Ultimate Rulership

By Jason Nelson

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ii

TABLE OF CONTENTS

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and 5eSRD. If it is in the core 5E rules, 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.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the 5th edition fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary! Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com

What You Will Find Inside
Ultimate Rulership

Ultimate Rulership is a massive expansion to the 5th Edition rules for building and ruling a domain of your very own! Building upon the rules introduced in *Kingdoms* by Legendary Games, *Ultimate Rulership* provides new rulership edicts for **festivals, espionage**, and more, as well as expanded guidelines on founding and investing in your kingdom alongside a vast array of noble titles and forms of address. Build villages into towns and cities as your population expands with your territory, and enhance them with magical improvements, natural advantages, over a dozen new buildings from **aeries** to **lumberyards**, or construct magnificent **hanging gardens, lighthouses,** or a **colossus,** or an entire exotic settlement from **cliff dwellings** to **treetop cities** and **underwater** cities! Add to that a new system of danger in managing kingdom events and over 70 settlement attributes to make each city unique, from natural geography like **resettled ruins** and **strategic location** to a **legendary marketplace** or **rumormongering citizens**, or even magical attributes like a **planar crossroads, slumbering monster,** or a **god ruled city**! Plus dozens of tables to reference every rule. Your heroes can establish their own domains, raising cities and monuments to their glory and becoming a force to be reckoned with in the campaign world, striking out into a position of leadership with amazing depth and detail.

If you want innovative new rules created by the people who bring you the rules and know them like no other third-party publisher, this is the place. 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

In the early days of role-playing games, with roots deep in tabletop wargaming and miniatures battles, founding a nation of your own setting yourself up to rule and command armies was considered an important part of a PC's career. He hadn't really "made it" in the world until he had reached "name level" and started clearing a territory of his own, either by the strength of his own sword arm or the grant of a liege lord of a fiefdom. A high priestess who established a fortified monastery could expect help from the church in building it, and a small army of zealous followers to staff and guard it. Wizards could build a tower and attract apprentices, and thieves or assassins found their own guild and attract a gang of roguish underlings. Sure, none of this made you any better at slaying dragons or traveling to the Abyss and smiting demon lords, but they were part of the heroic legacy that every character sought to forge.

While goals like these have been de-emphasized somewhat in the years since, they made a triumphant return with the release of *Kingdoms* from Legendary Games, which provided a ready-to-play framework for establishing, developing, and defending a kingdom as part of the core of an entire campaign. While these rules present a fully functional system, no single product can cover every possibility, and building a kingdom is such a rich field of play that there is ample room to expand still further, to incorporate details in both flavor and mechanics that can enrich the implementation of kingdom-building rules in any campaign. That is what you will find inside *Ultimate Rulership*: an expansion to the expansion, providing you even more edicts, rules for construction and investment in the kingdom, manpower, recruitment, population, and expanded character options for interacting with your kingdom.

EDICTS

In the original version of the kingdom-building rules, the effects of the edicts just did not measure up to the impact they should have, especially once the game got past the first few turns of kingdom building. The revised published versions improve both the effect and variety of edicts for use in building your kingdom, but this section provides several alternative versions of standard monthly edicts as well as several additional options for special edicts.

SPECIAL EDICTS

In addition to the standard edicts provided in *Kingdoms*, and the optional diplomatic, exploration, trade, and vassalage special edicts in that volume, you may use the following special edicts to expand the repertoire of actions your PC rulers can take. These edicts may affect an entire kingdom or a single city in your domain or in another country. Regardless of which special edict you choose, you may issue only one special edict per kingdom turn. The effects of special edicts are resolved after you issue your standard edicts for the month.

Commission Edicts: These edicts allow the kingdom's leaders to request the crafting of one or more magic items for their use.

Endowment Edicts: These edicts allow the kingdom to sponsor the construction of a great edifice for the arts and learning, gaining them local and international prestige

Espionage Edicts: These edicts allow you to spy out the secrets of neighboring kingdoms, gathering information and fomenting unrest.

Festival Edicts: These edicts represent the calling of a special local festival in one particular place in your kingdom, from athletic competitions to religious pilgrimages to celebrations of history, culture, or anything else.

Recruitment Edicts: These edicts reflect your degree of military mobilization, including how much of your nation's population you are willing to devote to the necessities of war.

COMMISSION EDICTS

The rulers of your domain can commission a magic item to be made (or an existing magic item improved) for their personal use with a Commission Edict. The city where the Commission Edict is issued must contain a building capable of producing a magical item of the appropriate category (common, uncommon, rare, very rare, or legendary). The commissioned item takes the place of one item slot of that category for as long as it takes to craft (or improve) the item, including any month or portion of a month in which it is being crafted. During this time, no other item can be generated to fill that slot.

The kingdom's rulers can commission more than one item within that city as part of the same Commission Edict, but all items must be crafted within that city and no building within that city can be compelled to craft more than one item with this edict. Commissioning more than one item with the same Commission Edict generates 1 point of Unrest for each item after the first (not including potions or scrolls with a cost under 1,000 gp), representing the anger and resentment of other wealthy customers caused by their own requests being superseded by those of the country's rulers, and of the crafters themselves for being forced to work on demand.

Items produced in response to a Commission Edict must be paid for at the normal cost. Issuing this edict does not represent a command to produce an item without pay. Instead, it represents the ability of the country's rulers to take precedence over other customers in getting items manufactured for their use. If you do not wish to allow PCs access to magic item crafting in this way, simply disallow the use of Commission Edicts.

ENDOWMENT EDICTS

An Endowment Edict represents the focused attention of the crowned heads of state on matters of arts and learning, in part for the betterment of the kingdom and its culture but equally (if not more so) for the purpose of garnering prestige both domestically and abroad. Rulers and citizens alike can take pride in their grand edifices to posterity, sparing no expense in spectacular architecture, resplendent artistic embellishment, and the finest collections of artifacts, animals, artists, scholars, or whatever else the endowed building proffers to the world. Kingdoms of size 100 or less usually refer to endowed buildings by name, typically naming them after one of the kingdom's leaders (especially one whose role correlates with the building in question) or a wealthy NPC patron. Countries of size 101-200 may use a personal name associated with the building or may simply refer to it as the Royal Library, Museum, etc., while those of size 201 or more call them Imperial buildings.

Cost: Endowing a building costs 100 gp times the building's cost in BP, which can be paid by withdrawing BP from the Treasury and converting it into gp, or the endowment can be paid directly by a PC or NPC from their own personal funds. Maintaining each endowed building and its collections and staff increases the kingdom's Consumption by 1.

Special: If you roll the Noblesse Oblige kingdom event, you can treat that as an Endowment edict, having the nobles endow a building in their name rather than constructing a Monument or Park, paying both the up-front cost and the ongoing Consumption.

Benefit: Each Endowment edict that you issue gives your kingdom a +1 bonus to Fame and Loyalty as long as its Consumption is paid. If Consumption is not paid, these bonuses are lost and you gain 1 point of Unrest unless you succeed at a Loyalty check.

Types of Endowments: Each of the following buildings can be sponsored with an Endowment edict: **Academy, Arena, Assembly, Bardic College, Hanging Gardens, Hospital, Library, Magical Academy, Menagerie, Military Academy, Museum, Observatory, Theater**. You may endow only one building of each type in your entire kingdom.

If you capture a city from another kingdom that contains one or more endowed buildings, you gain a +1 bonus to Fame but no bonus to Loyalty for each building as long as you pay their Consumption. Alternatively, you may destroy the endowed buildings of your enemy, gaining 2 points of Infamy for each endowed building you destroy.

ESPIONAGE EDICTS

Espionage Edicts are used by one kingdom to uncover confidential information about other kingdoms and their leaders, or factions and power groups within them (including religious groups, noble houses, merchant consortiums, or other organizations), and sometimes to use that information aggressively to foment unrest and spread sedition within that nation.

Cost: The cost to issue an Espionage Edict varies, depending on the sensitivity of the information being sought or the danger level of the acts of insurrection being attempted:

TABLE 1-1: ESPIONAGE EDICTS

Cost	Type of Espionage
1d4 BP	Gather public information
1d6 BP	Discover minor secrets
2d6 BP	Discover major secrets
3d6 BP	Discover vital secrets
1+ BP	Other acts of espionage (The base cost is increased by 1d4 BP for every 5 points of the DC modifier listed below; hence, fomenting unrest (DC +5) would cost 1d4+1 BP, while inducing mercenaries to switch sides (+10 DC) costs 2d4+1 BP)
1+ BP	Other acts of espionage (The base cost is increased by 1d4 BP for every 5 points of the DC modifier listed below; hence, fomenting unrest (DC +5) would cost 1d4+1 BP, while inducing mercenaries to switch sides (+10 DC) costs 2d4+1 BP)

The target DC for an Espionage Edict is impacted by the Corruption, Law, Lore, and Society modifiers in the city or country being investigated. A positive Corruption, Lore, or Society modifier decreases the DC and a negative modifier increases it; contrariwise, a negative Law modifier decreases the DC and a positive modifier increases it.

Benefits: Examples of the above-listed types of espionage follow and should be used as a guideline for the difficulty (and cost) of other similar acts of espionage PCs may attempt. The success of an Espionage Edict is determined by Economy, Loyalty, and Stability checks. If all three checks are successful, the mission is a great success and the PCs' kingdom gains two pieces of information from the category below, or their espionage has double the listed effect. If two checks succeed, the mission meets its objectives, acquiring the desired piece of information or having the desired effect. If only one check succeeds, the mission fails. If all three checks fail, the mission fails and your spies are caught (see below). In addition, if any check results in a natural 1, your spies are caught even if the mission succeeds.

Discover Non-Secrets (DC -5): Obtain a list of all buildings in one settlement; the location and size of all settlements in the target kingdom; the target kingdom's size, borders, and major landforms and bodies of water (any terrain that occupies three or more contiguous hexes); the names of the target kingdom's leaders.

Discover Minor Secrets (DC +0): Obtain a list of Embassies, Treaties, and Allies of a kingdom; a list of Trade Routes (type and destination) in that kingdom; the Settlement Alignment, Government, Qualities, Statistics, and Disadvantages (see Settlements in *Kingdoms* from Legendary Games) of a settlement; the location of terrain improvements, Landmarks, and Special Resources in the target kingdom; the level of Unrest in the target kingdom; or uncover minor trade secrets that grant your kingdom a +1d2 bonus to Economy for 1d4 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Major Secrets (DC +10): Obtain a list of armies located in a city; discover the attitude of the kingdom toward other countries; discover the character classes of the target kingdom's leaders; discover the target kingdom's current Economy, Loyalty, and Stability modifiers, as well as its kingdom-wide Corruption, Crime, Law, Lore, Productivity, and Society modifiers; obtain significant trade secrets providing your kingdom with a +1d4 bonus to Economy for 2d4 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Vital Secrets (DC +20): Discover the class levels and alignment of kingdom leaders; discover the most valuable or powerful magic item of 1d4 kingdom leaders; discover the location of all of the target kingdom's armies; discover secret ways into or out a fortified settlement (or a Fort or Watchtower terrain improvement), allowing your armies to ignore half of the total Defense value of that fortification; obtain major trade secrets granting your kingdom a +2d4 bonus to Economy for 2d6 months (doubled if you have a Treaty or Trade Route with the target kingdom).

Bribe Mercenaries (DC +0 to demoralize, DC +5 for desertion, +10 for treason; these DC modifiers are doubled if your kingdom is at war with the mercenaries' present employer): The target mercenary army loses 1d3 points of Morale (sap morale), deserts their present employer and flees (desertion), or switches sides to join your armies (treason). Using this type of Espionage Edict requires a cash bribe of 1000 gp times the army's AR.

Foment Unrest (DC +5): Your spies add 1d3 Unrest in the target kingdom.

Organize Crime Spree (DC +5): Your agents reduce Economy by 1 and increase Crime by 1 in the target kingdom, which also loses 1d6 BP from its Treasury.

Sabotage Building or Improvement (DC +5 for Terrain Improvement, +10 for building in a village, +15 in a town, +20 in a city or metropolis): Your saboteurs damage one building or terrain improvement, rendering it nonfunctional until repaired at half the building cost. If you achieve complete success with three successful checks for this Espionage Edict, you may choose to damage two improvements or buildings or completely destroy one. This has no effect on buildings that provide a Defense bonus.

Spread Rumor and Scandal (DC +5): Your agents start a whispering campaign that breeds mistrust and gossip, reducing Loyalty and Society by 1 and also decreasing the target kingdom's Fame or increasing its Infamy by 1.

Risks: If your spies are caught, your kingdom must succeed at a Loyalty check, which is adjusted by all modifiers listed above that applied to the Espionage Edict you attempted. If the Loyalty check succeeds, your spy is imprisoned or executed but does not reveal your involvement. If the Loyalty check fails, the spy breaks under questioning and tells who sent him and why. This revelation increases your kingdom's Corruption and Infamy by 1, decreases your Loyalty by 1, and causes you to gain 1 point of Unrest. In addition, the target kingdom (or other similar group) becomes more hostile to you, increasing the DC of Diplomatic Edicts with that kingdom by 4 for one year.

If the target kingdom is one with whom you have an Embassy, Treaty, or Alliance, the above modifiers are doubled and you lose 1d4 points of Fame and must make one Loyalty check each for your Embassy, Treaty, and Alliance. Each failed check causes your kingdom to lose 1 additional point of Fame and cancels your highest Diplomatic Edict with that country. Hence, if you are caught spying upon a country with whom you have an Alliance, one failed check reduces your relationship to a Treaty, two failed checks to an Embassy, and three failed checks causes that kingdom to sever all diplomatic relations with your kingdom.

Festival Edicts

A Festival Edict is a special edict distinct from the broader Holiday Edict. Whereas a Holiday Edict declares days to celebrate on the calendar across the length and breadth of your kingdom, a Festival Edict is a specific, one-time event (though it could be repeated later) focused in a particular place at a particular time for a particular purpose. A Festival may be called for any reason or for no reason at all and include tournaments, games, music, dancing, feasting, drinking, parades, fireworks or magical displays, and similar entertainments of all kinds, but every one undertaken with special magnificence.

Festival Edicts bring great crowds of people together to celebrate and are normally held in the same hex as a settlement, to facilitate easy access for crowds to reach the festival grounds. Festivals can, however, be hosted at any Landmark special terrain. Festivals may be either civic or religious in nature.

Cost: Festivals require a great deal of resources to pull off. A festival costs 1d2 BP if held at a Landmark in the countryside, 1d4 BP if held in a village, 1d8 BP if held in a town, and 2d6 BP per city district if held in a city.

Benefit: A festival celebrated at a Landmark in the countryside increases the Landmark's bonus to Loyalty by +1 for 1 year. Festivals celebrated in cities, towns, and villages have the following effects.

Civic Festival: A civic festival celebrates local traditions, events, heroes, or culture, including athletic and artistic competitions. **Requires** Tavern (village), Theater (town), Arena (city), or Landmark (located in the same hex as the settlement). **Effect** For one month, your kingdom gains a +2 bonus to Crime and Society, and the civic festival increases the effects (see below) of Arenas, Black Markets, Bordellos, Dance Halls, Gambling Dens, Inns, Luxury Shops, Markets, Monuments, Palaces, Parks, Shops, and Taverns in that city.

