	Reach kingdom Size 10 (page 533)
60	Establish diplomatic relations for the first time
60	Expand a village into your first town
60	All eight leadership roles are assigned
60	Reach kingdom Size 25
80	Establish your first trade agreement
80	Expand a town into your first city
80	Reach kingdom Size 50
80	Spend 100 RP during a Kingdom turn
120	Expand a city into your first metropolis
120	Reach kingdom Size 100

### PROFICIENCY BONUS

Proficiency Rank	Proficiency Bonus
Untrained	+0
Trained	kingdom's level + 2
Expert	kingdom's level + 4
Master	kingdom's level + 6
Legendary	kingdom's level + 8

### KINGDOM SIZE

Size	Type of Nation	Resource Die	Control DC Modifier	Commodity Storage
1-9	Territory	1d4	+0	4
10-24	Province	1d6	+1	8
25-49	State	1d8	+2	12
50-99	Country	1d10	+3	16
100+	Dominion	1d12	+4	20

### SETTLEMENT TYPES

Settlement	Size	Population	Level	Consumption	Max. Item Bonus	Influence
Village (1st)	1 block	400 or less	1	1	+1	0
Town (3rd)	4 blocks	401-2,000	2-4	2	+1	1 hex
City (9th)	9 blocks	2,001-25,000	5-9	4	+2	2 hexes
Metropolis (15th)	10+ blocks	25,001+	10+	6	+3	3 hexes

### NEGOTIATION DCS

Certain Leadership activities (Establish Trade Agreement, Pledge of Fealty, Request Foreign Aid, Send Diplomatic Envoy) allow a kingdom to attempt checks to negotiate with other groups. The following list provides DCs for these checks for groups the PCs are likely to encounter. Feel free to adjust them up or down to represent the actions of the PCs: an adjustment of +2 or -2 is a good place to start if the PCs have been particularly friendly or antagonistic to a group. Should the PCs seek relations with a group not listed here, such as a new Freehold, use these DCs as examples to generate DCs of your own.

**Candlemere Lizardfolk:** DC 22  
**Fort Drelev:** DC 30  
**Greengripe:** DC 24  
**M'botuu:** DC 32  
**Nomen Centaurs:** DC 26  
**Pitax:** DC 28  
**Rostland:** DC 15  
**Sootscale Kobolds:** DC 20  
**Tiger Lords:** DC 36  
**Tok-Nikrat:** DC 18  
**Varnhold:** DC 12

### KINGDOM SKILLS, KEY ABILITIES, AND ACTIVITIES

Skill	Key Ability	Untrained Activities	Trained Activities
Agriculture	Stability	Establish Farmland Harvest Crops	—
Arts	Culture	Craft Luxuries Rest and Relax* Quell Unrest*	Create a Masterpiece Repair Reputation (Corruption)*
Boating	Economy	Establish Trade Agreement* Go Fishing Rest and Relax*	—
Defense	Stability	Fortify Hex Provide Care	—
Engineering	Stability	Build Roads Clear Hex* Demolish Establish Settlement* Establish Work Site	Irrigation Repair Reputation (Decay)*
Exploration	Economy	Abandon Hex* Claim Hex* Clear Hex* Hire Adventurers	—
Folklore	Culture	Celebrate Holiday Quell Unrest*	—
Industry	Economy	Establish Settlement* Trade Commodities	Relocate Capital
Intrigue	Loyalty	Infiltration New Leadership* Quell Unrest*	Clandestine Business Pledge of Fealty* Repair Reputation (Strife)*
Magic	Culture	Quell Unrest* Supernatural Solution	Establish Trade Agreement* (master) Prognostication
Politics	Loyalty	Establish Settlement* Improve Lifestyle New Leadership* Quell Unrest*	—
Scholarship	Culture	Creative Solution Establish Settlement* Rest and Relax*	—
Statecraft	Loyalty	New Leadership* Tap Treasury	Pledge of Fealty* Request Foreign Aid Send Diplomatic Envoy Collect Taxes Repair Reputation (Crime)*
Trade	Economy	Capital Investment Establish Trade Agreement* Manage Trade Agreements Purchase Commodities Rest and Relax*	—
Warfare	Loyalty	New Leadership* Quell Unrest*	Pledge of Fealty*
Wilderness	Stability	Abandon Hex* Claim Hex* Gather Livestock Rest and Relax*	—
Any Skill	Varies	Focused Attention*	—

\*This is a general skill activity; descriptions for these appear on pages 517-521.

