



KINGDOM MANAGEMENT MODULE PLAYER KINGDOMS

D&D 5E HOMEBREW

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PLAYER KINGDOMS

By: Ody

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ARTISTS + CREDITS:

COVER - "*PLAINS - RAVNICA*" BY: RICHARD WRIGHT

KINGDOM STATS - PAGE 3 - "*GAVONY TOWNSHIP*" BY: PETER MOHRBACH

POLITICAL ADVISORS - PAGE 7 - "*RAL, CALLER OF STORMS*" BY: KIERAN YANNER

ADVANCED STRUCTURES - PAGE 10 - "*ISLAND*" BY: STEPHAN MARTINIÈRE

POLITICAL ADVISOR TEMPLATE 2 - PAGE 14 - "*BENALISH HONOR GUARD*" BY: RYAN PANCOAST

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WELCOME TO PLAYER KINGDOM MANAGEMENT



his module offers the players a place to call home, and a reason to care for their new home. It brings a whole new aspect to D&D that is actually revisited and revised for 5th Edition. I originally wanted to make this module for my players since they do suffer from a slight bit of murder-hobo-ism. It

provides a sense of surroundings and breathes life into the world in a different way from the standard adventuring group.

This module allows the players to manage their own kingdom. I purposefully made it simple in some aspects, this allows you DM's and your players to put as much or as little as you'd like into managing the kingdom. If your players are really engaged in changing the world by rebuilding a kingdom, this module gives you an ability to provide a dynamic approach that makes their choices matter. Their choices shape their kingdom as a whole.

If your players are like mine, and you're looking for an interesting way for punishing your players for murdering that noble for no reason, then this provides a tool that will hopefully curb their appetite for immediate bloodshed. Instead they may try instead to make a trade agreement with the noble for a direct increase to their kingdom's prosperity. And in the off chance they still decide to go killing, you can apply certain negatives or events involving their town, like a neighboring kingdom declares war, or the merchant's guild restricts trade to their city.

I took aspects from the Pathfinder module, "The Stolen Lands" and adjusted more of the cluttered mechanics of running the kingdom. Instead of a complex system of phases, everything is calculated on a monthly basis and is completely up to the DM. You can choose how long buildings take to construct, or you can fully disallow certain buildings entirely.

There are a few key stats and mechanics that we go over in this module to help build a solid foundation for kingdom management, I've also included an editable spreadsheet that will help you and the players manage the kingdom as a whole. The key stats for a kingdom are as follows:

Prosperity
Economy
Military
and Influence

Briefly, Prosperity covers happiness, population, and overall quality of living. Economy represents the money that flows through the kingdom. Most of which is reinvested. Military represents overall militaristic might. A strong offensive force or a quality defense for guarding your towns and borders. Lastly, Influence is a combination of these three stats. It's how other kingdoms and towns perceive the player's kingdom.

All of these stats are subject to change based on certain factors. The primary changing factor is buildings and architecture. Large and minor events can play out that will also disrupt the ebb and flow of the key kingdom stats as well. Sometimes for the better, other times for worse. For instance, if a war breaks out, this could limit trade, or possibly rope your players into a war if they're allies with a specific kingdom. We'll get more into the technical stuff later on in the events section.

Just remember, this is a template for kingdom management. If your players aren't too into it, they can have their council run most of the little things. If they're super into the idea and become invested, you can go more in-depth with the base mechanics given here and really spice up the life of lords with political intrigue, espionage, and the climb in power in your world.

KINGDOM STATS

PROSPERITY

The prosperity of a kingdom directly affects its denizens. It's a measure of the kingdom's happiness, its total population, and how your neighbors and other kingdoms see your city.

If you're starting with an abandoned town, the kingdom's prosperity starts at 0 (+0). Inversely, if you're starting with a well established kingdom, the starting prosperity would be around 20 (+5 Modifier). It is up to the DM's discretion to determine the beginning prosperity if it is a pre-established. For help, use the chart to the right.

The party has multiple ways of earning prosperity for their kingdom. Specific buildings that inspire the locals, forging trade deals, and making strong pacts and alliances are just a few ways of earning prosperity to your kingdom.