Religious Festival: A religious festival produces an outpouring of piety and pilgrimage, sometimes marked with great solemnity and other times with great rejoicing. **Requires** Shrine (village), Temple (town), Cathedral (city), or Landmark (located in the same hex as the settlement). **Effect** For one month, your kingdom gains a +2 bonus to Law and Society, and the religious festival increases the effects of Cathedrals, Graveyards, Inns, Luxury Shops, Markets, Monuments, Parks, Shops, Shrines, and Temples in that settlement are increased (see Risks).

Determining Success: When you issue a Festival Edict, make Economy, Loyalty, and Stability checks. If all three succeed, the Festival is a resounding success, doubling the effects of the buildings listed above; in addition, you gain the benefits of an Outstanding Success (01–50), Visiting Celebrity (51–95), or both (96–00) kingdom events.

If two checks succeed, the Festival is a modest success, increasing the effects of the listed buildings by 50% for one month. Total the bonuses for all listed buildings in the settlement together before applying the 50% increase, rounding down; do not apply the 50% increase separately to each building.

When buildings effects are increased (whether doubled or by 50%), this increase includes not only kingdom and settlement attribute modifiers like Economy and Lore; it also includes a doubling of magic item creation during that month. This creates temporary magic item slots that are filled immediately and can be used just like any other magic item slots in the kingdom. However, any magic items created in this fashion are available only during the month of the Festival Edict and the items and their slots disappear when the festival ends, being taken home by the crafters and merchants who brought them to the festival.

If only one check or no checks succeed, see **Risks** below.

Risks: Regardless of the overall success of the festival, the great influx of human(oid) and mercantile traffic involved creates the potential for enemy infiltration in the guise of pilgrims and festival-goers, or discord and strife between foreigners and locals or different groups coming together in one place, or just general drunkenness and mayhem should celebrants get out of control and overwhelm the ability of the settlement or the kingdom's ability to handle so many people in such a small space. During any month when a Festival Edict is issued, the entire kingdom takes a -2 Stability penalty, and any Stability checks required for the

settlement or hex where the Festival is held take a -4 penalty (this does not apply to the Stability check to determine the success of the festival, but it does apply to any kingdom events triggered by the festival).

Unsuccessful Festivals: If only one check succeeds, the Festival is unsuccessful and grants no benefits; in addition, there is a 50% chance that disgruntled citizens issue a Building Demand (as the kingdom event), blaming the lack of success on the absence (or presence, if they demand demolition) of that building.

If all three checks fail, the Festival is a disaster, providing no benefits. The kingdom loses 1 point of Fame and gains 1d4-1 points of Unrest, and disaffected locals bankrupted by the festival and lingering troublemakers in the wake of the festival become Squatters (01–50), Vandals (51–95), or both (96–00), triggering kingdom events of the appropriate type.

Natural 1: A natural 1 is always a failure on any kingdom roll, and each time you roll a natural 1 on any of the three kingdom checks to determine the success of the Festival Edict there is a 25% non-cumulative chance of triggering a dangerous settlement event. This event may be of any type, but only one such event can be triggered, even if you roll more than one natural 1.

RECRUITMENT EDICTS

A Recruitment Edict represents your kingdom's commitment to militarism, whether for aggression or for defense. The published rules allow you to substitute the creation of armies for the founding of settlements as part of your monthly Improvement Edict. A Recruitment Edict does not replace this rule; instead, it supplements it. It represents another way to build up your military forces, but it also helps define your kingdom's attitude about its military and the face it presents to the world.

A Recruitment Edict requires a Loyalty check to successfully create an army in any Fort (terrain improvement) or in a settlement with a Barracks (Medium or smaller armies only), Castle, or Garrison. You can create more than one army with a single Recruitment Edict, but each army requires a separate Loyalty check to create, and the DC increases by 5 for each army after the first, and each additional army you raise in a kingdom turn generates 1 point of Unrest.

Mercenaries: In addition to conscripting its own citizens, a kingdom can hire mercenaries, which do not count against its Manpower limit (see below). However, the kingdom takes a -1 penalty to Loyalty for each mercenary army the kingdom employs. This penalty disappears when a mercenary army is destroyed or released from service. If a mercenary army is induced to desert or betray your kingdom by an enemy's Espionage Edict, your kingdom gains 1 Unrest.

Militarism: As part of a Recruitment Edict, you can shift your kingdom's attitude toward military service among the citizenry. Changing your level of militarism requires a new Recruitment Edict (you do not need to create a new army) to change militarism by one step. You can change it by more than one step by making a Loyalty check with a -5 penalty for each step beyond the first. If the check fails, your kingdom's militarism level does not change and you gain 1 point of Unrest for each step that you attempted to shift your militarism level.

Manpower: This number represents the percentage of your population that can be recruited as regular army soldiers (2nd-level fighters), and the same number that can be recruited as ordinary militia (1st-level fighters). Hence, any armies you recruit over this limit (except for **Elites**, as described below) are treated as emergency conscripts (1st-level fighters that have half as many hp as usual and automatically gain the shaken condition in combat).

In addition to representing the total available soldiers of each type, manpower represents the percentage of your population that you can keep under arms on an ongoing basis without impacting your kingdom's morale. A kingdom can keep a percentage of its citizens, including all units belonging to all armies, of up to its manpower. For every percentage point above its manpower limit, it takes a -1 penalty to Loyalty checks.

Example: A kingdom with 10,000 people and a normal level of militarism, your kingdom could potentially recruit up to 1,000 soldiers and 1,000 militia. However, since the kingdom's manpower limit is 10%, if it kept its full complement of 1,000 soldiers and 1,000 militia as a standing army, it would take a -10 penalty to Loyalty checks, since those two armies combined represent 20% of the kingdom's population. If it maintained 500 soldiers and 500 militia (1,000 total; 10% of its total population of 10,000), it would take no penalty to Loyalty.

If you decrease your militarism level to a level where the standing armies you have in the field exceed your allowed manpower (e.g., if the sample kingdom above shifted to a peaceful level of militarism while retaining a standing army of 1,000 soldiers), you must split, reform, or disband those standing armies to conform to your new militarism level. If you do not do this, your kingdom gains 1 point of Unrest and each army over the limit loses 1 point of Morale for every percentage point by which you exceed your manpower percentage.

Elites: This percentage functions like manpower but represents the total number of your population that can be recruited as 3rd-level fighters or 2nd-level barbarians, monks, paladins, rangers, or rogues. Unlike manpower, you cannot exceed this percentage. Additional elite soldiers simply do not exist to be recruited. At the GM's option, other PC classes may be recruited as elites.

Higher-level elites (including fighters above 3rd level) can also be recruited, though this reduces the number of available elite soldiers as follows:

Level	Number available
3rd	75% of normal elite manpower
4th	50% of normal elite manpower
5th	25% of normal elite manpower
6th	10% of normal elite manpower

An army comprised of characters with PC class levels gains the appropriate special abilities based on the class and level of the characters comprising it, as described in ***Kingdoms*** from Legendary Games.

TABLE 1-2: RECRUITMENT EDICTS

Militarism	Manpower	Elites	Fame/Infamy	Defense	Economy	Society
Pacifist	1%	0%	+2 Fame	-1	+2	+2
Peaceful	5%	0%	+1 Fame	-	+1	+1
Normal	10%	1%	-	-	-	-
Aggressive	15%	3%	+1 Infamy	-	-1	-1
Warlike	20%	5%	+2 Infamy	+1	-2	-2

Building Requirements: Recruiting elite soldiers must be done in a settlement, not a Fort, and requires one or more additional buildings to be present in that settlement, in addition to a Barracks, Castle, or Garrison.

Barbarian: Tavern

Bard: Bardic College

Cleric: Cathedral or Temple and Military Academy

Druid: Sacred Grove and Military Academy

Fighter: Garrison or Military Academy

Monk: Monastery

Paladin: Cathedral or Temple

Ranger: Menagerie or Military Academy

Rogue: Black Market or Gambling Den

Sorcerer: Caster's Tower and Military Academy

Warlock: Caster's Tower and Military Academy

Wizard: Magical Academy and Military Academy

Fame/Infamy: Nations known to be aggressive in building their military gain Infamy while peaceful nations gain Fame. This modifier is based on a nation's current level of militarism and changes whenever militarism does.

Defense: The greater military readiness of a highly militarized kingdom increases the Defense bonus of any fortifications in the kingdom by 1, while the less vigorous vigilance of pacifist kingdoms decreases the Defense bonus of any fortifications by 1. This adjustment applies to the total Defense bonus of a settlement, Fort, or Watchtower, not to individual buildings that combine to provide a settlement's Defense bonus.

Economy: Peaceful kingdoms are able to devote their efforts toward business and prosperity rather than preparations for war, creating a more robust and diverse economy than highly militarized kingdoms.

Society: Peaceful kingdoms are generally more friendly, tolerant, and open to outsiders than militarized nations, while aggressive kingdoms are less apt to trust foreigners and usually see them as potential threats.

Issuing Edicts

If using the "Who Rolls the Kingdom Checks?" optional rule from *Kingdoms*, the following leadership roles are associated with the edicts listed above:

Consort: Endowment Edicts

Councilor: Festival Edicts

General: Recruitment Edicts

Magister: Commission Edicts

Spymaster: Espionage Edicts

Founding a Kingdom

Characters can found their new land in variety of ways, whether entirely on their own or with the direct assistance of NPC patron, called a liege (described below). The following suggestions can help you incorporate the process of foundation into your campaign.

Fiefdom: A liege appoints a PC (or a group of PCs) as the ruler(s) of an existing territory within her own already-settled lands. This allows PCs to bypass the initial setup of their domain, as it already includes improved terrain and cities. The PCs are installed with the expectation that they will govern the region in the liege's name and further improve the land and the cities within them.

Benefit: PCs receiving a fiefdom receive a grant of 10 BP to continue managing and improving their lands in exchange for vassalage to their liege (see Lieges below).

Land Grant: A liege appoints the PCs as with a fief, but places them charge of settling and improving an area that she has claimed but which has not been significantly improved or settled. Though there may be one settlement and/or a few improvements to use as their initial base of operations. PCs will need to clear and explore the land in the name of their liege and defend or expand the borders of the land while they improve it.

Benefit: PCs receiving a land grant receive 30 BP to further clear and settle their territory in exchange for vassalage to their liege (see Lieges below).

Charter: A liege sponsors the PCs to explore, clear, and settle a wilderness area along her border; while it is not technically part of her lands yet, she has some legitimate territorial claim, and the PCs are expected to enforce that claim and likely fend off other challengers for the land who may have their own conflicting claims, to say nothing of existing populations (whether monstrous or humanoid) that would prefer to be left alone and have no outside parties coming into their land.

Benefit: PCs receiving a charter receive 50 BP to explore, pacify, and develop their territory in exchange for vassalage to their liege (see below).

Conquest: PCs lead forces, either of their own or in the name of their liege, which defeat the military of an existing territory. The leaders of the opposing forces flee, surrender, or are killed, allowing PCs to take command at the head of their army.

Benefit: PCs conquering an existing kingdom can seize the surviving assets of the conquered kingdom, gaining BP equal to 10% of the former ruler's treasury; the remainder is lost. If PCs led their own army, they can govern as they see fit. Those conquering on behalf of their liege receive 20 BP from their liege in exchange for vassalage (see Lieges below).

Coup: PCs personally attack and eliminate the leader(s) of an existing nation and install themselves as new leaders. They must make peace and establish their authority with existing factions, including the military commanders of the kingdom's armed forces, in order to legitimize their authority.

Benefit: PCs staging a coup receive no grant of BP but also need acknowledge no authority but their own. They may seize the kingdom's assets, gaining BP equal to 20% of the former ruler's treasury; the remainder is lost. PCs may also raise additional BP by essentially auctioning seats on the leadership team to surviving faction leaders in the kingdom, raising pledges of 2d6 BP in assets and support in exchange for appointment to a leadership role, plus 1 BP per kingdom turn in ongoing support. These BP stack if multiple NPCs are allowed to bribe their way onto the leadership team. If PCs later dismiss (or kill) one of these leaders pledged to them, this creates 1d6 Unrest and a permanent -3 penalty to Loyalty.

Exploration: Operating on their own, PCs explore, clear, and settle a wilderness area unclaimed by any established or recognized government (though native creatures or peoples view this as conquest).

Benefit: PCs exploring on their own receive no grant of BP but also need acknowledge no authority but their own.

Selecting Kingdom Leaders: However a kingdom is founded, it must always have a ruler from its very first turn of existence. However, other kingdom leaders are not needed immediately, and the PCs can wait to add any further leaders until they begin to expand their kingdom. Each time they add a new hex to their kingdom, they must add one additional leadership role, until all roles are filled. Until this time, as long as the kingdom has as many leaders as it has hexes, it gains no benefit and takes no vacancy penalty for any unfilled slots.

Lieges: A liege is a wealthy sponsor of the PCs' new domain, using one of the above methods for sponsoring the PCs into their new role as leaders. Lieges may be members of the nobility, but they could just as easily take the form of a high religious official or religious organization, merchant consortium, or any other group that has enough resources at its disposal to control a territory in its own right. Founding a kingdom without a liege allows the PCs total freedom to do as they please, but working under a liege allows PCs to receive considerable support when they are just starting out, usually in the form of a grant of Building Points and/or a small army to help get their domain on its feet. The exact level of support the liege provides is determined by the GM, depending on how difficult the process of settlement is likely to be and how generous the liege is, but it should not exceed 50 Building Points, and this total should be reduced further if an army is provided, factoring the army's Consumption into account.

The PCs' domain is considered a vassal to their liege, and they automatically have an Embassy with their liege's kingdom. Their liege may choose to impose a Treaty or an Alliance upon the PCs' domain, or they may allow them greater independence and only maintain an embassy. One of the PCs' kingdom

leaders may serve as a viceroy from their liege's kingdom; this may be the ruler but may be another character), or they may request an NPC viceroy to supervise their activities. Regardless of their diplomatic relationship with their liege, the PCs' new domain must pay their liege a tithe equal to 10% of all income in both Building Points and gold pieces. Until the amount they have paid back in their tithe equals or exceeds the original grant of BP from their liege, the PCs' domain gains no benefits to its Economy from a Treaty or Alliance with their liege.

If PCs choose to separate their domain from their liege at a later point in time, follow the rules for **Declaring Independence** described in *Kingdoms.*

INVESTING IN THE KINGDOM

In addition to grants of Building Points from a liege, seizing the assets of a conquered territory, or spending wealth to acquire the assets represented by Building Points, you can facilitate investment in the kingdom in other ways.

Make Building Points a form of treasure: As PCs go through their adventuring careers, not all rewards you hand out need to be in the form of gold, jewels, magic items, and similar portable, easily salable goods. Abandoned fortresses, ruined towns, monster-filled mines, and vast forests are all great places for adventuring, but they are also resources to exploit. Once PCs

have completed an adventure in the traditional sense, friendly NPCs might suggest to them that areas cleared of monsters are actually quite valuable, and with time and effort they could put these resources to good use. Even the goodwill of ordinary commoners they have rescued from monsters and marauders is a part of Building Points, as the willing labor of loyal citizens is what converts raw materials into wealth as they clamor for PCs who have saved them now to lead them. In a campaign where creating a domain is not just possible but encouraged, you need to introduce the idea that things have values beyond a purely cash economy. The valuables that bandits or monsters might steal are more likely to be these kinds of commodities, assets, and resources than they are sacks and chests of coins and gems. If PCs start to accumulate a substantial amount of non-liquid wealth, they are more likely to want to do something productive with it than if they have to take their hard-earned coin and pour it back into livestock and lumber.