### ACTIVITIES LISTED BY STEP

During a Kingdom turn, the party has the option to perform a wide range of downtime activities. The specific activities vary by Kingdom turn phase, as summarized below.

#### Upkeep Phase Step 1: Assign Leadership Roles

New Leadership (page 520)

#### Commerce Phase Step 1: Collect Taxes

Collect Taxes (page 530)

#### Commerce Phase Step 2: Approve Expenses

Improve Lifestyle (page 527)

Tap Treasury (page 528)

#### Commerce Phase Step 3: Tap Commodities

Trade Commodities (page 525)

#### Commerce Phase Step 4: Manage Trade Agreements

Manage Trade Agreements (page 529)

#### Activity Phase Step 1: Leadership Activities

Capital Investment (page 529)

Celebrate Holiday (page 524)

Clandestine Business (page 526)

Craft Luxuries (page 522)

Create a Masterpiece (page 522)

Creative Solution (page 527)

Establish Trade Agreement (page 519)

Focused Attention (page 520)

Hire Adventurers (page 524)

Infiltration (page 526)

Pledge of Fealty (page 520)

Prognostication (page 527)

Provide Care (page 523)

Purchase Commodities (page 529)

Quell Unrest (page 521)

Recruit Army (page 569)

Relocate Capital (page 525)

Repair Reputation (page 521)

Request Foreign Aid (page 528)

Rest and Relax (page 521)

Send Diplomatic Envoy (page 528)

Supernatural Solution (page 526)

#### Activity Phase Step 2: Region Activities

Abandon Hex (page 518)

Build Roads (page 523)

Claim Hex (page 518)

Clear Hex (page 518)

Establish Farmland (page 522)

Establish Settlement (page 519)

Establish Work Site (page 524)

Go Fishing (page 522)

Fortify Hex (page 523)

Gather Livestock (page 530)

Harvest Crops (page 522)

Irrigation (page 524)

#### Activity Phase Step 3: Civic Activities

Build Structure (page 518)

Demolish (page 523)

#### Activity Phase Step 4: Army Activities

See Appendix 3: Warfare

#### BUILDING ON ROUGH TERRAIN

Certain Region activities (Clear Hex, Fortify Hex, Build Roads, Establish Work Site, Irrigation) require the PCs to spend an amount of RP determined by the most inhospitable terrain feature contained within the hex. Use the highest RP cost given for the hex's terrain types in the list below (so if the hex contains swamps and forests, use the cost for swamps).

**Mountains:** 12 RP  
**Swamps:** 8 RP  
**Forests:** 4 RP  
**Hills:** 2 RP  
**Plains:** 1 RP

### BASIC ARMIES

Level	Scouting	Standard DC	AC	High Save	Low Save	Attack	Max Tactics
1	+7	15	16	+10	+4	+9	1
2	+8	16	18	+11	+5	+11	1
3	+9	18	19	+12	+6	+12	1
4	+11	19	21	+14	+8	+14	2
5	+12	20	22	+15	+9	+15	2
6	+14	22	24	+17	+11	+17	2
7	+15	23	25	+18	+12	+18	2
8	+16	24	27	+19	+13	+20	3
9	+18	26	28	+21	+15	+21	3
10	+19	27	30	+22	+16	+23	3
11	+21	28	31	+24	+18	+24	3
12	+22	30	33	+25	+19	+26	4
13	+23	31	34	+26	+20	+27	4
14	+25	32	36	+28	+22	+29	4
15	+26	34	37	+29	+23	+30	4
16	+28	35	39	+30	+25	+32	5
17	+29	36	40	+32	+26	+33	5
18	+30	38	42	+33	+27	+35	5
19	+32	39	43	+35	+29	+36	5
20	+33	40	45	+36	+30	+38	6