Unlike attributes and proficiency, it is possible to lose prosperity if the rulers or elected council fail to please the general public, if an event goes poorly, or if the kingdom wages unnecessary war. Loss of Prosperity is up to the discretion of the DM.

STARTING PROSPERITY

Kingdom Size	Prosperity Die
Abandoned Village	0 (0)
Small Village	1d4 (2)
Medium Village	2d4 (4)
Large Town	3d4 (6)
Small City	2d6 (6)
Medium City	3d6 (9)
Large City	4d6 (12)
Small Kingdom	4d8 (16)
Medium Kingdom	5d8 (20)
Large Kingdom	5d10 (25)
Massive Kingdom	6d10 (30)
Metropolis	10d10 (50)



MILITARY

Your military is a combination of your offensive and defensive capabilities. How you battle on enemy territories, or how your town defends against a horde of hobgoblins coming to raid your farms.

Two of your players' council members are set to specific roles when it comes to Military. Your General focuses on the offensive. Scouting lands, setting perimeters, and training your troops.

Your Warden focuses on the guards, setting defensive tactics, and recruiting to protect the town. We go into more depth in the Politics section.

Military is calculated based on structures you've created. They often tax your Economy to maintain stable troop wages and supplies.

Military is your primary effectiveness while the players are away on adventures.

ECONOMY

Income is an important metric that is used to determine the value of your kingdom. It allows the players to choose what to build, how many troops they can recruit or train and what supplies they can purchase.

To keep things simple, for every 1,000 Gold Pieces that goes through the city, this equates to 1 Economic Point, or 1 EP. The amount of EP earned is based on the current economic value the kingdom has based off buildings, trading, and pacts or agreements the kingdom has made with other towns. **At the beginning of every month, add your EP modifier to your total amount of EP stored. This allows the party to purchase buildings**

Every settlement starts with an EP equal to their starting prosperity level. (Reference the starting prosperity in the previous section). EP is generated at the beginning of every new month based on many factors. EP can increase or decrease in value based on recent events, taxes, and many other things previously mentioned.

Adding buildings, shops, farms, and artisans is crucial to a kingdom's economy. Without a solid flow of income, the prosperity and population of the kingdom will dwindle.

SPECIAL MERCHANTS

A Dwarven Master Blacksmith can create finer quality goods that are more valuable than a standard smith.

Players should be encouraged to find better alternatives to improving the quality of their kingdom's goods.

A big role in the economy is Taxation. Collecting taxes is a great way to improve structures and construction, but if the taxes are too high, you'll run the risk of losing prosperity and may incite a riot or other events leading to the loss of population and prosperity.

INFLUENCE

Lastly, Influence is your ability to shape and change the land, as well as sway nobles, create trade agreements, and many other things up to the players imagination and the DM's discretion.

To Calculate Influence. Add your Prosperity, Economy, and Military and Divide the total by 3. (Rounded up)

Influence is your primary stat in terms of determining your kingdom's overall success. It's also the most heavily affected by small changes, events, and the changing world.

ALLIES & ENEMIES

Making allies and protecting (or destroying) your neighbors is a great way to change your kingdoms influence.

Important people the players interact with, and how they do so can play a big role in future kingdom events.

For instance. If the players kill a well established merchant who is in a guild, that guild could take hostile action against the town, or limit trade that flows through the town entirely. Severely impacting the economy of the kingdom, in turn affecting the influence.

STATS CHANGE MONTH TO MONTH

The four primary stats will change frequently, I recommend using the spreadsheet in the back of the module for keeping track of the ins and outs of the kingdom.

The DM may choose to roll for a random event that provides different bonuses or disadvantages depending on what's rolled. (See page 12 for table). These benefits last until the month is completed.

If you receive an economic boost due to a random event, add the EP to your stored amount at the beginning of the month.

THE COUNCIL

Political interaction can be a touchy subject when it comes to the ruling and governing of a kingdom. There are a lot of roles that can be filled by a council to allow your adventurers to continue exploring the world, and know the kingdom will be in good hands while they're away.

To ensure everything is being handled accordingly, the players may choose to accept specific roles that suit their talents, or may appoint a member of the community to the council.

There are 6 primary roles that should be filled to have a successful kingdom. Each granting specific advantages, and will apply their specific modifier bonus when completing tasks or during random kingdom events. Players may also substitute themselves for these roles or they may select a specific NPC.