Optional Rule: Whenever PCs recover a cache of treasure from the lair of a sentient creature, the treasure includes 1d2-1 Building Point worth of goods and materials (1d4-1 Building Points if the creatures are humanoid). For each Building Point, reduce the monetary value of the treasure found (not including the value of magical items or of equipment worn or wielded by the creatures) by 500 gp. Each Building Point represents 1d4 wagonloads of goods and raw materials. These Building Points are in addition to those that can be gained by selling items and donating the proceeds to the treasury (steps 2 and 3 of the Income Phase).

Make the right to rule a part of the campaign: Once PCs reach 10th level, in the context of the campaign world they have proven their worth and earned the renown that warrants a grant of land to claim, a temple to establish, a wizard's tower to erect, or a thieves' guild to seize. PCs should never be obligated to rule, but as well as suggesting in character that it is an expected part of their newfound status as powerful and respected figures in the world as well as offering a tangible inducement:

Optional Rule: At 10th level and above, each PC can claim a one-time award of 1 BP per character level, representing the accumulation of contacts, allies, supporters, fame, goodwill, and even legal claims to territory they have earned in their careers.

Noble Titles and Forms of Address

The kingdom-building rules offer a fairly simple progression of titles, from Baron to Duke to King, and in truth you can claim kingship any time you wish. The term "kingdom" is used generically to indicate any kind of territory ruled by the PCs, whether or not it's actually a monarchy and regardless of the territory's size. There is a great deal of room to expand the variety of noble titles in use among your domains, of course, both stratifying the ranks of the nobility and broadening the terms used for each rank where several noble titles are more or less equivalent or where they may vary in importance between different lands and their aristocracies.

In addition, not all campaigns take place in a pseudo-European analogue. Thus, this section includes a variety of noble titles for other kinds of states and cultures, including ecclesiastic titles as might be used in a theocratic state and imperial titles suitable for a Mediterranean-style empire like Rome, as well as titles drawn from major Asian cultures and Middle Eastern cultures. While this section draws upon a variety of real-world inspirations to provide examples, it is not intended as an encyclopedic and authoritative reference on heraldry, peerage, and noble precedence in real-world cultures, where there is often disagreement between historical sources and where there has also been evolution in the meaning and precedence of titles over time. Instead, this section provides a convenient comparative reference for GMs to create approximations of where different noble titles rank, so that PCs establishing and expanding their own domains might seek out titles befitting their station.

Claiming Titles: Any ruler of a territory as small as one hex can claim any title they wish, so the chief of a small forest village can call himself a king. However, claiming a title that is above the level warranted by your kingdom size usually invites scorn and contempt from nearby kingdoms. If you are using the published Fame and Infamy optional rules, your country takes a -2 penalty to its Fame for each step above your kingdom size of the title you claim (e.g., the ruler of a domain with 30 hexes takes a -4 penalty to his country's Fame for claiming the title of king, since it is two steps above his current kingdom size). This penalty is halved if you recant the claimed title and claim one suited to your actual kingdom size. In addition, if your kingdom expands, your penalty for claiming too high a title is reduced to reflect the current difference between your claimed title and your kingdom size. One your territory expands to be large enough to warrant the title you claim, this penalty to Fame disappears.

Table 2-1: Kingdom Size and Titles (European)

Kingdom Size	Type of Domain	Typical Ruler's Titles	Honorifics
1–10	Estate	Landed knight	Sir/Lady
	Baronetcy	Baronet	Honorable Sir/Lady
11–25	Barony	Baron/Baroness	Your Lordship/Ladyship
	Viscounty	Viscount/Viscountess	Your Lordship/Ladyship
26–50	County	Count/Countess	Your Excellency
	Earldom	Earl	Your Honorable Lordship/Ladyship
	Margravate	Margrave/Margravine	Your Highborn Lordship/Ladyship
	Marquisate	Marquis/Marquess	Your Illustriousness
51–100	Duchy	Duke/Duchess	Your Grace, Your Highness
	Principality	Prince/Princess	Your Highness
101-200	Kingdom	King/Queen	Your Majesty, Your Royal Highness
201+	Empire	Emperor/Empress	Your Imperial Majesty

Table 2-2: Kingdom Size and Titles (Ecclesiastic)

Kingdom Size	Type of Domain	Typical Ruler's Titles	Honorifics
1–10	Parish	Vicar	Reverend appended before name
11–25	Diocese	Bishop	Most Reverend appended before name
26–50	Archdiocese	Archbishop	Your Excellency
51–100	See	Censor	Your Grace
101–200	Prelacy	Prelate	Your Reverence
201+	Archprelacy	Archprelate or Pontiff	Your Holiness

Table 2-3: Kingdom Size and Titles (Middle Eastern)

Kingdom Size	Type of Domain	Typical Ruler's Titles	Honorifics
1–10	Aghalik	Agha/Aghah	Agha(h) appended after name
	Farat	Fares/Faresah	Master/Mistress
11–25	Beylik	Bey	Bey appended after name
	Hakimate	Hakim/Hakimah	Your Lordship/Ladyship
26–50	Khedivate	Khedive	Your Lordship
	Pashalik	Pasha or Bashaw	Pasha (Bashaw) appended after name
	Sheikhdom	Sheikh/Shaykhah	Your Eminence
	Satrapy	Satrap	Your Honorable Lordship
51–100	Beylerbeylik	Beglerbeg or Beylerbey	Bey of Beys appended after name
	Emirate	Emir/Emira (Amir/Amira)	Your Radiance
	Shahdom	Shahzada/Shahdokht	Your Grace
101–200	Mamlaka	Malik/Malikah	Your Magnificence
	Shahdom	Shah/Shahbanu	Your Majesty
	Sultanate	Sultan/Sultana	Your Honored Highness, Your Royal Highness
201+	Caliphate	Caliph/Calipha	Your Worship
	Empire	Padishah/Padishahbanu	Your Great Majesty

Table 2-4: Kingdom Size and Titles (Asian)

Kingdom Size	Type of Domain	Typical Ruler's Titles	Honorifics
1–10	Fief	Nan	Lord
	Myo	Shizoku	-san appended after name
11–25	County	Zi	Master
	Myoden	Danshaku	-sama appended after name
26-50	Daimyo	Shishaku	-dono appended after name
	Mark	Gong or Bo	August Master
51–100	Daimyoden	Koshaku	-tono appended after name
	Khanate	Ilkhan/Ilkhanum	Ilkhan/Ilkhanum appended after name
	Kingdom	Di or Wang	Sovereign
	Rajku	Maharajkumar/-kumari	Your Highness
101–200	Khanate	Khan/Khanum	Khan/Khanum appended after name
	Kingdom	Bawang	August or Magnificient Sovereign
	Raj	Rajah/Rani	Your Royal Highness
	Shogunate		-dokoro appended after name
201+	Empire	Huangdi or Hou Di	Son/Daughter of Heaven
	Empire	Tenno or Mikado	Heavenly Sovereign
	Khanate	Khaqan/Khatan	Khaqan/Khatan appended after name
	Maharaj	Maharaja/Maharani	Your Supreme Highness

Table 2-5: Kingdom Size and Titles (Greco-Roman)

Kingdom Size	Type of Domain	Typical Ruler's Titles	Honorifics
1–10	District	Aedile	Distinguished Servant
11–25	Section	Quaestar	Honored Servant
26–50	Division	Tribune	Voice of the Republic
51–100	Province	Praetor or Proconsul	Servant of the Republic
101–200	Region	Consul or Archon	Speaker for the Republic
201+	Empire	Imperator or Tyrant	Imperious Rex

Table 2-6: Kingdom Size and Titles (Combined)

Kingdom Size	Type of Domain	Typical Ruler's Titles	Honorifics
1–10	Aghalik	Agha/Aghah	Agha(h) appended after name
	Baronetcy	Baronet	Honorable Sir/Lady
	District	Aedile	Distinguished Servant
	Estate	Landed knight	Sir/Lady
	Farat	Fares/Faresah	Master/Mistress
	Fief	Nan	Lord
	Myo	Shizoku	-san appended after name
	Parish	Vicar	Reverend appended before name
11–25	Barony	Baron/Baroness	Your Lordship/Ladyship
	Beylik	Bey	Bey appended after name

	County	Zi	Master
	Diocese	Bishop	Most Reverend appended before name
	Hakimate	Hakim/Hakimah	Your Lordship/Ladyship
	Myoden	Danshaku	-sama appended after name
	Section	Quaestor	Honored Servant
	Viscounty	Viscount/Viscountess	Your Lordship/Ladyship
26–50	Archdiocese	Archbishop	Your Excellency
	County	Count/Countess	Your Excellency
	Daimyo	Shishaku	-dono appended after name
	Division	Tribune	Voice of the Republic
	Earldom	Earl	Your Honorable Lordship/Ladyship
	Khedivate	Khedive	Your Lordship
	Margravate	Margrave/Margravine	Your Highborn Lordship/Ladyship
	Mark	Gong or Bo	August Master
	Marquisate	Marquis/Marquess	Your Illustriousness
	Sheikhdom	Sheikh/Shaykhah	Your Eminence
	Satrapy	Satrap	Your Honorable Lordship
	Pashalik	Pasha (or Bashaw)	Pasha (Bashaw) appended after name
51–100	Beylerbeylik	Beglerbeg or Beylerbey	Bey of Beys appended after name
	Daimyoden	Koshaku	-tono appended after name
	Duchy	Duke/Duchess	Your Grace, Your Highness
	Emirate	Emir/Emira	Your Radiance
	Khanate	Ilkhan/Ilkhanum	Ilkhan/Ilkhanum appended after name
	Kingdom	Di or Wang	Sovereign
	Principality	Prince/Princess	Your Highness
	Province	Praetor	Servant of the Republic
	Rajku	Maharajkumar/-kumari	Your Highness
	See	Censor	Your Grace
	Shahdom	Shahzada/Shahdokht	Your Grace
101–200	Khanate	Khan/Khanum	Khan/Khanum appended after name
	Kingdom	Bawang	August or Magnificient Sovereign
	Kingdom	King/Queen	Your Majesty, Your Royal Highness
	Mamlaka	Malik/Malikah	Your Magnificence
	Prelacy	Prelate	Your Reverence
	Raj	Rajah/Rani	Your Royal Highness
	Republic	Consul or Archon	Speaker for the Republic
	Shahdom	Shah/Shahbanu	
	Shogunate	Shogun	-dokoro appended after name
	Sultanate	Sultan/Sultana	Your Honored Highness, Your Royal Highness
201+	Archprelacy	Archprelate or Pontiff	Your Holiness
	Caliphate	Caliph/Calipha	Your Worship
	Empire	Emperor/Empress	Your Imperial Majesty
	Empire	Huangdi or Hou Di	Son/Daughter of Heaven
	Empire	Imperator or Tyrant	Imperious Rex
	Empire	Tenno or Mikado	Heavenly Sovereign
	Empire	Padishah/Padishahbanu	Your Great Majesty
	Khanate	Khakhan/Khatan	Khakhan/Khatan appended after name
	Maharaj	Maharaja/Maharani	Your Supreme Highness

Cities, Towns, and Villages

For a kingdom to grow, it must be able to cultivate great cities to serve as the linchpins of its trade, culture, and productivity. Even in the most rural of nations, a great many of its citizens congregate in its urban centers, and here also its armies muster and train, its culture blossoms, and its future is forged. Its population base is rooted in all hexes it claims, with its rural populations forming a foundation for the advancement of its cities.

Population

The actual population of your country does not affect your kingdom statistics within the base rules in Kingdoms, and the system for tracking population there is simple but lacks variety, as every hex, from farmlands to mountains to swamps to open ocean, adds a fixed amount of population, as does every square of a city whether it holds sprawling tenements or a graveyard. If you prefer a more nuanced version to track the growing population of your country and your cities, especially if you want to use the new Recruitment Edict and Manpower rules contained in this product, you can use the following system to determine the base population of each type of terrain in the hexes you claim, as well as the effect on that base population when you spend building points to improve that hex.

Terrain	Population	Danger
Cavern*	25	+20
Cold	+10	25
Desert	+5	25
Forest	50	+5
Jungle	+15	25
Hills	50	—
Mountains	25	+10
Plains	100	—
Swamp	25	+10
River	x2	x2
Coastline	x2	—
Deep Water	—	+5

Improvements	Population	Danger
Aqueduct	-	—
Bridge	+25	—
Canal	+25	—
Farm	+100	—
Fisheries	+50	—
Fort	+50	-10
Highway	+25	-5
Mine	+25	+5
Quarry	+25	—
Road	—	—
Sawmill	+25	—
Watchtower	+25	-5
Cities	*see Cities, Towns, and Villages below	

* A cavern is a large system of caves and underground passages and can be found in any terrain except Swamp. It functions as an additional hex that exists underground, below the hex on the surface.

Population: The base population within a claimed hex. This population is doubled if the hex contains a river or a coastline and tripled if it contains both a river and a coastline. This population does not include the inhabitants of any cities.

Danger: This modifier indicates an increase in the chance of random encounters in a hex of this type. In addition, you may add this to the roll to determine the type of kingdom event occurs, assuming that higher numbers indicate increased severity.

Developing Settlements

Building settlements follows a simple and direct system in *Kingdoms*, where you pay BP each month to construct new buildings and they are constructed immediately. This can stretch suspension of disbelief, creating a feeling that settlements do not spring up organically but rather are constructed by selective cherry-picking of a few key building types. The rules in *Kingdoms* do allow for upgrading existing buildings, so that a Shrine can grow into a Temple, for example, and eventually into a grand Cathedral, rewarding players who want to build their kingdom from the ground up rather than building backwards with large buildings first in order to reap discounts on smaller buildings that logically should have preceded them. The rules presented here extend that principle beyond the individual building level and into how players can begin laying out their settlement on the abstracted district grid.

The rules presented here offer an alternative method for growing the cities in your kingdom, which is founded on the simple proposition that every city starts as a village, and that growth of that village proceeds naturalistically into a town, and thence to a city and a great multi-district metropolis. In a village, it is simply not possible to muster the local logistical support and the willing cooperation of the first settlers to create strange and unbalanced settlements built of nothing but Caster's Towers, Dumps, and Graveyards, or whatever the most optimal mechanical combination of buildings might seem to be. Instead, these rules help provide a naturalistic evolution of your settlements and the buildings therein.

Villages: When a settlement is founded, it begins its existence as a village, a small group of buildings situated around some appealing natural feature or existing trade-way. Villages may grow slowly, serving as the focus of social and commercial life in rural areas, though they can grow rapidly if your rulers wish.

Villages occupy **one city square (4 lots)** and typically have a population of 200 or less.

Towns: Villages growing beyond their initial square evolve into towns as business increases and more settlers move to avail themselves of greater opportunities for work, trade, and access to services. Single-family dwellings may soon be outnumbered by crowded apartments built over the top of inns, workshops, or other businesses.

Small towns have a population of 2,000 or less, while the largest towns can reach 5,000. Towns can occupy up to **four city squares (16 lots)**.

Cities: Towns whose prosperity allows them to continue expanding grow into true cities, sprawling tangles of streets and buildings where lavish culture walks hand in hand with crime and corruption, balancing industry with education and trade with the lingering vestiges of provincial traditions.