### ARMY ACTIVITIES

Skill	Key Attribute	Untrained Activities	Trained Activities
—	—	Disband Army	—
Arts	Culture	Recover Shaken Army	Recover Wary Army (expert)
Boating	Economy	Deploy Army	—
Defense	Stability	Garrison Army	—
—	—	Recover Damaged Army	—
—	—	Recover Wary Army	—
Engineering	Stability	Garrison Army	—
—	—	Outfit Army	—
—	—	Recover Mired or Pinned Army	—
Exploration	Economy	Deploy Army	—
—	—	Recover Lost Army	—
Folklore	Culture	—	Recover Damaged Army (expert)
Intrigue	Loyalty	Offensive Gambit	—
Magic	Culture	Outfit Army	—
—	—	—	Deploy Army (master)
—	—	—	Recover Mired or Pinned Army (expert)
Politics	Loyalty	Garrison Army	Recover Defeated Army (master)
Scholarship	Culture	Train Army	—
Statecraft	Loyalty	Recruit Army	—
Trade	Economy	Outfit Army	—
Warfare	Loyalty	Offensive Gambit	Recover Defeated Army (expert)
—	—	Outfit Army	Recover Shaken Army (expert)
—	—	Recruit Army	—
—	—	Train Army	—
Wilderness	Stability	—	Recover Lost Army (expert)

### DETERMINING VICTORY

The PCs won the battle! Roll a basic Warfare check to determine the repercussions for the kingdom.

**Critical Success** The damage suffered in the battle was relatively minor. Restore 1 HP to every damaged army, and at the start of your next Kingdom turn, gain one bonus Fame or Infamy point and reduce Unrest by 1.

**Success** The damage wasn't as bad as it seemed. Restore 1 HP to every damaged army.

**Failure** The battle was hard fought, but your armies bore the results of the clash as well as could be expected.

**Critical Failure** Although you won the battle, it took its toll on some of your armies. Any army that was damaged in the battle increases its shaken or weary condition value (the party chooses which) by 1.

### Step 1: Roll Initiative

Each army in the battle makes a Scouting check to determine its initiative. On the first round of a war encounter, armies are usually near (see page 577). (Armies that have the Ambush tactic may be able to begin a war encounter engaged [see page 575]; armies that have the Opening Salvo tactic may be able to begin a war encounter distant [see page 576].)

### Step 2: Play a Round

Each army takes three war actions on its turn, chosen from Basic War Actions or from any other war actions the army may have access to.

### Step 3: Check for Routs

At the end of the round, after every army has acted, there's a chance that armies might rout. An army whose HP is at or below its Rout Threshold must attempt a Morale check; the DC is equal to the highest Morale DC among the remaining enemy armies. On a critical success, that army no longer has to check for routs at this step for the remainder of the encounter (but it can still become routed from other effects). On a failure, the army increases the value of its shaken condition by 1. On a critical failure, the army becomes routed.

### Step 4: Begin the Next Round

After checking for routs, the round is over and the next one begins.

### Step 5: End the Encounter

Once all armies on a side are routed or destroyed, the encounter ends; see Victory or Defeat (below) to determine the final results of the encounter.

### FORTIFICATION STATISTICS

Fortification Type	AC	HP	Max. Armies
Castle	20	8	6
Keep	35	5	4
Tower	20	2	1
Trench	15	1	1
Wall, stone	20	3	2
Wall, wooden	15	2	2

### RECOVERING ARMY CONDITIONS

Condition	Skill Check to Recover
Damaged	Defense or Folklore (expert)
Defeated	Politics (master) or Warfare (expert)
Lost	Exploration or Wilderness (expert)
Mired or Pinned	Engineering or Magic (expert)
Shaken	Arts or Warfare (expert)
Weary	Arts (expert) or Defense

### DETERMINING LOSS

The PCs lost the battle! Roll a basic Defense check to try to minimize damage and to determine repercussions.