THE STEWARD

The steward plays the role of overseeing the council and the treasury. They inform the players of news, recent events, and offers suggestions to improve the Kingdom. The Steward applies an intelligence modifier as a bonus to random events that are their area of expertise. It's recommended the players choose an NPC they know or are familiar with to run the kingdom's capital and investments.

THE DIPLOMAT

The Diplomat is a key member of the council who writes messages and meets with other diplomats from different kingdoms and villages. They're excellent at speechcraft and persuasion, applying their Charisma modifier as a bonus to random events, creating treaties, and making trade agreements.

THE ARCHITECT

The Architect is your go to when it comes to construction, making repairs, or doing renovations. The architect speeds up the process of construction, and may lower the EP cost of buildings. They apply their Wisdom modifier as a bonus to construction time and EP cost.

THE GENERAL

The General commands your armies, recruits and trains troops, and gives valuable field information of your land outside the city walls. The general will recruit and train specific troops that are best fit for the region, or what the players choose. They apply their Strength modifier as a bonus to scouting the lands, and offensive attacks on Monster strongholds, or enemy factions.

THE WARDEN

The Warden's role is similar to the General but on the defensive. They oversee the guard and keep the peace inside the city walls. The Warden will be the standing force against random enemy attacks. They apply their Constitution modifier as a bonus to quelling rebellions, stopping enemy attacks, and holding prisoners.

THE SPYMASTER

The Spymaster's primary goal is information. They collect dirt on your enemies, allies, and everything in-between. The Spymaster keeps their ears to the ground for the latest information. They apply their Dexterity modifier as a bonus when collecting information. From the latest news in other kingdoms, to rumors of artifacts.

COUNCIL TEMPLATE

Human, Lawful Neutral

Primary Role: Steward
Primary Modifier: Intelligence
Bonus: +3

Personality Trait: When I set my mind to something, I follow through no matter what gets in my way.

Ideals: Sincerity. There's no good in pretending to be something I'm not.

Bonds: I have a family, but I have no idea where they are. One day, I hope to see them again.

Flaws: I have a weakness for the vices of the city, especially hard drink.

Ideally, all council members would have a personality trait, Ideal, bond, and a flaw to make them more human and to create interesting stories down the line. These parameters aren't necessary though.

SPECIAL COUNCIL MEMBERS

Just as there can be specialty shops and artisans. As the kingdom progresses, the players unlock more council member roles that can assist the standard 6 in different matters. There are 3 unlockable council members after the initial set.

Headmaster - Master of the Arcane. (Specializes in magic, education, teleportation, and curses)

Guild Leader - A Guild Leader oversees a specific guild that has setup shop in the kingdom. (Specializes in Mercantile, Adventuring, and Special Quests)

High Priest - A High Priest is a symbol for the chosen deity or pantheon for the kingdom. (Specializes in healing, prosperity, and Divination)

USING STATS & THE COUNCIL

The council not only helps the players in suggesting courses of action in events. They can also be used in certain events or scenarios where they may be best of use. For instance, in the case of war, it may be best to send the Spymaster out to collect information and scout the enemy, allowing her to use her Dexterity modifier in addition to the kingdom's military bonus. The same situation could be used in a diplomatic meeting the Diplomat was sent on. He would apply his Charisma modifier in addition to the kingdom's influence to determine the outcome.

Below, I've setup some tables in where a counselor might be useful, as well as the DC's required for some tasks. Of course, this is up to the DM's discretion as to whether or not to allow a successful outcome. I've purposefully left out the Architect as his primary role is overseeing construction. The Architect can apply his modifier when it comes to structural integrity or creating new types of buildings.

The Steward - The steward will add his or her intelligence modifier + the kingdoms Prosperity modifier when confronted with certain situations. Here are some DC's for specific events the Steward excels at.

THE STEWARD

DC	Event
10	Settling a minor dispute
12	Passing the Sentence on a criminal
14	Collecting Taxes
18	Settling a major dispute
22	Quelling a Riot

The Diplomat - The Diplomat will add his or her Charisma modifier + The Kingdoms Influence when meeting nobility, or making trade agreements.