Cities occupy a full district grid of **nine city squares (36 lots)**, and a city with multiple districts becomes a metropolis, with population reaching into the tens of thousands and beyond.

Preparing the Site: Once you have chosen your city's new location, after exploring a hex, clearing it of dangers, and claiming it as part of your kingdom, you need to expend Building Points and spend the time required for the terrain type to prepare the city site. Once you have cleared the site for a village, you need not clear it again as your city grows and expands. If the hex contains a river or coastline, one or more borders of the district grid can be designated as water borders; record these choices on each border of your district grid. In addition, at the GM's discretion you may designate any number of lots within your city to contain natural waterways, whether still water ponds or lakes or flowing rivers or canals running through the city. Any waterways that are not designated at the time of the district's creation must be constructed later on as though they were buildings. If a waterway is adjacent to a border of the district map, you must build Watergates whenever you construct City Walls.

Sharing the Site: A standard hex in the kingdom-building rules is 12 miles across, giving an approximate area of close to 150 square miles. As such, there is plenty of room for a city to coexist with another improvement in the same hex, including farms, mines, roads, canals, sawmills, and quarries.

Base Settlement Statistics: The basic characteristics of each type of settlement are listed below. These are the default statistics for a settlement of the given size, before any buildings are built. Villages tend to be sparsely populated, but population growth accelerates swiftly as cities accrete.

VILLAGE

Size: 1 square (1-4 lots)

Population: Buildings in a village contain half the listed population.

Consumption: 1 BP per 2 villages (rounded down)

City Attributes: -2 (-10 Danger)

Magic Items: 1d3-1 common

TOWN

Size: 2-4 squares (5-16 lots)

Population: Buildings in a town contain the listed population.

Consumption: 1 BP per town

City Attributes: +0

Magic Items: 1d4-1 common, 1d3-1 uncommon

CITY

Size: 5+ squares (17-36 lots)

Population: Buildings in a city contain double the listed population.

Consumption: 2 BP per city

City Attributes: +1 (+5 Danger)

Magic Items: 1d6-1 common, 1d4-1 uncommon, 1d3-1 rare

METROPOLIS

Size: 10+ squares (21+ lots). Any city with multiple districts is a metropolis. A city can add an additional district whenever it has filled at least half of its existing lots with buildings, with at least one building in each city square. However, to fulfill the water and sanitation needs of a large city, it must have a river, coastline, canal, or completed aqueduct in the city's hex in order to grow beyond one district and become a metropolis. Adding a city district to an existing city costs 1 BP.

Population: Buildings in a metropolis contain double the listed population.

Consumption: 2 BP per city district

City Attributes: +1 (+5 Danger) per city district

Magic Items: +1 of each type per city district after the first.

City Attributes: The settlement characteristics of Corruption, Crime, Law, Lore, Productivity, and Society are modified as listed depending on the size of the settlement; all settlement characteristics are lower in a small village but intensified the larger a city grows. Danger modifies any die rolls made to determine random encounters or random kingdom events that would occur in the city, assuming that higher numbers represent greater danger in those events or encounters.

Magic Items: The number and general strength of magical items that can be found for sale in a settlement of this size in a given month. Certain buildings can add to these totals. At the GM's discretion, items unsold each month may disappear (sold to or stolen by unknown parties), remain available, or be replaced by new items.

Optional Rule: *Exotic Items:* Mundane items of exotic construction may be limited in their availability as though they were magic items, whether made from special materials like mithral or simply exotic and rare items like Asian-themed weapons in a European-styled milieu, poisons, alchemical items, firearms, and exotic weapons of all kinds may be treated similarly to magical items in order to reflect their rarity. In this case, such items would replace magical items of similar cost; hence, they would usually fill the slots of common or uncommon items.

Optional Rule: *Secret Sales:* Magic items may be difficult to locate, as trade in them might be conducted more often through brokers and consignments than through direct purchase; after all, magic item crafters have ample reason to fear theft or violence and would tend to be reasonably paranoid about conducting their business in person. In any case, trying to find particular items for purchase could require a Charisma (Persuasion) check to gather information (DC 15 for common items, +5 for uncommom items, +10 for rare or very rare items, +15 for legendary items; -5 for potions and scrolls), with each attempt to find an item taking 1d4 hours.

Optional Rule: *Spellcasting Services:* The level of available spellcasting by NPCs is not restricted in the published rules. The **5E SRD** contains simple guidelines for purchasing spellcasting services from NPCs, whether in the form of magical scrolls or simply payment for casting, but there is nothing officially restricting the level of caster available other than GM fiat. The settlement rules in *Kingdoms* contain guidelines for available spellcasting in a given settlement based on its size, from tiny thorp to a bustling metropolis, and you can certainly use those rules to determine the level of spells available for casting, determining the population of your settlement and using the tables provided.

The kingdom-building rules, however, provide a malleable system for building cities that are more or less magically inclined, and so cities built using these rules will not necessarily produce the typical or average results when it comes to caster availability, just as they follow the kingdom rulership system's rules for producing magical items rather than the arbitrary figures for settlement size described in the Settlement Rules.

To have spellcasting services depend on the buildings constructed in a settlement, you can instead use the following rule. At baseline, no NPC spellcasting is available. However, constructing certain buildings can increase the caster level in the settlement where they are built. Constructing an **Alchemist, Bardic College, Sacred Grove, Shrine,** or **Temple** increases the level of spells by 1, while building a **Caster's Tower, Cathedral,** or **Magical Academy** increases the available level of spells by 2. Each building of a given type can only increase caster level in its settlement once, regardless of how many are built. However, if a **Library** or **Observatory** is constructed adjacent to one of the above buildings, it increases that building's spell level increase by one. If it is adjacent to two buildings that increase spellcasting, its benefit applies to only one of the buildings. Regardless of how many buildings are constructed, villages cannot provide NPC spellcasting services greater than 3rd level spells, towns no greater than 5th level, and cities no greater than 8th.

USING THE DISTRICT GRID TO MAKE YOUR CITY

The *Kingdoms* rules use the model of a District Grid to help organize how you build your city. A District Grid is arranged into nine squares, each containing 4 lots, for a total of 36 lots, though as stated in *Kingdoms* this grid does not mean that every city is designed as a literal square. The grid is a tool for organization, not really a map or visual snapshot of your city. It allows you to quickly reference the important buildings and neighborhoods in your city. Even if you use cut-out counters or images to represent each building, those are intended more to represent the relative importance of the various buildings they construct, which may be much larger than their physical size. Look no further than the Black Market; would a secret hidden market for fencing and smuggling stolen goods really be a massive building a quarter of a mile long? Again, the Build Points you spend to create such buildings and the "space" they take up on your city map represent the total investment in material and human(oid) resources that go into setting up and maintaining the ongoing business of that square, including dwellings for people that work there, goods to buy and sell, bribes and taxes to pay, and all the necessities of everyday life.

That said, you of course can use the city grid as a map if you wish. If you would like a city that is very sparsely laid out and sprawling, your lots could be as large as 750 feet on a side, making each District Grid cover about one square mile. If you would like your city lots to represent actual lots and the streets and alleyways actual thoroughfares, a size estimate for each lot of around 200 feet on a side is much closer to the historical realities of medieval Europe, with each lot covering about an acre of land. Even so, bear in mind that although the cut-out images might show a single building to indicate what kind of "building" you have constructed, each lot that you create typically reflects far more than a single edifice. A great cathedral like *Notre Dame de Paris* really would cover a two-acre span of two lots, but most lots with a House would include a dozen petty merchants and shopkeepers hawking their wares. The edge of the district grid could represent a river, city wall, or even a natural cliff, but it could also represent the edge where the city ends its construction or continues uninterrupted into another district.

When using the district grid as a map, it may be more visually interesting to cut each four-lot square apart, rearranging those squares into whatever orientation or shape that matches the geography you and your players envision for the city. It may be laid out around a crescent-shaped harbor, stretched out along a great causeway or a rugged peninsula, or even split in two by a waterway down the middle. However you arrange the city's squares, remember that it is a tool for organization, not a straitjacket on your creativity.

BUILDINGS

Once you've prepared your city district, you can start to build. The placement of buildings in your district is left to you, but two-lot and four-lot structures cannot be split up (although they can span streets). When you decide to place a building, you can use the cut-out icon for the appropriate type of structure and affix the building where you wish in your city grid.

TABLE 4: BUILDING CHARACTERISTICS

Building Name	Construction	Pop.	Fame	Type	Discount
Academy	6 BP/4 months	100	yes	town	
Aerie*	6 BP/3 months	10	-	town	
Alchemist	6 BP/3 months	10	-	town	
Arena	4 BP/10 months	100	yes	city	Dance Hall, Inn, Stables, Theater
Assembly*	5 BP/6 months	50	yes	city	Bureau
Bank	4 BP/7 months	10	-	city	
Bardic College	5 BP/8 months	50	yes	city	Library, Museum, Theater
Barracks	6 BP/1 month	20	-	village	
Baths*	4 BP/1 month	20	-	town	
Black Market	10 BP/5 months	20	-	city	
Brewery	6 BP/1 month	20	-	village	
Brickyard*	4 BP/4 months	50	-	village	
Bordello*	4 BP/1 month	20	-	town	
Bridge	6 BP/1 month	-	-	town	
Bureau	5 BP/2 months	20	-	city	
Caster's Tower	6 BP/6 months	10	-	town	
Castle	5 BP/12 months	200	yes	town	
Cathedral	5 BP/12 months	100	yes	city	Academy, Graveyard, Temple
Cistern	6 BP/1 month	-	-	town	
City Walls	2 BP/1 month	-	-	village	
Colossus*	5 BP/12 months	-	yes	city	Lighthouse, Monument, Observatory, Park
Courthouse*	4 BP/4 months	20	-	town	Jail
Crematorium*	4 BP/1 month	10	-	town	
Dance Hall	4 BP/1 month	30	-	villlage	
Dump	4 BP/1 month	10	-	town	
Exotic Artisan	5 BP/2 months	10	-	town	
Foreign Quarter	5 BP/6 months	100	-	city	
Foundry	4 BP/4 months	50	-	town	Smithy
Gambling Den*	5 BP/2 months	20	-	town	
Garrison	5 BP/6 months	200	-	town	Barracks, City Wall, Watchtower
Guildhall	6 BP/6 months	100	-	town	Trade Shop, Warehouse
Granary	5 BP/2 months	-	-	village	
Graveyard	4 BP/1 month	-	-	village	
Hanging Gardens*	4 BP/12 months	20	yes	city	Menagerie, Monument, Park, Sacred Grove
Herbalist	6 BP/2 months	10	-	village	
Hospital	5 BP/6 months	100	-	city	
House	4 BP/1 month	50	-	village	
Inn	5 BP/2 months	30	-	village	
Jail	7 BP/2 months	50	-	village	
Library	4 BP/2 months	10	-	village	

Building	Cost	Number	Upgrade	Type	Prerequisites
Lighthouse*	6 BP/4 months	10	-	town	Pier
Lumberyard*	6 BP/2 months	50	-	village	
Luxury Store	7 BP/4 months	10	-	town	
Magic Shop	6 BP/11 months	10	-	city	
Magical Academy	6 BP/10 months	50	yes	city	Caster's Tower, Library, Magic Shop
Mansion	5 BP/2 months	30	-	village	
Market	6 BP/8 months	100	-	town	Inn, Shop, Tavern
Menagerie	4 BP/4 months	100	yes	city	
Military Academy	6 BP/6 months	100	yes	town	Barracks
Mill	4 BP/2 months	20	-	village	
Mint	6 BP/5 months	10	yes	city	
Moat	2 BP/1 month	-	-	village	
Monastery	4 BP/4 months	50	-	village	
Monument	6 BP/1 month	-	-	village	
Museum	6 BP/5 months	20	yes	town	
Noble Villa	6 BP/4 months	50	yes	town	Exotic Artisan, Luxury Store
Observatory	3 BP/4 months	10	-	city	
Orphanage	4 BP/2 months	50	-	city	
Palace	6 BP/18 months	200	yes	city	Mansion, Mint, Noble Villa
Park	4 BP/1 month	-	-	town	
Paved Streets	4 BP/6 months	-	-	city	
Piers	4 BP/4 months	20	-	village	
Sacred Grove*	4 BP/3 months	10	-	village	
Sewer System	4 BP/6 months	-	-	city	Cistern, Dump
Shop	4 BP/2 months	20	-	village	
Shrine	4 BP/2 months	10	-	village	
Smithy	6 BP/1 month	10	-	village	
Stable	5 BP/2 months	10	-	village	
Stockyard	5 BP/4 months	100	-	village	Stable, Tannery
Tannery	6 BP/1 month	20	-	village	
Tavern	6 BP/2 months	20	-	village	
Temple	4 BP/8 months	50	-	town	Graveyard, Shrine
Tenement	1 BP/0 months	100	-	town	
Theater	4 BP/6 months	50	-	town	Exotic Artisan, Inn
Town Hall	6 BP/4 months	50	-	town	Cistern, Courthouse, Dump, Jail, Monument
Trade Shop	5 BP/2 months	10	-	village	
Tunnels*	8 BP/2 months	-	-	town	
University	6 BP/8 months	200	yes	city	Academy, Bardic College, Library, Magical Academy, Military Academy, Museum, Observatory
Warehouse*	8 BP/2 months	20	-	town	
Watchtower	6 BP/2 months	20	-	village	
Waterfront	6 BP/12 months	200	-	city	Black Market, Guildhall, Market, Piers, Warehouse
Watergate	2 BP/1 month	-	-	town	
Waterway	3 BP/1 month	-	-	town	
Windmill*	8 BP/2 months	10	-	village	

Construction: The rules in **Kingdoms** assume that all buildings are constructed more or less instantaneously, in the same month that they are paid for with Building Points as part of an Improvement Edict. In you wish to increase verisimilitude, however, these rules assume that buildings take a certain amount of time to construct, staff, and put into operation. The numbers listed above give a construction time for each building, counting from the month that an Improvement Edict is issued to construct it. The building's bonuses and modifiers go into effect immediately in the month in which construction is completed. Hence, if the Improvement Edict is issued in March and the building takes 1 month to complete, it is finished in April and its modifiers apply to kingdom turn activities and any other game effects starting in April. A building taking 4 months to complete would be finished in July and its modifiers would apply then.

Population: Each time you construct a building of this type, add the listed population to the city's population. As described above, note that this number is halved for buildings in a village and doubled for buildings in a city or metropolis. These population figures include workers who live in and around a building.

Fame: Construction of a building of this type brings notoriety and acclaim to the kingdom, but these buildings are also expensive to maintain. For each building of this type, the kingdom gains 1 point of Fame, but the kingdom's Consumption also increases by 1. If the building's Consumption is not paid, the Fame bonus is lost. If you are not using the optional Fame and Infamy rules, ignore this column.