**Critical Success** Many soldiers survived the lost battle. All defeated armies are restored to 1 HP, and one damaged army of your choice heals 1 HP.

**Success** One damaged army of your choice escaped the brunt of the loss—that army heals 1 HP. Gain 1 Unrest.

**Failure** The battle was a loss. Gain 1 Unrest.

**Critical Failure** The loss has crushed your armies' spirits. Each army that participated in the battle increases its shaken or weary condition (the party chooses which) by 2. Gain 1d4 Unrest.

### ARMY CONDITIONS

As armies perform activities or engage in warfare, they can become affected by conditions. When an army becomes affected by a condition, its effects last until the condition's stated duration ends or the condition is removed. As with character conditions, some army conditions override others (*Core Rulebook* 618).

Some army conditions have a numerical condition value. This value conveys the severity of a condition, and such conditions often give a bonus or penalty equal to their value. These values can often be reduced by taking the Recover Army activity or simply by waiting, as described in the condition itself. If a condition value is ever reduced to 0, the condition ends.

**Concealed:** A concealed army is tougher to target, and gains a +2 circumstance bonus to its Maneuver checks. Attacks against it take a –2 circumstance penalty. This condition lasts as long as the event granting the concealment persists.

**Defeated:** When an army has zero Hit Points, it becomes defeated. A defeated army cannot take war actions. A defeated army can be restored to 1 Hit Point with the Recover Army activity (although the basic DC is increased by 5 for this check). Any effect that restores a defeated army to at least 1 Hit Point removes the defeated condition. A defeated army can only be moved one hex at a time with the Deploy Army activity. A defeated army can be Disbanded normally. It cannot be used for any other Army activity as long as it remains defeated.

If a defeated army takes damage, it must succeed at a DC 16 flat check or be destroyed. If all armies on a side are defeated, those armies are destroyed.

**Destroyed:** The army has been completely devastated, and it cannot be restored—it can only be replaced by a new army. Any gear the army had is ruined.

**Efficient:** The army has performed an Army activity with such speed that it can be used to attempt a second Army activity immediately, but doing so causes it to lose the efficient condition. The second Army activity suffers a –5 penalty to its check, and the result of this second Army activity check cannot grant the efficient condition. If the army doesn't attempt a second Army activity, it instead loses the efficient condition and reduces the value of one condition of its choice by 1.

**Engaged:** An army that is in close combat with one or more enemy armies becomes engaged. An army must be engaged in order to attempt melee Strikes. If an army is engaged and attempts a maneuver war action that would cause it to disengage, it provokes reactions from any enemy armies they were engaged with.

**Fortified:** The army is in a defensive position as the result of a Garrison Army activity. While fortified, enemy armies cannot engage the army and the army cannot engage enemy armies. A fortified army gains a +4 item bonus to its AC and to Morale checks made to rally. A fortified army that uses a maneuver war action immediately loses its fortified condition.

**Lost:** When an army's attempt to deploy to a new location fails, it can become lost. A lost army can take no Army activity other than Recover, and that only in an attempt to remove the lost condition. When an

army recovers from the lost condition, the GM decides what the army's new location is (typically this is at an approximate midpoint between the army's starting point and its intended destination).

**Mired:** The army's movement is severely impaired. It may be bogged down in mud, snow, underbrush, rubble, or similar terrain, encumbered by carrying heavy burdens, or any other reason. Mired always has a value. A mired army takes a circumstance penalty to all maneuvers equal to its mired value. If an army ever becomes mired 4, it becomes pinned.

**Distant:** An army that has the distant condition has managed to retreat a fair range away from enemy armies, and is potentially poised to make an escape from the field of battle. Armies can attempt a ranged Strike against distant armies, but they take a –5 penalty to that Strike.

**Outflanked:** The army has enemies coming at it from many directions and must split its forces to deal with threats on every side. The army takes a –2 circumstance penalty to its AC.

**Pinned:** The army and



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