THE DIPLOMAT

DC	Event
10	Procuring special goods
12	Receiving a discount at specific Vendors
14	Creating a minor trade agreement
18	Establishing a major trade agreement
22	Brokering peace

The General & The Warden - These two play similar roles. They're different sides of the same coin. One oversees the offensive nature of the military, while the other focuses on defense. They add their preferred modifier + the Kingdoms Military modifier during select events.

MILITARY

DC	Event
10	Hunting / Defending against Small Monsters
12	Dealing with small raids
14	Dealing with minor bandits and crime
18	Fortifying against or for a siege
22	Successfully conquering or defending a siege.

The Spymaster The Spymaster uses their dexterity modifier + the military modifier to determine rolls.

ESPIONAGE

DC	Event
10	Scouting
12	Collecting minor rumors
14	Steal something of value
18	Implanting rumors
22	Assassination on minor lords

Feel free to adjust the DC's and add more events the council can play for your party. They're a valuable asset that can acquire a wide array of useful information.



BUILDINGS AND ARCHITECTURE

BASIC STRUCTURES

Basic Structures are available in any city and are the staple building blocks of any kingdom.

Tavern & Inns - Cost: 4 EP.

Provides a +1 to Economy and +1 to Prosperity.
A place for travelers to tell stories, meet new people, and have a place to rest their head at night. Only 1 Inn is allowed to be constructed for every 10 prosperity. Max of 3.

Standard Store - Cost: 2 EP.

Provide a +1 to Economy.
Stores include: General Stores, Blacksmiths, Tanners, Fletchers, Clothiers, and Apothecaries.

Barracks - Cost: 3 EP.

Provides a +1 to Military. -1 to Economy
Gives your soldiers, scouts, and guards a place to rest and train. (Limit 1)

Residential Housing - Cost: 2 EP

Provides a +1 to Prosperity.
places to live for the residents of your kingdom. Can be upgraded into a **Mansion** for 6 EP. Provides an additional +1 to Prosperity.

Farm Land - Cost: 4 EP.

Provides a +1 to Economy.
Farms are great for generating income and natural produce. The downside is they take up a large amount of space, and are generally the first to be targeted by bandits and opposing armies.

Market Place - Cost: 6 EP.

Provides a +1 to Economy (+2 If you own Farmland)
A market for farmers and traders to show their goods. Both from home grown in your city to traveling merchants to rest their legs and sell their wares. (Limit 1)

Jail - Cost: 4 EP.

+1 to Prosperity, -1 to Economy
Jails house criminals who await sentencing by the council and the rulers. Setting guard patrols and feeding the prisoners take away from your economy. (Limit 1)

Church - Cost: 3 EP.

Provides a +1 to Prosperity
Churches are places of healing and worship. Generally dedicated to a specific god, or sometimes the standard pantheon. Unlocks the ability to upgrade into a **Cathedral**.

Monument - Cost 2 EP.

Provides a +1 to Prosperity.
A monument to a great heroic figure, deity, or a ruler can bring prosperity and unification to a kingdom.

Training Yard - Cost 3 EP

Provides a +1 to Military.
A place for your troops to gather, train, and master the arts of war.

Garrison - Cost 4 EP

Provides a +1 to Military, -1 to Economy.
A station for your troops on the walls to watch over your kingdom's lands.

Grainery - Cost 2 EP.

Provides a +1 to Prosperity.
Holds grains and can also be used as a storehouse for dry foods.

Stables - Cost 3 EP.

Provides a +1 to Prosperity and Military. -1 to Economy.
A place to raise, breed, and store animals and mounts for farming, the rulers, and for war.

Brothel - Cost 4 EP.

Provides a +2 to Economy. -1 to Prosperity.
It's uh... Well. It's a brothel. I think you know what this one is. (It's a house of pleasures.)

Park - Costs 2 EP.

Provides a +1 to Prosperity.
A space of land dedicated to the natural environments, for people to rest and relax.

Watchtower - Costs 5 EP.

Provides a +1 to Military. -1 to Economy.
A watch tower provides a forward military outpost that surveys the land to warn of any coming danger.

Town Hall - Costs 8 EP.

Provides a +2 to Prosperity.
The town hall allows the council to work directly with the members of town to hear complaints and pass sentences.

Graveyard - Cost 3 EP.

Provides a +1 to Prosperity.
A sacred place to bury and remember the dead.