Type: Not every kind of building can be constructed in a tiny village. Sometimes the infrastructure and manpower needed to establish and maintain such a building simply does not exist. Only buildings marked *village* can be constructed in a village. When the village expands into a town, it can still construct *village* buildings as well as having new options to construct *town* buildings. A city, of course, can construct buildings of any type. For ease of reference, a compilation of buildings suitable for each settlement type is listed here:

Village: Barracks, Brewery, Brickyard*, City Walls, Dance Hall, Granary, Graveyard, Herbalist, House, Inn, Jail, Library, Lumberyard*, Mansion, Mill, Moat, Monastery, Monument, Pond*, Shop, Shrine, Smithy, Stable, Stockyard, Tannery, Tavern, Trade Shop, Watchtower

Town: Academy, Alchemist, Bridge, Caster's Tower, Castle, Cistern, Courthouse, Dump, Exotic Artisan, Foundry, Garrison, Guildhall, Lake*, Luxury Store, Military Academy, Museum, Noble Villa, Park, Temple, Tenement, Theater, Town Hall, Watergate, Waterway

City: Arena, Bank, Bardic College, Black Market, Bureau, Cathedral, Foreign Quarter, Hospital, Magic Shop, Magical Academy, Menagerie, Mint, Observatory, Orphanage, Palace, Paved Streets, Sewer System, University, Waterfront

Discount: Presented here for easy visual reference is a listing of buildings for which a discount applies after having constructed a building of the appropriate type. As described in the published rules, each discount reduces the cost in Building Points of the companion building by half, but this discount applies only once. If two buildings provide a discount on the same type of building, those discounts apply separately; they cannot be combined.

City Walls and Moats

City Walls and Moats do not occupy any space on a district map; instead, they exist along one or more sides of a city district. As described above, of course, this is an abstraction. Building just one City Wall does not mean that you actually have a square city with a wall on one side of it and no defenses on the others. Instead, each City Wall is an abstracted measure of its perimeter fortifications. A single City Wall might be a rampart and palisade, a second a stout curtain wall, a third buttresses and plinths to reinforce the wall, and a fourth covered battlements, embrasures, arrow slits, and machicolations. Building City Walls and Moats reflects the total investment in the outer defenses of a settlement, and larger settlements require a larger expenditure to protect and patrol a larger perimeter.

If you are using the optional **Cities, Towns, and Villages** rules, a single City Wall or Moat is sufficient to surround an entire village, and further such defenses cannot be built. A town can support two City Walls or Moats, and a full-sized city can of course incorporate four City Walls or Moats, one for each border of the district map. A metropolis can support four City Walls or Moats on each district map, although internal borders where one city district abuts another share any City Wall and Moat along that border; the bonuses for any mutual wall apply only once to the city's Defense modifier, not once for each city district. Such internal fortifications partition a city into sections and provide greater security should one part of the city be breached.

Optional Rule: While internal City Walls and Moats do provide greater security, it's also reasonable to assert that they constrain the free flow of people and goods through a city as they must pass through bottlenecks at gates, drawbridges, and checkpoints, restrictions that do not exist in an open city. As a result, a kingdom takes a -1 penalty to Economy for every four City Walls and/or Moats in the kingdom. By the same token, the greater safety provided by such fortifications grants a +1 bonus to Stability for every four City Walls and/or Moats in the kingdom. You could apply this bonus generally to all Stability checks, or you could restrict it solely to Stability checks made to quell or resist dangerous kingdom events.

Neighborhoods

While the idea that a "building" in the kingdom-building sense is an abstraction that includes homes, businesses, and all manner of supportive activity makes sense, it still feels a bit awkward when your mind may conceive of mixed-use development of houses and businesses growing up side by side. If so, you can construct your city squares in the form of *neighborhoods*. A neighborhood must contain at least one lot with Houses or Tenements and cannot contain any buildings that take up more than one lot. If these conditions are met, any of the following buildings can be constructed on the same lot that contains a lot of Houses or Tenements: **Alchemist, Baths, Black Market, Bordello, Exotic Artisan, Dance Hall, Herbalist, Inn, Luxury Store, Magic Shop, Shop, Stable, Tavern, Trade Shop**.

The following buildings cannot be constructed in a neighborhood with Houses, but can be constructed in a neighborhood with Tenements: **Barracks, Crematorium, Dump, Graveyard, Jail, Tannery**.

Customizing Buildings

The kingdom-building rules generally do not support creating custom buildings, as the potential for min-maxing is high with such rules. However, Endowment Edicts can be used to create more splendid and glorious versions of standard buildings (if they are suitable for endowment). It is certainly possible to attach your own flavor text to buildings you create, like "The Basilica of St. Stephen" instead of "Cathedral" or "The Golden Crocodile Tavern" instead of

Tavern or the "Tomb of the Unknown Paladin" instead of Monument. This does blur the line a bit between lone buildings and city-building "lots," however. While some of the larger buildings might in fact be standalone buildings, like an Arena, Castle, or Cathedral, for the most part a lot of buildings is assumed to contain numerous buildings of a similar kind clustered together, along with living quarters for many of their patrons and proprietors. An "Inn" filling a lot is not a single sprawling structure covering 40,000 square feet (assuming you use the suggested 200-foot squares in this product; the officially published lot size of 750 feet produces an area for each lot of over half a million square feet), but perhaps a dozen or more similar businesses all devoted to a similar trade. While this would seem to militate against using one business' name for the whole business district, the level of abstraction in the kingdom-building rules cuts both ways. The district could simply be named after the largest and most prosperous business of its kind, or you could simply treat any proper name you give it as the name of the district or neighborhood as a whole. In many real-world cities, a particular street or park may lend its name to the entire neighborhood of which it is a part. This works just as well when creating a fantasy city, especially if you develop squares of similar lots together to form cohesive, natural parts of your city.

Duplicate Buildings

Nothing strains credulity like repeatedly constructing the same maximally efficient building over and over again. As a simple countermeasure to represent the diminishing returns on such a strategy, once a building of a given type has been constructed in a city district, any additional buildings of the same type cost 50% more to build in that district. This increase does not apply to **Bridges, City Walls, Houses, Moats, Parks, Tenements,** and **Waterways**.

Impassable Buildings

Given the generally abstract nature of the district grid, it is safe to assume that people traveling through a city can pass through lots containing most kinds of buildings. Small alleyways and avenues are implicitly present in most lots, but this is not true of all buildings. Some, either because of their massive and monolithic scale, or because they are by their nature secured buildings, compounds, or otherwise restricted areas that do not allow trespassers to simply wander through. If using a city grid as a navigational aid or a map-like representation of your city, the following building types should be considered impassable: **Arena, Bank, Barracks, Castle, Garrison, Jail, Mansion, Military Academy, Mint, Noble Villa, Palace, Waterway**. Creatures moving through a city must move around the perimeter of these lots and cannot move through them.

Wooden Buildings

Stone is assumed to be the default building material in the published rules (including brick and similar materials), but it is certainly possible to construct most buildings out of wood. The BP cost of a wooden building is half normal if using the standard published rules. If using the **Construction** rules in this product, this is best represented by reducing the number of months required to construct a building in half (rounding down). If the building can normally be built in just one month, this results in a construction time of zero months; this allows the building to be completed immediately (i.e., in the same month the Improvement Edict is issued to build it) and the cost is halved (rounding down). The following buildings cannot be made of wood: **Brickyard, Castle, Cistern, Colossus, Crematorium, Dump, Foundry, Graveyard, Moat, Park, Sacred Grove, Waterway.** Tenements are always considered wooden buildings, but their construction time is unaffected.

Wooden buildings are considerably more fragile than stone buildings. Their Defense value is halved (rounding down), and wooden buildings impose a -10 penalty on Stability checks or other kingdom rolls to prevent damage or destruction. Buildings made of wood cannot provide Fame and cannot be the subject of an Endowment Edict.

New Building Types

The published rules provide a wealth of buildings, but if there is one thing you can never have enough of, it's fun options for customizing your city with both magical and mundane enhancements.

AERIE	18 BP, 1 LOT

Kingdom Stability +2, Unrest -1

Special Defense +1

Special +2 bonus to Stability checks against Monster Attacks involving flying creatures

A specialized tower suitable for raising and training hunting and message birds as well as stabling flying mounts.

ASSEMBLY	30 BP, 2 LOTS

Kingdom Economy +2, Stability +1, Fame +1

Limit 1 per city

Settlement Corruption +1, Law +1, Society +2

Special When you issue an Improvement Edict, you can build one additional building in a city with an Assembly or one additional terrain improvement in a hex containing that city or adjacent to it.

A conclave of representatives from all sectors of society, including representatives from guilds, religious orders, civil authorities, allowing all factions a voice in governance.

BATHS	4 BP, 1 LOT

Kingdom Economy +1, Stability +1

Limit Adjacent to a Waterway or water border. This requirement can be ignored by doubling the construction cost of the Baths.

A public building for bathing, often with hot running water and mineral soaks, sometimes heated by furnaces and other times by natural hot springs.

BORDELLO	4 BP, 1 LOT

Kingdom Economy +1, Loyalty +1

Settlement Corruption +1, Crime +1, Society +1; Infamy +1 per 3 Bordellos or Gambling Dens

Special Each Bordello causes a -1 penalty to Stability checks to resist Drug Den and Plague events.

A place where carnal entertainments can be had, including lurid performances as well as personal services.

BRICKYARD	16 BP, 2 LOTS

Kingdom Economy +1, Stability +1

Settlement Productivity +1

Special The cost to construct Quarries in the settlement's hex or adjacent hexes is reduced to 6 BP. In addition, Quarries in those hexes generate 1 additional BP for every 2 Quarries. If a Quarry is adjacent to two settlements with Brickyards, only one Brickyard may benefit from that Quarry each kingdom turn.

An industrial center for cutting and shaping stone, grinding gravel, and firing bricks for construction.

COLOSSUS	60 BP, 4 LOTS

Kingdom Economy +2, Loyalty +4, Stability +2, Fame +1, Unrest -2

Discount Lighthouse, Monument, Observatory, Park

Limit 1 per settlement

Settlement Law +2

Special When your armies in the same hex as a settlement with a Colossus, they gain a +1 bonus to Morale; if they are inside the city, they gain a +2 bonus. A Colossus can share the same space as a Lighthouse or Observatory (but not both).

A towering edifice of stone and burnished metal displays your power to the world. A Colossus may be a great statue, obelisk, tower, pyramid, mausoleum, triumphal arch, or nearly anything else; all that is required is superior craftsmanship, titanic proportions, and grandiose civic pride.

COURTHOUSE   16 BP, 1 LOT

Kingdom Loyalty +2

Discount Jail

Settlement Corruption -1, Crime -1, Law +2

A hall of justice, for hearing cases and resolving disputes by the rule of law.

CREMATORIUM   4 BP, 1 LOT

Kingdom Stability +1

Limit Adjacent to Dump or Graveyard

Special +2 bonus to Stability checks against Plague events or Monster Attacks involving undead

A specialized furnace building primarily used for burning the dead into ash, though also used for incineration of refuse.

GAMBLING DEN   10 BP, 1 LOT

Kingdom Economy +2, Unrest +1

Limit Adjacent to 1 House

Settlement Corruption +1, Crime +1

Special Infamy +1 per 3 Bordellos or Gambling Dens

Special Each Gambling Den causes a -1 penalty to Stability checks to resist Drug Den events.

Magic Items 1 magic item (roll d% to determine type: 01-80, common item; 81-98, uncommon item; 99-100, rare item)

An illicit place for games of skill and chance, wagering all manner of stakes.

HANGING GARDENS   48 BP, 4 LOTS

Kingdom Economy +2, Loyalty +2, Fame +1, Unrest -2

Discount Menagerie, Monument, Park, Sacred Grove

Limit 1 per settlement

Settlement Lore +1, Society +2

Special Reduces Consumption in the city by 1

A magnificent set of urban gardens, arboretums, and conservatories for the enjoyment of the nobility and common folk alike, containing both decorative and edible plants as well as elaborate public artworks, statuary, and water features.

LIGHTHOUSE   24 BP, 1 LOT

Kingdom Economy +2, Stability +2

Discount Pier

Limit 1 per settlement; must be on a water border at the edge of a district grid

Special The cost to create Fisheries in hexes adjacent to the settlement is reduced to 3 BP

Special If you establish a trade route from a city with a Lighthouse, water hexes count as one-fourth (rather than one-half) when calculating Trade Route Length.

A high tower with a signal light to guide ships at sea and keep watch on waves and weather.

LUMBERYARD — 12 BP, 2 LOTS

Kingdom Economy +1, Stability +1

Settlement Productivity +1

Special The cost to construct Sawmills in the settlement's hex or adjacent hexes is reduced to 3 BP. In addition, Sawmills in those hexes generate 1 additional BP for every 2 Sawmills. If a Sawmill is adjacent to two settlements with Lumberyards, only one Lumberyard may benefit from that Sawmill each kingdom turn.

A mill and carpentry works for producing precut logs, boards, and wood products for construction.

SACRED GROVE — 12 BP, 1 LOT

Kingdom Loyalty +1, Stability +1, Unrest -1

Limit Adjacent to Park or to city district border with no City Wall or Moat

Magic Items 1 common item

Settlement Society -1

Special +2 bonus to Stability checks against Crop Failure events or Monster Attacks involving animals, plants, or fey

Special Each Sacred Grove provides a +1 bonus to Stability checks to resist Plague events.

A bastion of the old druidic nature religions, often centered on runic megaliths and stone circles.

TUNNELS — 8 BP

Kingdom Economy +1, Stability +1

Settlement Crime +1, Danger +1

Special Tunnels are underground and do not occupy a lot on the surface, but each runs underneath one city square of 4 lots. You can pass through the square of an impassable building by moving through the Tunnels underneath it.

An extensive set of subterranean chambers, vaults, and tunnels, usually used for storage or burial, and sometimes for illicit activities. When used for burials, Tunnels are also called **Catacombs**.

WAREHOUSE — 8 BP, 2 LOTS

Kingdom Economy +1

Limit Adjacent to a water border or a Guildhall, Market, Pier, Trade Shop, or Waterfront

Settlement Productivity +1

Special A Guildhall or Waterfront provides a discount on constructing a Warehouse.

A cavernous structure or cluster of buildings for storage and transfer of trade goods.

WINDMILL — 6 BP, 1 LOT

Kingdom Economy +1

Settlement Productivity +1

Special A Windmill adjacent to a Cistern or Granary increases the Stability bonus provided by that building by +1.

A wind-driven mill for grinding grain or pumping water.

MAGICAL IMPROVEMENTS

While fantastically expensive, in a fantasy world it is only to be expected that certain wealthy and powerful cities might create permanent enchantments to enhance their city. The published rules incorporate magical fountains and streetlamps as two examples of this, but certain magical spells can also be made permanent.

Animated Automation (5 BP per building or 25 BP per hex): Permanent *animated objects* or other loyal constructs can be used to replace living laborers. While they cannot perform complex tasks, they have great strength and endless stamina. Local citizens may resent the automation of labor cutting into their job opportunities. **Effect** +1 Fame. Animated objects in a city must be assigned to a specific building that provides a

bonus to Productivity. They provide the following additional settlement modifiers: +1 Economy, +1 Productivity, -1 Loyalty. Alternatively, animated objects can be assigned to a hex with a Farm, Mine, Quarry, or Sawmill. In such hexes, animated objects usually work alongside human(oid) laborers, replacing or supplementing pack animals or operating heavy machinery. Constructs in these hexes provide +1 additional BP of revenue (or increase Consumption reduction of a Farm by 1). **Prerequisite** Cathedral or Magical Academy.