Library - Costs 4 EP.

Provides a +1 to Prosperity.
Unlocks the ability to create a **Magic Shop** and an **Academy**.
Allows the players to collect and maintain information.

Academy - Costs 6 EP.

Provides a +2 to Prosperity.
Creates education and promotes learning. With a **Magic Shop** provides the ability to construct a **Mage Tower**

MORE BUILDINGS

ADVANCED STRUCTURES

Advanced structures require a minimum of 10 Prosperity in order to construct.

Theatre - Cost: 10 EP.

Provides a +2 Prosperity, -1 Economy

A wonderful theatre where bards play great concerts and put on epic plays. Travelers come from far and wide to witness wonderful performances by celebrities.

Arena - Cost: 10 EP.

Provides a +2 to Economy, -1 to Prosperity

A brutal spectacle that allows the rulers and council to elect prisoners to fight for freedom or riches. The arena brings many spectators who gamble with a house cut.

Magic Shop - Cost 8 EP.

Provides a +2 to Economy

A shop selling curious magical curios. From weapons, armor, and spell books to mystically enchanted every-day goods.

With a **Academy** unlocks the ability to construct a **Mage Tower**.

Bank - Cost 8 EP.

Provides a +2 to Economy

A Bank provides a safe place to store arms, armor, magic items, and gold for a price. The DM can choose to charge the players directly depending on what goods are stored. Unlocks the ability to construct a **Vault**

The DM may also allow for bank loans to be procured from the Bank.

Vault - Cost 12 EP.

Allows the party to store goods, money, arms, armor, and magical goods that they won't be taking on an adventure. for no cost to the party members. Also makes it much harder for these valuables to be stolen.

Mage Tower - Cost 14 EP.

Provides a +1 to Prosperity, Economy, and Military.

Creates education for those gifted with the talent of the Arcane arts.

UNLOCKS THE HEADMASTER

The Headmaster is excellent when dealing with Arcane mysteries and curses. He uses Intelligence, and adds assists the Steward in some events.

Allows the party to recruit battle mages for their military, and unlocks Teleportation Circles to be created.

Hall of Teleportation - Cost 14 EP.

Provides a +3 to Economy and a permanent teleportation stone that allows players and travelers to come and go.

The players can set up teleportation circles to other towns, cities, and kingdoms as long as those places have a permanent teleportation stone as well. It costs an additional 7 EP for a new teleport location.

Guild Hall - Cost 14 EP.

Provides a +1 to Economy and Military.

A Guild Hall can serve a multitude of functions. From hiring adventures to keep the lands free of monsters, protecting the city in the events of attack, and provide work and pay for those seeing adventure.

UNLOCKS THE GUILD LEADER

The Guild Leader applies his understanding of specific monsters and allows the players to select contracts and gain information on beasts and monsters.

The Guild Leader also has access to private information regarding magic items and powerful enemies.

Cathedral - Cost 14 EP.

Provides a +2 to Prosperity, and +1 to Military.

A church can be upgraded into a Cathedral. A holy place of worship, blessed by a higher power.

UNLOCKS THE HIGH PRIEST

The High Priest allows the party to recruit healing priests and divine paladins for their military.

The High Priest plays a heavy role in assisting the diplomat.

SPECIALTY STRUCTURES

Specialty structures depend on the area that the players have settled in. For instance, if the foundation of the kingdom is in a forest, they would have access to a lumbermill, near a mountain or precious ores, a mine, on a river, or next to the sea, a dock / harbor.

Mine - Cost 6 EP.

Provides a +2 to Economy, +1 to Military.

If the kingdom has precious metals and ores located near their kingdom, they can invest in a mine. The Mine supplies the town smith with more and better materials for tools, weapons, and a chance for high quality geodes.

The players may need to clear the mine of infested monsters or creatures.

Lumbermill - Cost 6 EP.

Provides a +2 to Economy, +1 to Military.

If the kingdom is surrounded by woods, the townsfolk can make use of the timber to fortify defenses, and help improve construction time of other projects that use timber.

Similar to the Mine, the players may need to clear out beasts that inhabit the area.

Dock - Costs 6 EP.

Provides a +2 to Economy, +1 to Military.

If the kingdom has a nearby river, or is situated near the sea, they have access to the dock for trade and travel. The dock can be later upgraded to a **Harbor**. The Harbor costs an additional 10 EP and provides an additional +1 to Economy and Military, and allows the players to construct War Galleons for their military.

Arcane Wellspring - Cost 6 EP.

Provides a +2 to Prosperity, +1 to Military.

Depending on your world, there may be arcane anomalies that may spring up near your kingdom. Practitioners of magic and the arcane arts would be very interested in studying these wellsprings, and could provide fruitful benefits like enchanting items or produce bountiful resources.

KINGDOM EVENTS & EFFECTS

Random kingdom events should be thought out and planned. They should reward your players for their actions, as well as punish them for killing people of note. Of course, the world works in mysterious ways, and sometimes unknown forces work against your player's success. Here is a list of usable kingdom events, as well as a random event table for more ideas:

QUEST HOOKS AND ADVENTURES

These are meant to give you ideas of possible scenarios that may prove interesting to the party, as well as have certain outcomes that improve the kingdom overall. Of course, if the player's aren't interested, they could always send a member of the council to clean up the task.

BANDIT ACTIVITY

Your council reports of recent bandit activity outside your town. It seems these bandits have been robbing merchants and travelers on their way to your town. Their leader is believed to be a notorious rogue who is wanted by many of your neighboring kingdoms. Taking care of this issue could result in positive influence, and a minor boost to prosperity for a short time. Meanwhile, if this goes unchallenged, it could result in a big loss to economy, prosperity, and influence as it will drive away business, your people will feel unsafe, and other kingdoms might think less of you.

MONSTER INVASION

A large amount of monsters have been reported to be heading this way. It seems something larger may be driving them from their natural habitat. If left unchecked, they could cause havoc to local farms, damage goods, and people may get hurt. If avoided for too long, maybe whatever drove them out of their home could turn its attention to the town.

MISSING PERSONS

Lately, more and more people have been reported as missing. Most of the families last saw their loved ones before they disappeared in the nearby forest/mine/etc. They believe the land is cursed and may be forced to move if their loved ones don't return. If ignored, this could spell a horrible outcome for the town's prosperity and economy.

WAR

A kingdom your allies with has recently been attacked by a rival faction. They're calling for aid in the war effort to push back the enemies and claim once stolen land. This could be a great way of increasing your political reach. If the call for war is unanswered, it may make you appear weak and an unsuitable ally. War can have a variety of effects from slowing trade, discouraging people to live in your kingdom, and possible political tension.

On the reverse, you or your allies can declare war in hopes of conquering new land for your people.

THE SHADOW CULT

Strange visions and dreams have been plaguing the townspeople. Visions of demons and abyssal horrors call out to them in their slumber. Mysterious symbols have been appearing on structures around the town. What could they mean? Another man mentions he believes he saw robed figures traveling the streets at night.

AN INVITATION

A king of a large empire has invited the rulers of many kingdoms to convene at a summit to discuss the current political climate. All goes well until one of the lords is assassinated during a recess. Solving the murder could prove your kingdom as formidable strategists and place you in good graces with other nobilities.

BLOOD IN THE STREETS

Two rival guilds are vying to set up a guild hall in your kingdom. At first it's hostile words, but the words turn to weapons as the guilds violently attack each-other in broad daylight for a claim to the guild hall. This may have a direct impact on your kingdom's prosperity and influence.

COUNTER-INTELLIGENCE

Your spymaster reports that there may be enemy spies within the walls of your city. They may be collecting information on city weak-points or could even be plotting the assassination of a member of the council or one of the rulers. If these spies are allowed to escape, it could pose a serious threat from rival enemy kingdoms. This may lower your Military and overall Influence.

MINOR EVENTS + ROLL TABLES

Not all events have to play a massive part in the story or have a compelling nature. A lot of tasks can be dealt with by the council and don't inflict dire circumstances upon being ignored or failed.

Most of these events only last for a short time, but effect the whole month in terms of lasting effects. I'd recommend rolling once per in-game month to determine the benefits.