Deathless Laborers (2 BP per building or 10 BP per hex): While incapable of skilled labor, mindless undead created with *animate dead* are utterly tireless in performing simple, repetitive tasks. Animated skeletons and zombies can be created and tasked to perform such simple labor, increasing economic productivity but making the general populace nervous about the possibility of the undead breaking loose and going on a rampage against the living. **Effect** Infamy +1. Deathless laborers in a city must be assigned to a specific building that provides a bonus to Productivity. They provide the following additional settlement modifiers: Economy +1, Productivity +1, Danger +1. Alternatively, deathless laborers can be assigned to a hex with a Farm, Mine, Quarry, or Sawmill; undead in these hexes provide +1 additional BP of revenue (or increase Consumption reduction of a Farm by 1), while creating +1 Unrest and increasing Danger in that hex by 5. **Prerequisite** Caster's Tower or Temple; Tunnels or Graveyard.

Forbiddance (20 BP per lot, 35 BP per lot with password): You cover one lot with *forbiddance* spells, blocking teleportation or planar travel through that lot as well as blocking physical entry. Any building in that lot is treated as an impassable building for creatures specified by the *forbiddance* spell. By paying a higher BP cost, the *forbiddance* effect can include a password allowing the specified creatures to enter the area without harm. This halves the Loyalty and Unrest modifiers. **Effect** Defense +2 (+4 vs. the specified creatures), Stability +2, Loyalty -2, Unrest +1d4. **Prerequisite** Cathedral.

Hallow (20 BP per lot): You can lay a series of *hallow* spells to cover a lot and the building it contains. **Effect** Fame +1, Defense +4 vs. celestials, elementals, fey, fiends, and undead, Stability +1. **Prerequisite** Cathedral, Sacred Grove, or Temple.

Magical Alarm (5 BP per lot): You can place multiple permanent *alarm* and/or *magic mouth* spells on a single building, helping to guard it against unauthorized entry without proper passwords or other tokens. Buildings occupying more than one lot must have magical alarms placed in all lots. **Effect** Crime -1, Stability +1. **Prerequisite** Caster's Tower.

Permanent Teleportation Circle (30 BP): You can create a permanent *teleportation circle* within any one of your buildings. It allows one-way travel to a specified destination that cannot be changed, though a second *teleportation circle* can be created at that destination point, which can be created leading back to the point of origin of the first *teleportation circle*. A *teleportation circle* is able to transport one Large or four Medium or smaller creatures per round but cannot transport carts, wagons,

or other vehicles larger than Medium size, nor any type of unattended objects. Only objects carried by the creature(s) triggering the *teleportation circle* can be brought through it. **Effect** Economy +2, Productivity +1, Society +1. **Prerequisite** Caster's Tower, Magic Shop, and Magical Academy.

Private Sanctum (50 BP per lot): You can shroud a city lot with a permanent magical barrier that blocks divinations as well as defeating ordinary spying, observation, and eavesdropping into or within the target lot. While this keeps secrets secret, it also facilitates backroom dealings within your own government. **Effect** Corruption +1, Law +1, and increase the DC of Espionage edicts against your kingdom by +2 per block. **Prerequisite** Caster's Tower and Magical Academy.

NATURAL ADVANTAGES

Not every city is built on flat, level ground. Historically speaking, most city sites were chosen because of some form of advantageous terrain which made the area especially fertile or defensible. When exploring a hex, either personally or as part of an Exploration Edict, if your surveyors spend double the normal amount of exploration time required on the Terrain and Terrain Improvements table in the published rules, they can seek out an ideal city site for defense, trade, or simply abundant production. After this extended exploration, the explorers must make a Wisdom (Survival) check, dividing the result by 15 (rounding down). The result is the number of natural advantages they discover at the optimal settlement site in the hex. If the check result is sufficiently high to provide more than one natural advantage, you may select the same advantage more than once; the effects stack. If no settlement is established in the hex, these natural advantages confer no benefit.

Fertile Land and Abundant Water: Situated over clear natural springs, aquifers, oases, with unusually rich soil, your settlement has an easy time making the land bloom and grow. *Benefit: Stability +1.*

Natural Crossroads: Situated at the foot of a pass, alongside a navigable river or deep-water harbor, or sited along a long-standing trade route, your settlement has a leg up on the competition in matters of trade. *Benefit: Economy +1.*

Natural Fortifications: Situated on a natural rise, or the foot of a cliff, or a confluence or bend in a river system, your settlement is easier to defend from attackers. *Benefit: Defense +1.*

EXOTIC SETTLEMENTS

In a fantasy world, part of the fun is having cities that don't conform to real-world necessities, or that can take inspiration from real-world types of cities but elaborate and enhance them in amazing ways. Fantasy fiction, films, and literature are filled with exotic cities of earth, sky, and sea, as are decades of fantasy RPG world-building, and the city templates described in this section serve to open up the standard kingdom-building and city-building rules to allow for a variety of unusual settlements.

Barge City

A barge city is made of floats, ships, and barges lashed together. Barge cities may be transient, drifting through vast marshes or shallow seas, with buildings coming and going constantly causing the city to grow and shrink with seasonal migrations of seafaring folk. The sampan cities of old Hong Kong, Macao, and Shanghai are good examples, as are the villages and towns of migratory bargefolk that appear in some fantasy worlds.

Terrain Coastline, Marsh, Water

Borders All water borders.

Limit First building must be Pier.

Settlement Corruption +1, Crime +1, Law -1, Productivity -1, Society +2

Banned Buildings Brickyard, Tunnels, City Walls, Dump, Foundry, Graveyard, Lumberyard, Mill, Moat, Park, Paved Streets, Sacred Grove, Sewer System, Stable, Stockyard, Tannery

Free Buildings Bridges and Waterways cost nothing to construct.

Special All buildings in a barge city must be wooden buildings.

Causeway City

A causeway city is built up on pilings, piers, long bridges, and small islets, either natural or artificial, and is typically crisscrossed with canals. The city is linked to the mainland by a long causeway that crosses a marsh or open water. The city of Venice or the ancient city of Tyre are good examples of causeway cities.

Terrain Coastline, Marsh

Borders All water borders.

Limit First building must be a Bridge placed in a lot adjacent to one of the city's borders (this space automatically contains a Waterway).

Settlement Law +1, Society +1

Banned Buildings Dump, Lumberyard, Moat, Park, Sacred Grove, Sewer System, Stockyard

Free Buildings A causeway city gains one free Moat as a village, gaining one additional free Moat once it becomes a town, another on becoming a city, and another for each city district it adds. No additional Moats can be built. Waterways cost nothing to construct.

Cavern City

A cavern city is one built underground. Common among dwarves, drow, and similar deep dwellers, surface kingdoms can establish cavern cites as well. In some cases they resemble cities on the surface, constructed within massive vaulted caverns, often surrounded by fungus farms or smaller satellite quarries or mines. Other cavern cities, however, are simply interconnected cave complexes, wherein each city lot comprises its own warren of caves and chambers, linked by tunnels and passages to adjacent parts of the city. Some cavern cities are lit by veins of crystal or luminescent fungi, others by magical lamps, and some by simple torches and lamps, while those inhabited entirely by dark-dwelling races may have little use for lights at all.

Terrain Cavern, (at the GM's option, any terrain type that has the Lair special terrain may connect to a cavern suitable to build a cavern city)

Borders No water borders.

Limit Cavern cities have no streets or alleys and all buildings are considered impassable buildings. They can be entered from adjacent buildings, but can only be exited back into the building lot from which a creature came. One set of Tunnels must be built for each square of 4 lots to build the tunnels that allow passage through and around those lots. Wooden buildings may not be constructed in a cavern city.

Settlement Corruption +1, Society +1, Danger +5

Banned Buildings Aerie, Castle, City Walls, Lighthouse, Lumberyard, Observatory, Park, Piers, Sacred Grove, Stable, Stockyard, Tannery, Waterfront, Watergate, Waterway (allowed in city, but not village or town), Windmill

Free Buildings A cavern city gains one free City Wall as a village, gaining one additional free City Wall once it becomes a town, and another on becoming a city, and another for each city district it adds. No additional City Walls can be built.

Cliff Dwelling

A cliff dwelling is built onto and within a cliff, sometimes either an open cliff face, rift valley, or canyon wall, or beneath a natural undercut. Anasazi cliff dwellings like those at Mesa Verde are excellent examples, as are the ruins of Petra in Jordan, or any number of fantasy canyon cities.

Terrain Desert, Hill, Mountain

Borders No water borders.

Limit Wooden buildings may not be constructed in a cavern city.

Settlement Law +1, Society -1, Defense +2 (attackers with a burrow, climb, or fly speed ignore this bonus; ranged attacks halve it to +1)

Banned Buildings Lumberyard, Park, Piers, Stable, Stockyard, Tannery, Waterfront, Watergate, Waterway (allowed in city, but not village or town)

Free Buildings A cliff dwelling city gains one free City Wall as a village, gaining one additional free City Wall once it becomes a town, and another on becoming a city, and another for each city district it adds. No additional City Walls can be built.

Treetop City

A treetop city is built on wooden platforms and frames built into and spanning between massive forest giants. A handful of buildings may cluster around the foot of the trees, but most of the city is raised far off the ground. Treetop cities are popular among elves, but they also offer solace to other humanoid races seeking shelter and peace.

Terrain Forest, Jungle

Borders No water borders.

Limit Stone buildings may not be constructed in a treetop city.

Settlement Law +1, Lore +1, Society -1, Fame +1, Defense +4 (creatures with a climb or fly speed ignore this bonus; ranged attacks halve this bonus to +2)

Banned Buildings Brickyard, Castle, Tunnels, Cistern, City Walls, Crematorium, Dump, Foundry, Graveyard, Lighthouse, Mill, Moat, Paved Streets, Sewer System, Stable, Stockyard, Tannery, Tenement, Waterfront, Watergate, Waterway

Free Buildings A treetop city gains one free City Wall as a village, gaining one additional free City Wall once it becomes a town, and another on becoming a city, and another for each city district it adds. No additional City Walls can be built.

Underwater City

An underwater city is built beneath the waves, usually as a home to aquatic races, though surface kingdoms can build underwater cities if they wish. Underwater cities may be carved into natural underwater caves and clefts or may be built up into and upon reefs and rocks in elaborate spires and nacreous domes.

Terrain Coastline, Marsh, Water

Borders All water borders.

Limit The BP cost to construct any building in an underwater city is doubled unless the kingdom hires or makes alliance with aquatic creatures to perform the building for them (this requires a friendly or helpful attitude, and usually a Treaty obtained with a Diplomatic edict). In addition, an underwater city does not normally contain air-filled buildings. Transit between buildings is by swimming, and creatures lacking a swim speed consider all buildings in an underwater city impassable. They can enter buildings in adjacent lots but can only exit back into the same building from which they entered. However, access tunnels can be constructed as if they were Tunnels. Each set of Tunnels allows free movement into and through a square of 4 lots.

as well as any adjacent square that also has Tunnels. Any buildings constructed in an underwater city are likewise filled with water unless they are made airtight, with magically or naturally refreshing air sources. This increases the cost to build any such structure by 50%.

Wooden buildings normally cannot be constructed in an underwater city, though at the GM's option an underwater city woven into a massive kelp bed or sargasso could be constructed of matted fibers and fronds functionally equivalent to wood for building purposes.

Settlement Corruption +1, Crime +1, Law -1, Productivity -1, Society +2

Banned Buildings Brickyard, Bridge, City Walls, Dump, Foundry, Lumberyard, Mill, Moat, Park, Paved Streets, Sacred Grove, Sewer System, Stable, Stockyard, Tannery, Waterfront, Watergate, Waterway, Windmill

Free Buildings Waterways cost nothing to construct.

Special A hex containing an underwater city can also contain a second settlement of a different type, most often a barge city (especially in marsh terrain) or causeway city (more commonly in coastal terrain).

KINGDOM EVENTS AND DANGER LEVEL

The rules in *Kingdoms* organize kingdom events alphabetically, for ease of reference, but one way to enhance the variety of events and simulate the varying danger between bustling, slum-ridden cities and idyllic pastoral towns or between monster-infested swamps and settled farm country is to incorporate the Danger modifiers listed above for terrain types and settlement sizes. In order for these modifiers to make sense, however, we need to reorder the events from least dangerous at lower numbers to most dangerous at the higher numbers. The tables below allow you to do just that. Once you determine whether the kingdom event occurs in the countryside (kingdom event) or is focused on a single city, town, or village (settlement event), apply the Danger modifier for that hex's terrain type or for that settlement to all subsequent rolls to determine whether the event is dangerous or beneficial as well as the precise nature of the event. Most beneficial events are wholly beneficial, so there is no need to apply the Danger modifier; however, some events (like Boomtown or Land Rush) do have potential negative consequences, so you could choose to apply the Danger modifier at the GM's discretion.

TABLE 5-1: TYPE OF EVENT

d%	Event
01-50	Kingdom Event (choose a random hex)
51-00	Settlement Event (choose a random settlement)

TABLE 5-2: DANGER LEVEL OF EVENT

d%	Event
Less than 1	Reroll* plus bonus event (50% chance of either): Good weather or Natural blessing (kingdom events); or, Boomtown or Unexpected find (city)
01-50	Beneficial Event
51-00	Dangerous Event
Over 100	Reroll* plus bonus event (50% chance of either): Monster attack or Bandit activity (kingdom); or, Squatters or Vandals (city)

* Do not apply Danger modifier to rerolls. In addition, if the reroll duplicates the bonus event, roll again.

TABLE 5-3: BENEFICIAL KINGDOM EVENTS

d%	Event
01-11	Good weather
12-23	Food surplus
24-35	Economic boom
36-43	Discovery
45-53	Natural blessing
54-62	Political calm
63-69	Festive invitation
70-76	New subjects
77-84	Diplomatic overture
85-92	Archaeological find
93-00	Land rush

TABLE 5-4: DANGEROUS KINGDOM EVENTS

d%	Event
<0	no event
01-10	Food shortage
11-20	Bandit activity
21-30	Improvement demand
31-38	Inquisition
39-46	Public scandal
47-53	Smugglers
54-60	Feud
61-68	Sensational crime
69-77	Monster attack
78-84	Cultic activity

85-90	Plague
91-95	Assassination attempt
96-00	Large disaster
100+	Roll twice on the above table, using the more severe of the two results (alternatively, the GM can chose which result to apply). Do not apply Danger modifier to rerolls. If both rerolls give the same event, use that event. If a reroll duplicates a bonus event, roll again.

TABLE 5-5: BENEFICIAL SETTLEMENT EVENTS

d%	Event
01-14	Boomtown
15-20	Noblesse oblige
11-20	Outstanding success
21-30	Remarkable treasure
31-40	Visiting celebrity
41-50	Justice prevails
61-70	Discovery
71-80	Pilgrimage
81-90	Unexpected find
91-00	Wealthy immigrant

TABLE 5-6: DANGEROUS SETTLEMENT EVENTS

d%	Event
<0	no event
01-10	Building Demand
11-20	Squatters
21-27	Crop Failure
28-35	Inquisition
36-45	Vandals
46-53	Drug den
54-59	Slavers
60-67	Feud
68-75	Cultic Activity
76-83	Sensational Crime
84-90	Monster Attack
91-95	Plague
96-00	Localized Disaster
100+	Roll twice on the above table, using the more severe of the two results (alternatively, the GM can chose which result to apply). Do not apply Danger modifier to rerolls. If both rerolls give the same event, use that event. If a reroll duplicates a bonus event, roll again.