Here is a roll table to add some variety -

RANDOM KINGDOM EVENTS

1d100 Event	Prosperity	Economy	Military
0-9 Nothing interesting happens.	0	0	0
10-14 Natural Blessing - The crops have an excellent yield!	+1	+1	0
15-19 Famine - Most of the crops have wilted.	-1	-1	0
20-24 Magic Vendor - An exotic merchant brings interesting items to sell!	0	+2	0
25-29 Caravan Missing! - Multiple shipments of goods never arrived!	0	-2	0
30-34 Festival! - Celebrate a person, place, or thing!	+2	-1	0
35-39 Contaminated Produce	-2	-1	0
40-44 A Celebrity is stopping through the town	+1	+1	0
45-49 Monster Activity	-1	-1	0
50-54 Nobles throw a feast!	+2	+1	0
55-59 A great hunt occurs!	+1	+1	+1
60-64 A mysterious tribe called the Vistani pass through selling wares and telling fortunes	-1	+2	0
65-69 A master swordsman offers to train a few soldiers	0	-1	+2
70-74 Your kingdom has been chosen to host a grand tournament!	+1	-2	+1
75-79 Natural disaster strikes!	-1	-2	0
80-84 A lord in a nearby city has been assassinated!	-2	-1	0
85-89 New vassals join the kingdom	+1	+1	+1
90-94 A powerful monster attacks	-2	-2	-2
95-99 A Meteor Shower will be seen this month!	+2	0	0
100 Divine Blessing	+4	+4	+4

COUNCIL MEMBER TEMPLATES

These are templates you can use to create believable council members who may have already been on the council during the reign of the previous rulers. I highly recommend having players choose NPCs they've met and grown bonds with on their travels.

Feel Free to adjust the names, races, and alignments of the characters as you see fit, and for them to make more sense in your world.

When creating a Council member, their base stats are always 8, 10, 10, 12, 14, 16.

The Players can give them magic items to increase specific stats that may assist them in their role as a council member.

CORANIL YESDAN

Half-Elf, Lawful Neutral

Primary Role: Steward
Primary Modifier: Intelligence
Bonus: +3

Personality Trait: When I set my mind to something, I follow through no matter what gets in my way.

Ideals: Sincerity. There's no good in pretending to be something I'm not.

Bonds: I have a family, but I have no idea where they are. One day, I hope to see them again.

Flaws: I have a weakness for the vices of the city, especially hard drink.

ONGREN ALEHIDE

Dwarf, Lawful Neutral

Primary Role: Architect
Primary Modifier: Wisdom
Bonus: +3

Personality Trait: I don't like to bathe.

Ideals: To make a name for himself and to show his family he can make it in the world.

Bonds: I want to be famous for my work, whatever it takes.

Flaws: I have trouble keeping my true feelings hidden. My sharp tongue gets me in trouble.

GLAVIUS COTTA

Leonin, Chaotic Good

Primary Role: General
Primary Modifier: Strength
Bonus: +3

Personality Trait: I idolize a particular hero of my faith and constantly refer to that person's deeds and example.

Ideals: Chains are meant to be broken, as are those who would forge them.

Bonds: A powerful person killed someone I love. Someday soon, I'll have my revenge.

Flaws: I judge others harshly, and myself even more severely.

TIBALD ARNOTT

Human, Lawful Good

Primary Role: Diplomat
Primary Modifier: Charisma
Bonus: +3

Personality Trait: Nothing can shake my optimistic attitude.

Ideals: Aspiration. I seek to prove myself worthy of my peers by bringing peace and uniform to the world.

Bonds: Everything I do is for the common people.

Flaws: I can't resist swindling people who are more powerful than me or my lords.

CAEDA ELANIL

Elf, Chaotic Neutral

Primary Role: Spymaster
Primary Modifier: Dexterity
Bonus: +3

Personality Trait: I'm a born gambler who can't resist taking a risk for a potential payoff.

Ideals: Tyrants must not be allowed to oppress the people.

Bonds: I idolize a hero of the old tales and measure my deeds against that person's.

Flaws: I can't help but pocket loose coins and other trinkets I come across.

MONZAN

Minotaur, Lawful Neutral

Primary Role: Warden
Primary Modifier: Constitution
Bonus: +3

Personality Trait: I love a good insult, even one directed at me.

Ideals: I'm committed to the people I care about, not to ideals.

Bonds: I worked the land, I love the land, and I will protect the land.

Flaws: I follow orders, even if I think they're wrong.