Settlement Attributes

The settlement rules in **Kingdoms** describe a wide variety of settlement attributes that can be used to bring individual character and unique flavor to any given settlement that PCs encounter. Some of these attributes are quirks of circumstance, a particular natural feature or tendency of a certain kinds of folk to gather within a city, or a strange magical phenomenon in the area. Others are rooted more in the attitudes and activities of the people within a city. While these attributes were originally intended to bring flavor to existing cities, including ones you might randomly place or generate in the course of creating or running an adventure, they also offer some interesting possibilities for use with the kingdom-building rules. Allowing PCs to pick and choose settlement attributes is not the best option, as that route is fraught with potential for gaming the system and choosing only the most advantageous attributes for the city in question. Even if that were not the case, having settlement attributes develop independently also introduces another element of uncertainty into the kingdom-building rules, much like kingdom events, which makes the process less predictable and more fun.

Rules associated with many of the settlement attributes noted below are found under the settlement rules in **Kingdoms**.

Natural Attributes

Natural attributes are not necessarily purely natural features, although they may be. In some cases, they represent pre-existing landmarks or ruins or favorable opportunities for certain kinds of development or habitation. When exploring a hex and clearing it to prepare it for founding a settlement, have one of the kingdom's leaders (or the leader of a party of explorers sent out with an Exploration Edict) make a Wisdom (Survival) check. The result of this skill check is the percentage chance that the proposed city site contains one of the following Natural Attributes. If that percentage or less is rolled, roll again on the following table to determine which Natural Attribute is present at that city site. The kingdom leader or explorer making this percentile roll can adjust the roll up or down by 1 for every 5 points of their original Wisdom (Survival) check.

Table 6-1: Natural Attributes

d%	Attribute
01-10	Abundant
11-15	City of the Dead
16-26	Defensible
27-34	Famed Breeders
35-44	Majestic
45-54	Racial Enclave

55-62	Resettled Ruins
63-70	Slumbering Monster
71-76	Small-Folk Settlement
77-84	Strategic Location
85-92	Under-City
93-00	Untamed

Abundant: The settlement has access to extraordinary natural resources: rich farmland, a deep lake, excellent hunting grounds nearby or even a convenient source of magical sustenance. The local food surplus makes the settlement a major exporting hub, and increases the standard of living for its inhabitants. *Productivity +1. Reduce the purchase price of most forms of locally-grown food and livestock by 25% or more.*

City of the Dead: The settlement abuts a massive, historically significant graveyard, massive tomb or mausoleum complex. Its monuments are well maintained, and a powerful ancestor cult exists within the city, either in replacement or addition to traditional religions. *Productivity -2, Lore +2, Law +1. Add the settlement's Lore modifier to Intelligence checks related to history and nobility.*

Defensible: The settlement is strategically situated to make it easier to defend, giving its inhabitants confidence and making the settlement a major local trade hub. *Corruption +1, Crime +1, Productivity +2. Society -1.*

Famed Breeders: The settlement is known for the excellent quality of the animals bred there, from the mundane (horses, mules, cattle, pigs) to the exotic (talking tigers, Pegasai, griffons). People come from far and wide to purchase livestock, draft animals, mounts, and animal companions. *Increase Productivity +1. Characters can purchase mounts or livestock in the settlement at a 10% discount.*

Majestic: The settlement is known for its dramatic, sweeping architecture, monumental statuary and is built to a scale alien to most Medium-sized humanoids. Perhaps the settlement was once a domain of giants, or simply a human metropolis hewn to an epic scale for the sake of grandeur. *Increase spellcasting by +1 level. Add +1 to the number of the most expensive category of magic items the settlement offers for sale, as determined by its size.*

Racial Enclave: The settlement is dominated by a single race: a pleasant halfling farming community, an elven capital, a collection of half-orc yurts on the open plains, etc. *Society -1. Members of one or more races, chosen when the settlement is founded, is especially welcome in the tight-knit and homogeneous settlement. Members of this race can purchase goods and services in the settlement at a 25% discount.*

Resettled Ruins: The settlement is built amid the ruins of a more ancient structure. The settlement might be little more than a collection of tents and yurts erected in ruined plazas, or a thriving metropolis whose stones were recycled from long-forgotten temples and fortresses. While ruins provide a ready source of building materials, near-by dungeons to plunder and ancient artifacts to explore, they might also

provide a hiding place for modern dangers or old curses. *Productivity +1, Lore +1. Add +1d3 to the amount of magic items in any category the settlement's size would allow it to normally offer. If the settlement's size would not normally allow it to have magic items of a particular category, it always has at least one randomly chosen item of that category for sale. However, if a buyer rolls a natural 1 on any check made to examine or purchase a locally bought magic item, that item is always cursed or has one or more quirks.*

Slumbering Monster: The settlement is home to some form of powerful and ancient monster- a slumbering behemoth, a dark god imprisoned by magical means, an ancient war-robot kept in stasis, or some other, currently inert threat. The inhabitants of the settlement expend vast effort keeping their monstrous prisoner contained, and by doing so, they have developed an impressive mastery of arcana. *Lore +2, Society +1, Increase Spellcasting by 2 levels.*

At the GM's discretion, the slumbering monster might be awakened. Doing so removes this quality, and afflicts the settlement with the **Hunted** disadvantage instead. The slumbering monster must either be destroyed or re-imprisoned by PC actions to restore this quality to the settlement.

Small-Folk Settlement: This settlement is designed for the comfort of a mostly gnome or halfling population. Its doors and ceilings are built for the comfort of the smaller races, and can be absolute murder on the foreheads of taller

humanoids. Everything in the settlement, from furniture to forks, is sized for small creatures. *Law +1, Lore +1. Medium-sized and larger creatures treat the Settlement's Crime and Society statistics as a penalty due to their difficulty in maneuvering or sneaking around in the miniature Settlement. Small or smaller creatures treat the Settlement's Crime and Society statistics normally.*

Strategic Location: The settlement sits at an important crossroads or alongside a deepwater port, or it serves as a barrier to a pass or bridge. *Productivity +1.*

Under-City: The settlement is built atop a dangerous subterranean structure, filled with monsters and a haven for criminals and outcasts. This under-city might be a massive sewer system, disused railway or subway tunnels, ruined and forgotten basements or dungeons, or a nearby mine or natural cavern system, perhaps even one that descends miles beneath the earth. *Lore +1, Danger +20.*

Untamed: The area around the settlement is still mostly untainted, unclaimed wilderness. This settlement may be a remote logging village, a trading post sprung up around a desert oasis or a small mountain keep, for instance. *When rolling for random encounters within the settlement, instead of using an urban random encounter chart solely, alternate between the urban encounter chart and the wilderness encounter chart (or chart) most appropriate to the surrounding terrain. The settlement's Danger rating applies to both encounter charts.*

Acquired Attributes

While **Natural Attributes** are specific to the site where the city is created, other Attributes have much more to do with the growth and development of the city after its foundation. To incorporate these kinds of attributes into the settlements in your PCs' kingdom, you can use one of the following methods.

Replace standard kingdom events: Whenever a standard kingdom event would normally occur, use the following table to replace Table 5-2 with Table 6-2 below to determine whether the event is a standard event or whether one of your settlements (chosen randomly) gains an attribute.

Table 6-2: Events, Danger, and Acquired Attributes

d%	Event
Less than 1	Reroll* plus bonus event (50% chance of either): Good weather or Natural blessing (kingdom events); or, Boomtown or Unexpected find (city)
01-50	Beneficial Event
46-48	Civic Attribute
49-51	Attitude
52	Magical Attribute
53-54	Disadvantage
55	Magical Disadvantage
51-00	Dangerous Event
Over 100	Reroll* plus bonus event (50% chance of either): Monster attack or Bandit activity (kingdom); or, Squatters or Vandals (city)

* Do not apply Danger modifier to rerolls. In addition, if the reroll duplicates the bonus event, roll again.

Supplement standard kingdom events: Whenever a standard kingdom event occurs, there is a 5% chance that once the event ends the settlement gains an Attribute. You could select an attribute appropriate to the event (such as a Boomtown event leading to a settlement becoming a Financial Center or Trading Post, or Cultic Activity leading to a settlement becoming Superstitious or an Unholy Site), or you could roll randomly on the following tables to determine what kind of attribute the settlement gains.

Total Number of Attributes: While the settlement rules in *Kingdoms* indicate that even very small settlements can have settlement attributes, and a metropolis might have up to six, those standardized rules do not take into account the variation in how settlements are built and function based on the kingdom-building rules. Hence, it is suggested that a village should have no more than one attribute, a town two, and a city three.

Duration of Attributes: The settlement rules assume that a settlement's qualities or attributes are more or less permanent, or that they last for as long as would ever be relevant to the PCs. Given the substantial impact that many of these attributes can have on a settlement, however, it is suggested that any attribute a city acquires should last for one year at maximum, and a random duration of 2d6 months is recommended.

If the GM wishes to allow PCs to neutralize an unfavorable Attitude or Civic Attribute, they should make a Loyalty check at the end of the Event Phase each month with a -10 penalty. If they succeed in this special Loyalty check in three consecutive months, the adverse Attitude or Civic Attribute is eradicated in that settlement. A less lenient GM might rule that no amelioration of such Attitudes or Civic Attributes is possible, or could allow such checks with the caveat that each failed check increases the duration of the adverse Attitude or Civic Attribute, and/or that three consecutive failures causes it to become permanent. The ability to mitigate adverse attributes is left to the judgment of the GM.

Attitudes: Attitudes are those attributes that are based on conscious or willful choices by the majority of citizens in a settlement, becoming ingrained in the policies and politics of the place and creating deeply held beliefs and values. Some attitudes may be beneficial to a community, but frequently they make the city an unpleasant or inhospitable place for those who do not share in the attitudes of the general populace.

Table 6-3: Attitudes

d%	Attribute
01-10	Abstinent
11-20	Decadent
21-30	Insular
31-40	Morally Permissive
41-50	Pious
51-60	Racially Intolerant
61-70	Religious Tolerance
71-80	Romantic
81-90	Sexist
91-00	Superstitious

Abstinent: The settlement's religious or moral convictions force it to deny some of the world's more common vices. The settlement prohibits a common vice: usually alcohol is prohibited, but other abstinent settlements might ban stronger drugs, tobacco, prostitution, or even 'indulgent' foods like fine pastries, meat, or similar. *Corruption +2, Law +1, Society -2. Special Restriction: Lawful communities only.*

Decadent: The settlement's vast wealth and proud, ancient heritage has made it a haven for corruption and sin. *Corruption +1, Crime +1, Productivity +1, Society +1, Danger +10. Special Restriction Evil communities only.*

Insular: The settlement is isolated, perhaps physically or even spiritually. Its citizens are fiercely loyal to one another. *Law +1; Crime –1.*

Morally Permissive: Divine indulgence or perhaps just a corrupt church selling indulgences has made this settlement famous (or infamous) for its lax morals. Select 1d4+1 acts that would normally be considered sinful or immoral; these acts are not crimes or sins within the settlement, and committing these acts does not violate a paladin or cleric's moral code, so long as the offense is limited to within the settlement's borders. *Corruption +1, Productivity +1. Decrease divine spellcasting by -1 level.*

Pious: The settlement is known for its inhabitants' good manners, friendly spirit, and deep devotion to a deity (this deity must be of the same alignment as the community). *Increase spellcasting by 1 level; any faith more than one alignment step different than the community's official religion is at best unwelcome and at worst outlawed—obvious worshipers of an outlawed deity must pay 150% of the normal price for goods and services and may face mockery, insult, or even violence.*

Racially Intolerant: The community is prejudiced against one or more races, which are listed in parentheses. *Members of the unwelcome race or races must pay 150% of the normal price for goods and services and may face mockery, insult, or even violence.*

Religious Tolerance: The settlement is known for its widespread religious tolerance, and many faiths have temples, cathedrals or monasteries here. Religious debates in the public square are common. *Lore +1, Society +1. Increase divine spellcasting by +2 levels.*

Romantic: The settlement's inhabitants are renowned for their stunning beauty and charm, and the location has been made famous in dozens of romantic songs, poems and bawdy limericks. Affairs of the heart are common here, among the town's hot-blooded, lusty inhabitants. *Society +1. Increase the amount of common magic items available for sale by 50%, as such trinkets are a popular, if expensive, token of affection here.*

Sexist: The settlement's laws have completely disenfranchised one gender or the other: the oppressed sex has no more legal rights than a pet or a slave, and cannot buy property. While within the settlement, members of the oppressed gender cannot legally make purchases of items worth more than 5 gp, and are usually ignored by the settlement's inhabitants, and may suffer mockery, violence or legal persecution. *Society -2.*

Superstitious: The community has a deep and abiding fear of magic and the unexplained, but this fear has caused its citizens to become more supportive and loyal to each other and their settlement. *Law +2, Society +2, Crime –4; reduce spellcasting by 2 levels.*

Civic Attributes: Civic Attributes are those that reflect the general actions and activity of the people of a city in terms of how they go about their daily business. Civic attributes do not necessarily reflect the majority of common citizens, but they represent characteristics that have become strongly identified with that community and something for which it is well known.

TABLE 6-4: CIVIC ATTRIBUTES

d%	Attribute
01-04	Academic
05-08	Artist's Colony
09-10	Asylum
11-14	Cruel Watch
15-18	Financial Center
19-25	Free City
26-29	Gambling
30-33	Good Roads
34-40	Guilds
41-44	Legendary Marketplace
45-48	Notorious
49-52	Peacebonding
53-56	Planned Community
57-60	Population Surge
61-65	Prosperous
66-68	Royal Accommodations
69-75	Rumormongering Citizens
76-00	Rural
81-83	Sacred Animals
84-86	Therapeutic
87-91	Tourist Attraction
92-95	Trading Post
96-00	Well Educated

Academic: The settlement possesses a school, training facility, or university of great renown. *Lore +1, increase spellcasting by 1 level.*

Artist's Colony: The settlement is renowned for the excellence of its local artists, performers and craftsfolk. *Productivity +1, Society +1. Add the settlement's Productivity modifier on Charisma checks to make money through art or performance, and all checks to produce artwork, not just those made to earn a living.*

Asylum: The settlement is host to an infamous madhouse or asylum (or perhaps a prison, gaol or notorious workhouse). The presence of these dangerous, mad souls has hardened the townsfolk, making them suspicious of strangers and paranoid about the possibility of an escape or other tragedy. *Lore +1, Society -2.*

Cruel Watch: The settlement's civic watch or police force is infamous for its brutality, effectiveness, cruelty and corruption. *Special: lawful communities only. Corruption +1, Law +2, Crime -3, Society -2.*

Financial Center: This settlement is home to powerful banks, mints, trading houses, currency exchanges and other powerful financial and mercantile organizations. *Productivity +2, Law +1. Special Restriction: non-chaotic communities only.*

Free City: The city's libertarian laws make it a haven for fugitives and outcasts of all kinds, from runaway children, serfs who escaped their lord's lands, criminals and escaped slaves alike. Foreign adventurers and bounty hunters cannot arrest or capture fugitives within the settlement's borders. *Crime +2, Danger +5, Law -2. Special Restriction: Chaotic communities only.*

Gambling: The settlement caters to vice and greed. Casinos, gaming houses, opium dens and bordellos are all common here, and serve as the town's major industry. *Crime +2, Corruption +2, Productivity +2, Law -1.*

Good Roads: The settlement has an extensive road network. These roads are well-maintained and allow for quick movement of troops and merchandise. *Productivity +2.*

Guilds: A variety of trade and mercantile guilds control the town's industry and trade. These guilds are highly specialized (a printer's guild, an eggler's guild, a swordsmith's guild, a diamond cutter's guild,ect), and usually semi-hereditary, with children following their parents into the guild. *Corruption +1, Productivity +1, Lore -1.*

Legendary Marketplace: The settlement is justly famed for its markets: almost anything may be for sale here! *Increase the number of magic items available in each category by 50% (minimum 1 item per category). Productivity +2, Crime +2.*

Notorious: The settlement has a reputation (deserved or not) for being a den of iniquity. Thieves, rogues, and cutthroats are much more common here. *Crime +1, Danger +10, Law -1.*

Peacebonding: By local law, any weapon larger than a dagger and all wands and rods must either be peacebound or stored at the local sherrif's office or jail (at the settlement's option) for the duration of the visit. Peacebonding a weapon involves winding a colored cord tightly around the weapon and its scabbard, and then impressing the local seal in wax. Removing the peacebond requires an action before the item can be drawn. (Dexterity (Sleight of Hand) DC 12 to untangle the bond as a move instead). *Law +1, Crime -1.*

Planned Community: The community's design was determined in advance, every detail planned out before the first keystone was laid. Streets are wide, straight and laid out on an orderly grid, neighborhoods and districts are segregated by purpose, as are the living quarters of the city's inhabitants. *Crime -1, Society -1, Productivity +1. Special Restriction: Lawful communities only.*

Population Surge: This settlement is home to a greater than usual percentage of children, making it energetic and lively. *Crime +1, Society +2.*

Prosperous: The settlement is a popular hub for trade. Merchants are wealthy and the citizens live well. *Productivity +1; Increase the number of magic items available in each category by 50% (minimum 1 item per category).*

Royal Accommodations: One or more members of a royal dynasty call the settlement home. As such, security is extremely tight, and the local Productivity has taken flight, as merchants catering to the nobility have sprung up. *Productivity +1, Law +2. Decrease Society -1. Increase the Purchase Price of high quality or luxury items, such as jewelry, fine clothes or*

food, entertainment, weapons and all magical items purchased in the settlement by +10% due to widespread inflation.

Rumormongering Citizens: The settlement's citizens are nosy and gossipy to a fault—very little happens in the settlement that no one knows about. *Lore +1, Society –1.*

Rural: The settlement, no matter its size, has never lost its sleepy, small-town atmosphere. The settlement sprawls across a wide, mostly open area, and despite the distances between homes and buildings, neighbors look out for one another. *Productivity -1, Crime -1, Danger -5.*

Sacred Animals: In this settlement there is a great taboo (punishable by death, exile or other severe penance) about killing a particular breed of beast. Depending on the settlement, the sacred animal might be innocuous (house cats, ravens), irritating and mischievous (monkeys) or a stubborn hazard on the roads (horses, cattle). The animals have free run of the settlement. *Lore +1, Corruption -1, Productivity -1.*

Therapeutic: The settlement is known for its minor healing properties- medicinal hot springs, clean, invigorating mountain air, a plethora of locally grown healing herbs and fruits, or perhaps some divine blessing. Whatever the reason, hospitals, nurseries, retreats and sanitariums are common within the settlement. *Productivity +1 and Lore +1. Wisdom (Medicine) checks made within the settlement's borders also receive the settlement's Lore modifier if positive.*

Tourist Attraction: The settlement possesses some sort of landmark or event that draws visitors from far and wide. *Productivity +1.*

Trading Post: The settlement's primary purpose is trade. Merchants and buyers from all over the world can be found within the settlement. *Increase the number of magic items available in each category by 50% (minimum 1 item per category).*

Well Educated: The settlement's inhabitants are incredibly well educated and known for their sharp wits. *Lore +1, Society +1.*

Magical Attributes: Magical Attributes are truly amazing and mysterious happenings, events, or phenomena that surround and infuse a community, sometimes temporarily, sometimes permanently, and may be a blessing, a curse, or both. In any case, Magical Attributes involve powers from beyond this world, or mighty and ancient magics the likes of which are seldom seen in this age.

Table 6-5: Magical Attributes

d%	Attribute
01-08	Animal Polyglot
09-12	Anthropomorphizing
13-19	Eldritch
20-24	God-Ruled
25-31	Hallow/Unhallow
32-41	Holy Site
42-50	Living Forest
51-60	Magically Attuned
61-67	Magical Polyglot
68-74	Phantasmal
75-80	Planar Crossroads
81-85	Pocket Universe
86-90	Unaging
91-00	Unholy Site

Animal Polyglot: A magical aura hangs over the settlement. All creatures of the Animal type gain the ability to speak and think while within the settlement's borders. Animals act as if their INT scores were 6, and gain ability to speak Common; they lose these benefits as soon as they pass the settlement's borders. *Productivity -1, Increase Lore +1. Increase spellcasting by +1 level (druid spells only). Add the settlement's Lore modifier to Wisdom (Animal Handling) checks made within the settlement.*

Anthropomorphizing: This settlement is a haven for beast-men and hybrids, from monstrous humanoids to sapient magical beasts, giants and awakened animals, and mutates, mutants, and exotic races of every description. Outcasts from "normal" society, they cluster in a place of mutual acceptance. *Society -1, Lore +1. Increase spellcasting by +1 (polymorph spells only).*

Eldritch: The town has a strange and unnatural air, and is a popular place for sorcerers and warlocks. *Lore +2, Danger +13. Increase spellcasting by +2 levels (divination and compulsion spells only).*

God-Ruled: The settlement has no real government; instead it is ruled by religious codes and omens. Gods or other powerful spiritual beings or outsiders intervene directly in the settlement's politics and daily life. Ordinary citizens are possessed by spirits to speak decrees, unmistakable oracles appear as flaming messages written on walls or in the sky, or perhaps each and every citizen has prophetic dreams that tell them what they must do in the coming day for the settlement to thrive. *Decrease Corruption -2, Society -2. Add one extra common and uncommon magic item for sale in the settlement. Reduce BP cost for Cathedral, Shrine, or Temple by 25%. Special Requirement: Theocracy or Utopian Experiment governments only*

Hallow: The entire settlement is under the effects of a permanent *hallow* effect of incredible power. This effect can be suppressed in small areas within the settlement. *Special Restriction: Good or Evil communities only.*

Holy Site: The settlement hosts a shrine, temple, or landmark with great significance to one or more religions. The settlement has a higher percentage of divine spellcasters in its population. *Corruption –2; increase spellcasting by +1 level (+2 for cleric spells, -4 for spells cast by evil creatures).*

Living Forest: This settlement is a magical place, carved from the living heart of an ancient forest. The trees form themselves into homes, and branches bend to provide the settlement's inhabitants with food, in the form of magical, druid-tended fruits and berries. *Lore +1, Society +2, Crime -2, Productivity -4. Increase Spellcasting by +2 levels (druidic spells only).*

Magically Attuned: The settlement is a haven for spellcasters due to its location; for example, it may lie at the convergence of multiple ley lines or near a well-known magical site. *Increase all spellcasting by +2 levels. Reduce BP cost for Alchemist, Caster's Tower, or Magic Shop by 25%.*

Magical Polyglot: The settlement is blessed with a magical aura that allows all sentient creatures within its borders to understand one another as if they shared a common language. This permanent magical effect is similar to the *tongues* spell, and has no effect on written language, only the words spoken by the settlement's inhabitants. *Productivity +1, Lore +1, Society +1.*

Phantasmal: The settlement simply isn't always there! This magical settlement might only appear in the moonlight, appear out of the mist on particularly holy or infamous dates, or only appear in this plane during thunderstorms or on particularly hot days. At other times, the settlement simply doesn't exist on this plane; powerful, plane-crossing magic is required to access the settlement outside of the 'proper' time. The highly magical settlement is insular and clannish as a result of its isolation from the outside world. *Productivity -2, Society -2. Increase spellcasting by +2 levels (conjuration only).*

Planar Crossroads: Natural or artificial planar gates near the settlement make it a cross-roads for planar travel. Creatures from across the multiverse, both malevolent and benign, can be found here, as can their artifacts. Planetouched races are common as are monstrous races as both PCs and NPCs. *Crime +3, Productivity +2, Danger +20. Increase spellcasting by two levels.*

Pocket Universe: Thanks to a magical fold in space and time, the settlement exists in a place far too small to sustain it. A sleepy hamlet might be found in an old mansion's disused pantry, a huge fortress might hide the space between two old oaks, or a planar metropolis might be contained within a single cramped alley of a much less important city-state. *Productivity -2. Increase spellcasting by +2 levels. Depending on the nature of the settlement and its relationship with the outside world, the settlement might be impossible to find. It may skill checks to even find the entrance to the settlement: usually a DC 20 Intelligence (Arcana) check. The settlement's size modifier is applied to this check, albeit inverted. After all, it's easier to find a metropolis (DC 16) than a thorp (DC 24).*

Unaging: The settlement's magical aura prevents those within its borders from aging. They do not suffer the ravages of time, and do not physically age. Usually, several kibbutz or schools near the settlement, but not within its borders are established, to allow the community's children to age to adulthood before they take their unchanging place in the settlement's immortal society. Lore +4, Society -3. *Increase spellcasting by +1 level, when casting spells of the Necromancy school only.*

Unholy Site: The settlement serves as an unholy site for an evil god or philosophy. Worshipers of the evil deity flock to this settlement. *Corruption +2. Increase spellcasting by +1 level (+2 for cleric spells, -4 for spells cast by good creatures).*

Disadvantages: Disadvantages are a special category of Attributes that describe when things have gone horribly wrong in a settlement, and the people struggling to maintain control have failed utterly to keep a handle on events. The effects of a Disadvantage are mostly localized to the citizens in that settlement, but each month that a Disadvantage persists in any community, your kingdom gains 1 point of Unrest.

Table 6-6: Disadvantages

d%	Attribute
01-10	Anarchy
11-25	Bureaucratic Nightmare
26-35	Fascistic
36-50	Hunted
51-60	Ignorant
61-75	Impoverished
76-85	Plagued
86-00	Rampant Inflation

Anarchy: The settlement has no leaders—this type of community is often short-lived and dangerous. *Replaces settlement's Government and removes Government adjustments to modifiers; Corruption and Crime +4; Productivity and Society –4; Law –6; Danger +20.*

Bureaucratic Nightmare: The settlement is a nightmarish, confusing and frustrating maze of red tape, official paperwork and petty tyrants in positions of minor power, who relish enforcing all the useless little rules. All financial transactions in the settlement require a successful DC 10 Charisma (Persuasion) check, with the DC increasing by 1 for every 1,000 gp of the purchase price. If the check is unsuccessful, the character has broken some settlement law, and must pay a fine of 5 gp times his character level. If the check result is a natural 1, the check automatically fails (even if it would normally succeed) and the offense is deemed particularly egregious and the fine is increased to 100 gp times the character's level. *Productivity -2, Crime +2, Corruption +2. Special Restriction: Lawful communities only.*

Fascistic: The settlement is governed by a totalitarian regime. Sadistic and legally all-powerful soldiers walk the streets, enforcing the settlement's brutal laws. Outsiders are mistrusted and undesirables often simply disappear. *Increase Law +4, Decrease Society -4. If the settlement has either the Pious or Racially Intolerant qualities, the town's military or police forces will usually kill, imprison, or enslave undesirables. Special Restriction: Lawful communities only.*

Hunted: A powerful group or monster uses the city as its hunting ground. Citizens live in fear and avoid going out on the streets unless necessary. *Productivity, Law, and Society –4; Danger +20.*

Ignorant: The people of this town are uneducated, dull-witted and worse, they consider their ignorance to be an admirable quality. *Economy -3, Lore -6, Society -3.*

Impoverished: Because of any number of factors, the settlement is destitute. Poverty, famine, and disease run rampant. *Corruption and Crime +1; halve magic item availability; many basic goods and services are unavailable or cost 50% more than usual.*

Plagued: The community is suffering from a protracted contagion or malady. *Apply –2 to all modifiers; select a communicable disease—there's a 5% chance each day that a PC is exposed to the disease and must make a Constitution save to avoid contracting the illness.*

Rampant Inflation: Common to boom towns sprung up around a rich mining camp or profitable dungeon, and settlements undergoing a revolution or military junta alike, this settlement's economy is out of control. *Productivity -4, Corruption +2, Crime +4.*

Magical Disadvantages: Magical Disadvantages are like standard Disadvantages, but rather than representing a breakdown in social and political order they represent a localized breakdown in the functioning of magic itself. Magical Disadvantages are likely to occur only in cities with a large number of buildings that produce magical items or that increase a city's available caster level, such as the **Alchemist, Caster's Tower, Magical Academy,** and **Temple** buildings.

Table 6-7: Magical Disadvantages

d%	Attribute
01-15	Atheistic
16-30	Cursed
31-45	Magically Deadened
46-55	Magical Dead Zone
56-70	Polluted
71-85	Soul Crushing
86-00	Wild Magic Zone

Atheistic: The gods have abandoned the settlement. This effect is identical a Magical Dead Zone (see below), but only affects divine magic. Outsiders cannot be summoned anywhere within the borders of the settlement.

Cursed: Some form of curse afflicts the city. Its citizens might be prone to violence or suffer ill luck, or they could be plagued by an infestation of pests. *Choose one modifier and reduce its value by 4.*

Magically Deadened: For some reason, the magic in this region is weak. Local leylines are warped and the magical ecosystem is fragile. *Lore -1, Productivity -1. Decrease spellcasting by 4 levels. Reduce the amount of all magical items sold in the marketplace by -2 per category. If this reduces the number of magical items of that category to 0, items of that category cannot be found in the settlement.*

Magical Dead Zone: There is no magic here. Spells do not function within the settlement, and magic items become mundane items of the same type while within its borders.

Polluted: The settlement's magical or high-tech industry has stained the sky with sickly grey smog, poisoned the waters with dark slime and made the ground less fertile. Sickness and misery abound. Anyone who spends at least 24 hours within the settlement takes a -4 penalty on Constitution saves made to resist disease and poison for as long as they remain within 5 miles of the settlement and for 1d4+1 days after leaving the area. *Lesser restoration* or other magic that protects against poison or disease can remove this affliction. *Corruption +2, Productivity +4.*

Soul Crushing: The settlement has an oppressive, frightening atmosphere. Its architecture is eerie and seems somehow wrong or corrupt. The people are strange and furtive. Anyone who spends at least 24 hours within the settlement suffers a -2 penalty on Intelligence, Wisdom, and Charisma saves for as long as they remain in the area and for 24 hours after leaving the area.

Wild Magic Zone: The settlement is built over an area of wild and unpredictable magic. Each time a spell is cast, the caster must roll on the following table or using the tables of random magical effects, planar effects, or surges of wild magic in the official 5E rules. *Decrease spellcasting by -2 levels.*

TABLE E8: WILD MAGIC

D6	Result
1	The spell fails.
2	The spell targets a random creature, object, or location (as appropriate) within 100 feet.
3	The caster targets herself with a *magic missile* spell using her highest-level spell available spell slot.
4	The caster targets herself with a *bestow curse* spell and automatically fails the save. It lasts 1 hour.
5	The caster targets every creature within 30 feet with a *bestow curse* spell. (They can save normally). It lasts 1 hour.
6	The spell is cast twice on the same target.

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